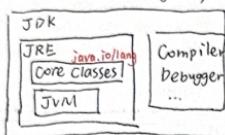


Java program → Java Compiler → Java Bytecode

→ JVM (Class Loader: .class / jar → Runtime Data Area info & constant pool)
Class-level: Method area; Objects/instances: Heap; Local variable Stack → Execution Engine) references → Stack Area

Java Runtime Environment
Java Development Kit



Encapsulation Program should interact with object data only through object's methods / achieved by Access Control mechanism

Inheritance Object class parent of all classes

Abstraction Compile-time overloaded methods same name

Polyorphism Runtime Polymorphism

Mapping name of method → final implementation

Binding Static (compile time) method overloading
dynamic (execution time) method overriding
Constructors ↗

Software design Principle

- High Cohesion 高内聚
- Low Coupling 低耦合
- Information Hiding 信息隐藏

{ Caller callee }

{ data representation }

Generics JDK 5.0 E/T extends element non-primitive type

List<E>: Generic type; E: Formal type parameter; List<String>: Parameterized type; String: actual type parameter

Generic Classes List, Queue, Set

Generic Interfaces, Generic Methods Compile-time checking

Use "?" to create a relationship between generic type

Unbounded: Pair<?> Upper Pair<? extends T> Lower Pair<? super T>

Collection ← Iterable List, Queue, Set

An Iterable class could be iterated over using an Iterator

public static void removeNulls(Collection<?> c){

for(Iterator<?> i = c.iterator(); i.hasNext();){

if(i.next() == null) i.remove();}

Interfaces Implementation Algorithms

ArrayList, LinkedList, doubly linked list

HashