

# *Neuerungen in Java 7*

## *Die wichtigsten Änderungen, Erweiterungen*

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**JDK 7**

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# Priorities for the Java Platforms

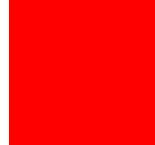
- 
- Grow Developer Base
  - Grow Adoption
  - Increase Competitiveness
  - Adapt to change



# Java Communities



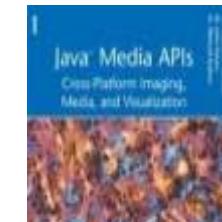
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# JCP Reforms



- Developers' voice in the Executive Committee
  - SOUJava
  - Goldman Sachs
  - London JavaCommunity
  - Alex Terrazas
- JCP starting a program of reform
  - JSR 348: Towards a new version of the JCP



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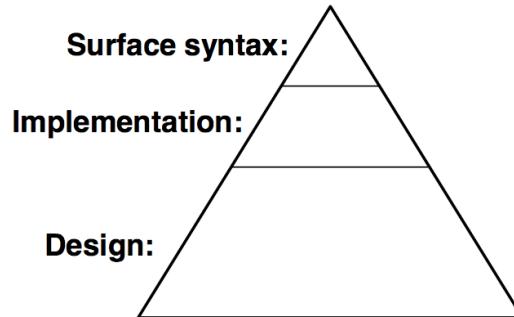
# Evolving the Language

*From “Evolving the Java Language” - JavaOne 2005*

- Java language principles
  - Reading is more important than writing
  - Code should be a joy to read
  - The language should not hide what is happening
  - Code should do what it seems to do
  - Simplicity matters
  - Every “good” feature adds more “bad” weight
  - Sometimes it is best to leave things out
- One language: with the same meaning everywhere
  - No dialects
- We will evolve the Java language
  - But cautiously, with a long term view
  - “first do no harm”

# So you want to change the language?

- Update the Java Language Spec.
- Compiler Implementation
- Essential library support
- Write tests
- Update the JVM Spec.
- Future language evolution
- Update the JVM and class file tools
- Update JNI
- Update the reflective APIs
- Update serialization
- Update javadoc output
- Kinds of compatibility





# Java SE 7 Release Contents

- Java Language
  - Project Coin (JSR-334)
- Class Libraries
  - NIO2 (JSR-203)
  - Fork-Join framework, ParallelArray (JSR-166y)
- Java Virtual Machine
  - The DaVinci Machine project (JSR-292)
  - InvokeDynamic bytecode
- Miscellaneous Things
- JSR-336: Java SE 7 Release Contents

A close-up photograph of a vast pile of silver-colored coins, likely quarters or similar denominations, stacked in numerous small piles across the frame. The coins have a slightly reflective surface and some show signs of wear and tarnish.

# Small Language Changes

Project Coin



# Project Coin Constraints

- *Small* language changes
  - Small in specification, implementation, testing
  - No new keywords!
  - Wary of type system changes
- Coordinate with larger language changes
  - Project Lambda
  - Modularity
- One language, one javac

# Better Integer Literal

- Binary literals

```
int mask = 0b101010101010;
```

- With underscores for clarity

```
int mask = 0b1010_1010_1010;  
long big = 9_223_783_036_967_937L;
```



# String Switch Statement

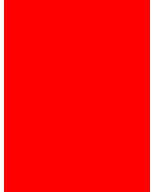
- Today case label includes integer constants and enum constants
- Strings are constants too (immutable)

# Distinguish Strings Today

```
int monthNameToDays(String s, int year) {  
  
    if ("April".equals(s) || "June".equals(s) ||  
        "September".equals(s) || "November".equals(s))  
        return 30;  
  
    if ("January".equals(s) || "March".equals(s) ||  
        "May".equals(s) || "July".equals(s) ||  
        "August".equals(s) || "December".equals(s))  
        return 31;  
  
    if ("February".equals(s))  
        ...  
}
```

# Strings in Switch Statements

```
int monthNameToDays(String s, int year) {  
    switch(s) {  
        case "April": case "June":  
        case "September": case "November":  
            return 30;  
  
        case "January": case "March":  
        case "May": case "July":  
        case "August": case "December":  
            return 31;  
  
        case "February":  
            ...  
        default:  
            ...
```



# Simplifying Generics

- Pre-generics

```
List strList = new ArrayList();
```

# Simplifying Generics

- Pre-generics

```
List strList = new ArrayList();
```

- With Generics

```
List<String> strList = new ArrayList<String>();
```

# Simplifying Generics

- Pre-generics

```
List strList = new ArrayList();
```

- With Generics

```
List<String> strList = new ArrayList<String>();  
List<Map<String, List<String>> strList =  
    new ArrayList<Map<String, List<String>>();
```

# Diamond Operator

- Pre-generics

```
List strList = new ArrayList();
```

- With Generics

```
List<String> strList = new ArrayList<String>();  
List<Map<String, List<String>> strList =  
    new ArrayList<Map<String, List<String>>();
```

- With diamond (<>) compiler infers type

```
List<String> strList = new ArrayList<>();  
List<Map<String, List<String>> strList =  
    new ArrayList<>();
```

# Copying a File

```
InputStream in = new FileInputStream(src);
OutputStream out = new FileOutputStream(dest);

byte[] buf = new byte[8192];
int n;

while (n = in.read(buf)) >= 0)
    out.write(buf, 0, n);
```

# Copying a File (Better, but wrong)

```
InputStream in = new FileInputStream(src);
OutputStream out = new FileOutputStream(dest);

try {
    byte[] buf = new byte[8192];
    int n;
    while (n = in.read(buf)) >= 0)
        out.write(buf, 0, n);
} finally {
    in.close();
    out.close();
}
```

# Copying a File (Correct, but complex)

```
InputStream in = new FileInputStream(src);
try {
    OutputStream out = new FileOutputStream(dest);
    try {
        byte[] buf = new byte[8192];
        int n;
        while (n = in.read(buf)) >= 0)
            out.write(buf, 0, n);
    } finally {
        out.close();
    }
} finally {
    in.close();
}
```

# Copying a File (Correct, but complex)

```
InputStream in = new FileInputStream(src);
try {
    OutputStream out = new FileOutputStream(dest);
    try {
        byte[] buf = new byte[8192];
        int n;
        while (n = in.read(buf)) >= 0)
            out.write(buf, 0, n);
    } finally {
        out.close();
    }
} finally {
    in.close();
}
```

Exception thrown from potentially three places.  
Details of first two could be lost

# Automatic Resource Management

```
try (InputStream in = new FileInputStream(src),  
     OutputStream out = new FileOutputStream(dest))  
{  
    byte[] buf = new byte[8192];  
    int n;  
    while (n = in.read(buf)) >= 0)  
        out.write(buf, 0, n);  
}
```

# The Details

- Compiler de-sugars try-with-resources into nested try-finally blocks with variables to track exception state
- Suppressed exceptions are recorded for posterity using a new facility of `Throwable`
- API support in JDK 7
  - New superinterface `java.lang.AutoCloseable`
  - All `AutoCloseable` and by extension `java.io.Closeable` types useable with try-with-resources
  - Anything with a `void close()` method is a candidate
  - JDBC 4.1 retro-fitted as `AutoCloseable` too

# More Informative Backtraces

```
java.io.IOException
    at Suppress.write(Suppress.java:19)
    at Suppress.main(Suppress.java:8)
Suppressed: java.io.IOException
    at Suppress.close(Suppress.java:24)
    at Suppress.main(Suppress.java:9)
Suppressed: java.io.IOException
    at Suppress.close(Suppress.java:24)
    at Suppress.main(Suppress.java:9)
```

# Varargs Warnings

```
class Test {  
    public static void main(String... args) {  
        List<List<String>> monthsInTwoLanguages =  
            Arrays.asList(NSArray.asList("January",  
                                         "February"),  
                         NSArray.asList("Enero",  
                                         "Febrero" ));  
    }  
}
```

```
Test.java:7: warning:  
[unchecked] unchecked generic array creation  
for varargs parameter of type List<String>[]  
    NSArray.asList(NSArray.asList("January",  
                                   ^  
1 warning
```

# Heap Pollution – JLSv3 4.12.2.1

- A variable of a parameterized type refers to an object that is not of that parameterized type
- For example, the variable of type `List<String> []` might point to an array of `Lists` where the `Lists` did not contain strings
- Reports possible locations of `ClassCastException`s at runtime
- A consequence of erasure
- Possibly properly addressed by reification in the future

# Varargs Warnings Revised

- New mandatory compiler warning at suspect varargs method declarations
- By applying an annotation at the declaration, warnings at the declaration *and call sites* can be suppressed
- `@SuppressWarnings (value = "unchecked")`
- `@SafeVarargs`

# Lots of Exceptions

```
try {  
    ...  
} catch (ClassNotFoundException cnfe) {  
    doSomethingClever(cnfe);  
    throw cnfe;  
} catch (InstantiationException ie) {  
    log(ie);  
    throw ie;  
} catch (NoSuchMethodException nsme) {  
    log(nsme);  
    throw nsme;  
} catch (InvocationTargetException ite) {  
    log(ite);  
    throw ite;  
}
```

# Multi-Catch

```
try {  
    ...  
} catch (ClassCastException e) {  
    doSomethingClever(e);  
    throw e;  
} catch (InstantiationException |  
        NoSuchMethodException |  
        InvocationTargetException e) {  
    log(e);  
    throw e;  
}
```



**NetBeans**

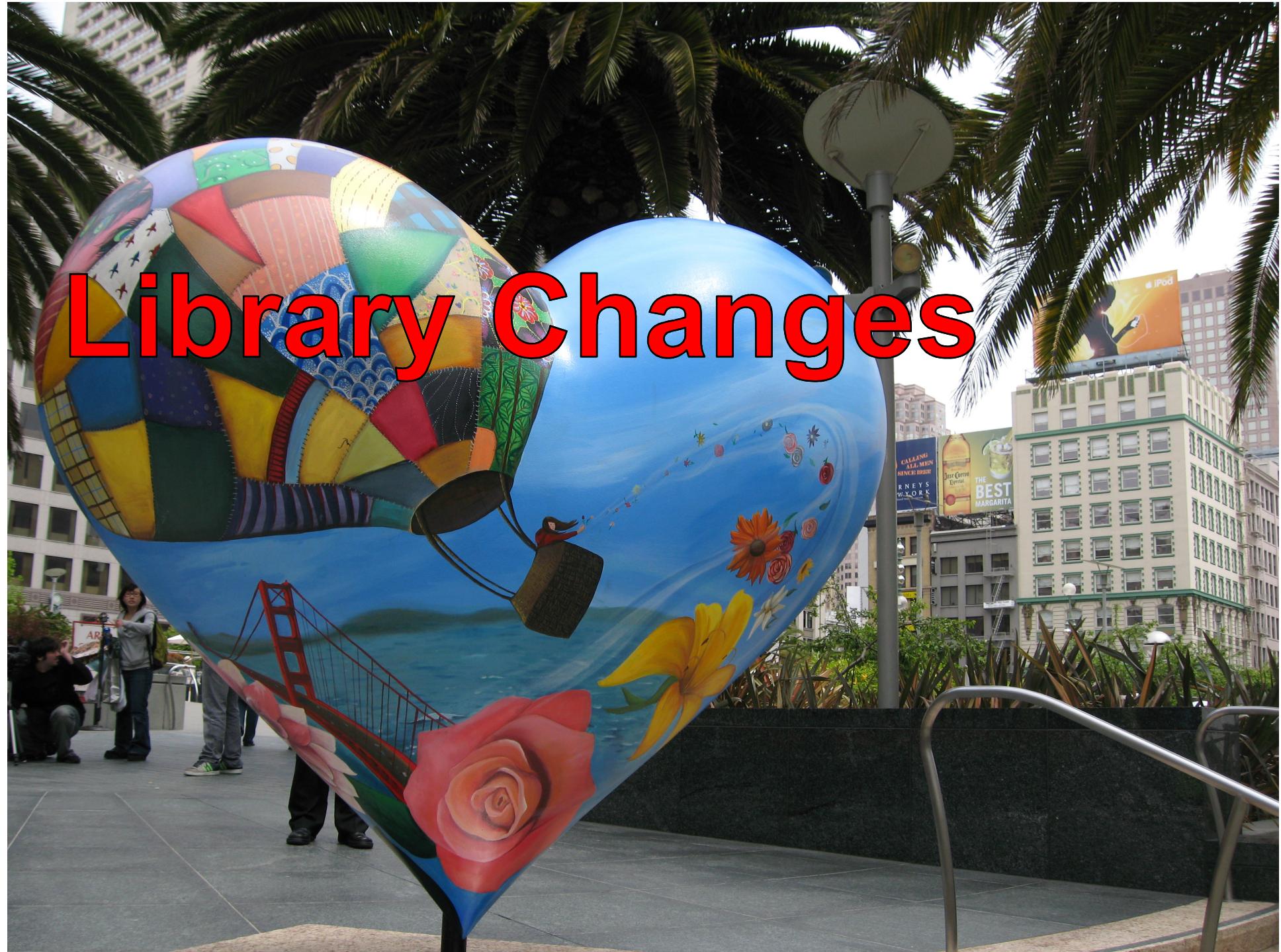
# IDE Support

- Beta support in Eclipse
  - <http://thecoderlounge.blogspot.com/2011/06/java-7-support-in-eclipse-jdt-beta.html>
- IntelliJ IDEA 10.5
- NetBeans 7.0
  - <http://netbeans.org/kb/docs/java/javase-jdk7.html>
- Demo

```
37 | Can be replaced with multicatch
38 |
39 | (Alt-Enter shows hints)
40 |     new FileNotFoundException("adasdf");
41 | } catch (FileNotFoundException fnfo) {
42 |     fnfo.printStackTrace();
43 | } catch (IOException ioe) {
44 |     ioe.printStackTrace();
45 | }
```

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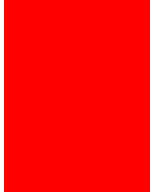
# Library Changes



# New I/O 2 (NIO2) Libraries

JSR 203

- Original Java I/O APIs presented challenges for developers
- Need something better than `java.io.File`
  - Doesn't work consistently across platforms
  - No useful exceptions when a file operation fails
  - Missing basic operations (file copy, move, ...)
  - Limited support for symbolic links
  - Limited support for file attributes, performance issues
  - No way to plug-in other file system implementations
- Java NIO2 solves these problems



# Java NIO2 Features

- Path is a replacement for File
  - Biggest impact on developers
- Better directory support
- Files
  - Static methods to operate on files and directories
  - Support for symbolic links
- FileStore
  - Represents underlying file storage (partition, concrete file system)
- FileSystem
  - SPI interface to a filesystem (FAT, ZFS, Zip archive, network, etc)
- Access to file metadata

# Path Class

- Equivalent of `java.io.File` in the new API
  - Immutable
- Have methods to access and manipulate `Path`
- Supports old libraries
  - Create File from Path using `toFile`

```
//Make a reference to the path
Path home = Paths.get("/home/fred");

//Resolve tmp from /home/fred -> /home/fred/tmp
Path tmpPath = home.resolve("tmp");

//Create a relative path from tmp -> ..
Path relativePath = tmpPath.relativize(home)

File file = relativePath.toFile();
```

# File Operation – Copy, Move

- File copy is really easy

- With fine grain control

```
Path src = Paths.get("/home/fred/readme.txt");
Path dst = Paths.get("/home/fred/copy_readme.txt");
```

```
Files.copy(src, dst,
           StandardCopyOption.COPY_ATTRIBUTES,
           StandardCopyOption.REPLACE_EXISTING);
```

- File move is supported

- Optional atomic move supported

```
Path src = Paths.get("/home/fred/readme.txt");
Path dst = Paths.get("/home/fred/readme.1st");
```

```
Files.move(src, dst, StandardCopyOption.ATOMIC_MOVE);
```

# Directories

- `DirectoryStream` iterate over entries
  - Scales to large directories
  - Uses less resources
  - Smooth out response time for remote file systems
  - Implements `Iterable` and `Closeable` for productivity
- Filtering support
  - Build-in support for glob, regex and custom filters

```
Path srcPath = Paths.get("/home/fred/src");

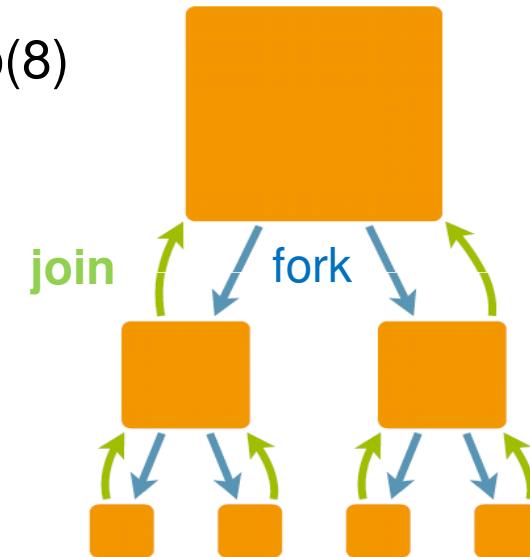
try (DirectoryStream<Path> dir =
    srcPath.newDirectoryStream("*.java")) {
  for (Path file: dir)
    System.out.println(file.getName());
}
```

# Concurrency APIs

- JSR166y
  - Update to JSR166x which was an update to JSR166
- Adds a lightweight task framework
  - Also referred to as Fork/Join
- **Phaser**
  - Barrier similar to **CyclicBarrier** and **CountDownLatch**
- **TransferQueue** interface
  - Extension to **BlockingQueue**
  - Implemented by **LinkedTransferQueue**

# Fork Join Framework

- Goal is to take advantage of multiple processor
- Designed for task that can be broken down into smaller pieces
  - Eg. Fibonacci number  $\text{fib}(10) = \text{fib}(9) + \text{fib}(8)$
- Typical algorithm that uses fork join



```
if I can manage the task
perform the task
else
fork task into x number of smaller/similar task
join the results
```

# Key Classes

- **ForkJoinPool**
  - Executor service for running **ForkJoinTask**
- **ForkJoinTask**
  - The base class for forkjoin task
- **RecursiveAction**
  - A subclass of **ForkJoinTask**
  - A recursive resultless task
  - Implements `compute()` abstract method to perform calculation
- **RecursiveTask**
  - Similar to **RecursiveAction** but returns a result

# ForkJoin Example – Fibonacci

```
public class Fibonacci extends RecursiveTask<Integer> {  
    private final int number;  
    public Fibonacci(int n) { number = n; }  
  
    @Override protected Integer compute() {  
        switch (number) {  
            case 0: return (0);  
            case 1: return (1);  
            default:  
                Fibonacci f1 = new Fibonacci(number - 1);  
                Fibonacci f2 = new Fibonacci(number - 2);  
                f1.fork(); f2.fork();  
                return (f1.join() + f2.join());  
        }  
    }  
}
```

# ForkJoin Example – Fibonacci

```
ForkJoinPool pool = new ForkJoinPool();
Fibonacci r = new Fibonacci(10);
pool.submit(r);

while (!r.isDone()) {
    //Do some work
    ...
}

System.out.println("Result of fib(10) = "
    + r.get());
```

# ForkJoin Performance Discussion

- Choosing the sequential threshold
  - Smaller tasks increase parallelism
  - Larger tasks reduce coordination overhead
  - Ultimately you must profile your code
- Minimizes overhead for compute-intensive tasks
  - Not recommended for tasks that mix CPU and I/O activity
- A portable way to express many parallel algorithms
  - Reasonably efficient for a wide range of core counts
  - Library-managed parallelism

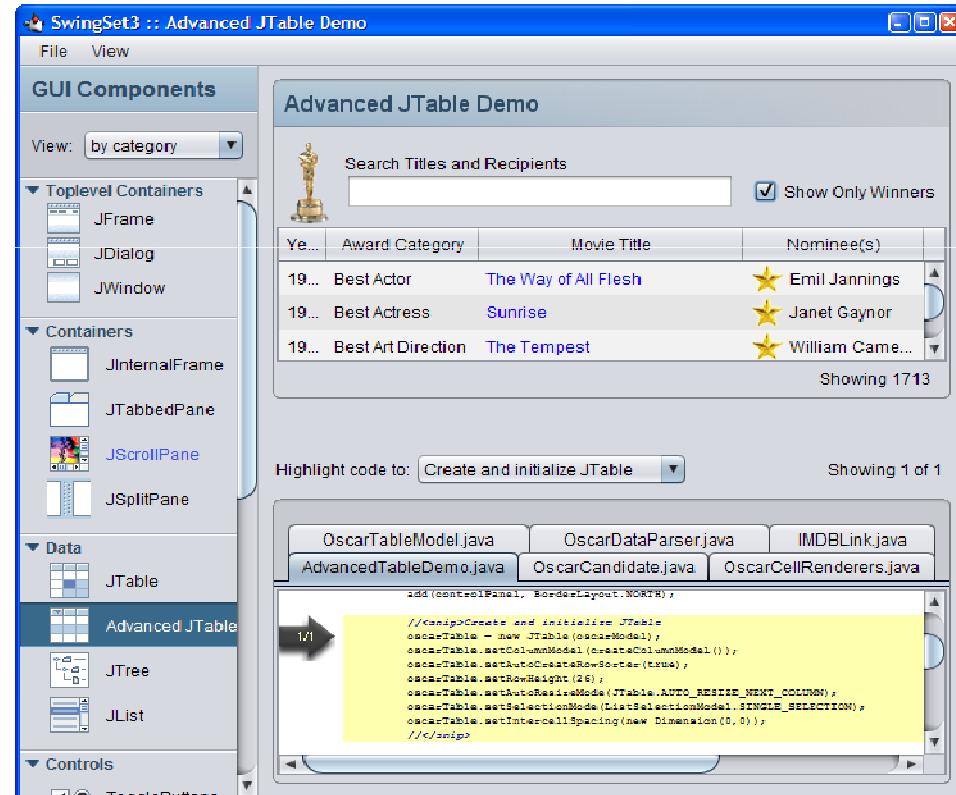


## Client Libraries

- Nimbus Look and Feel
- Platform APIs for shaped and translucent windows
- JLayer (formerly from Swing labs)
- Optimized 2D rendering

# Nimbus Look and Feel

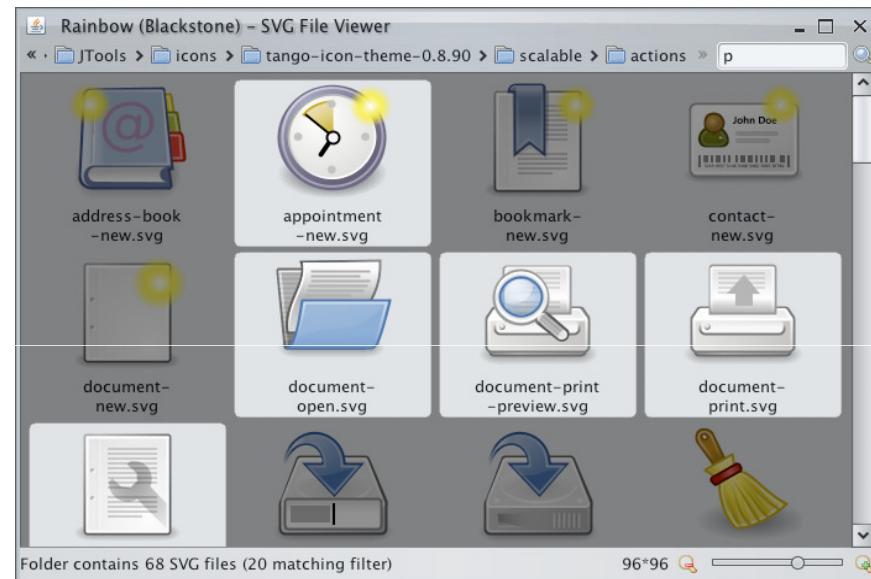
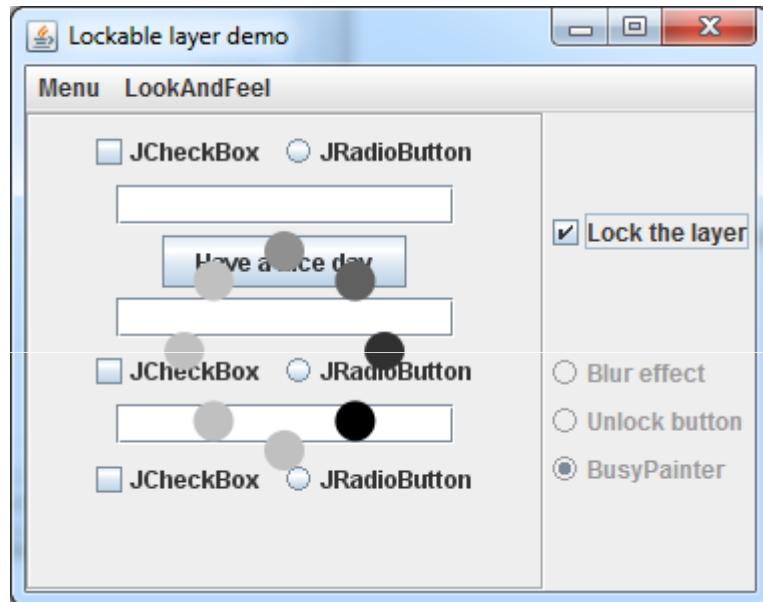
- Better than Metal for cross platform look-and-feel
- Introduced in Java SE 6u10, now part of Swing
- Not the default L&F



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# JLayer component

## Easy enrichment for Swing components



# JLayer component

The universal decorator

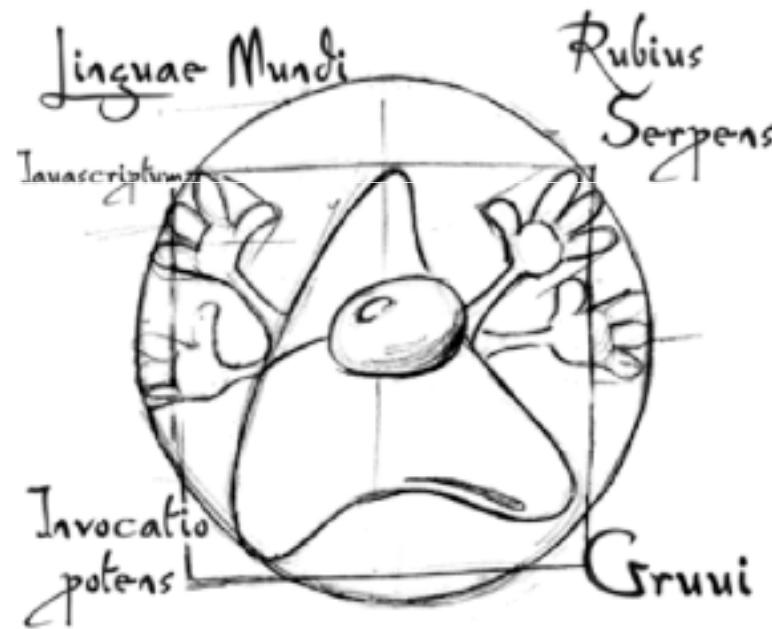
- Transparent decorator for a Swing component
- Controls the painting of its subcomponents
- Catches all input and focus events for the whole hierarchy

```
// wrap your component with JLayer
JLayer< JPanel > layer = new JLayer< JPanel >(panel);

// custom ui provides all extra functionality
layer.setUI(myLayerUI);

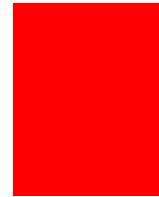
// add the layer as usual component
frame.add(layer);
```

# The DaVinci Machine Project (JSR-292) (A multi-language renaissance for the JVM)



# Languages Like Virtual Machines

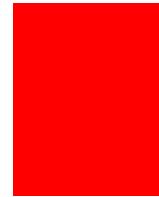
- Programming languages need runtime support
  - Memory management / Garbage collection
  - Concurrency control
  - Security
  - Reflection
  - Debugging integration
  - Standard libraries
- Compiler writers have to build these from scratch
- Targeting a VM allows reuse of infrastructure



## JVM Specification

*“The Java virtual machine knows nothing about the Java programming language, only of a particular binary format, the class file format.”*

1.2 The Java Virtual Machine Spec.



# Languages Running on the JVM

Groovy

JRuby

...

...

Scala

Clojure



# InvokeDynamic Bytecode

- JVM currently has four ways to invoke method
  - Invokevirtual, invokeinterface, invokestatic, invokespecial
- All require full method signature data
- InvokeDynamic will use method handle
  - Effectively an indirect pointer to the method
- When dynamic method is first called bootstrap code determines method and creates handle
- Subsequent calls simply reference defined handle
- Type changes force a re-compute of the method location and an update to the handle
  - Method call changes are invisible to calling code

# CallSite and MethodHandle

- **invokedynamic** linked to a **CallSite**
  - **CallSite** can be linked or unlinked
  - **CallSite** holder of **MethodHandle**
- **MethodHandle** is a directly executable reference to an underlying method, constructor, field
  - Can transform arguments and return type
  - Transformation – conversion, insertion, deletion, substitution

# invokedynamic Step 1-to-4

this[method\_name](x, y)

```
invokedynamic  
[#bootstrapMethod]  
.this_method_name
```

1. Invoke bootstrap

```
class LanguageRuntime {  
bootstrapMethod(info) {  
...  
return new CallSite();  
}}
```

3. Complete linkage

CallSite

2. Produces  
CallSite

4. Invokes method  
implementation

Method  
Handle

```
class AClass {  
Method(x, y) {  
...  
}}
```



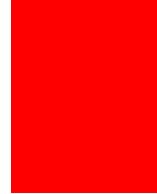
# Miscellaneous Things

- Security
  - Elliptic curve cryptography
  - TLS 1.2
- JAXP 1.4.4
- JAX-WS 2.2
- JAXB 2.2
- ClassLoader architecture changes
- `close()` for URLClassLoader
- Javadoc support for CSS

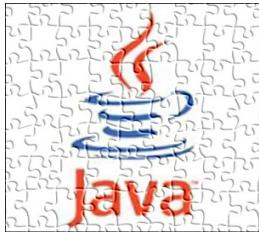
# JDK 7 Platform Support

- Windows x86
  - Server 2008, Server 2008 R2, 7 & 8 (when it GAs)
  - Windows Vista, XP
- Linux x86
  - Oracle Linux 5.5+, 6.x
  - Red Hat Enterprise Linux 5.5+, 6.x
  - SuSE Linux Enterprise Server 10.x, 11.x
  - Ubuntu Linux 10.04 LTS, 11.04
- Solaris x86/SPARC
  - Solaris 10.9+, 11.x
- Apple OSX x86
  - Will be supported post-GA, detailed plan TBD

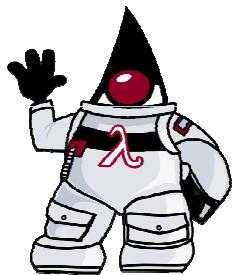
*Note: JDK 7 should run on pretty much any Windows/Linux/Solaris. These configurations are the ones primarily tested by Oracle, and for which we provide commercial support.*



# Java SE 8



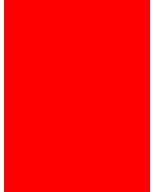
**Project Jigsaw (JSR-294)**  
Modularizing the Java Platform



**Project Lambda (JSR 335)**  
Closures and lambda expressions  
Better support for multi-core processors



**More Project Coin**  
Small Language Changes



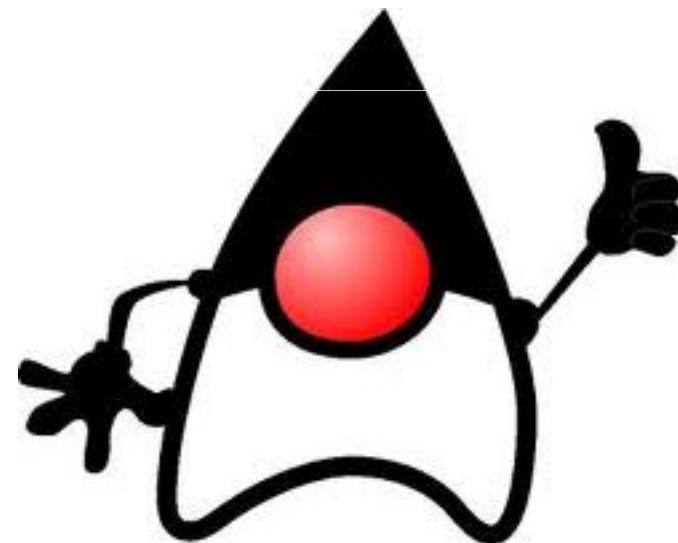
# Zusammenfassung

- Java SE 7
  - Incremental changes
  - Evolutionary, not revolutionary
  - Good solid set of features to make developers life easier
- Java SE 8
  - Major new features: Modularisation and Closures
  - More smaller features to be defined
- Java continues to grow and adapt to the changing world of IT



**Vielen Dank für Ihre Aufmerksamkeit!**

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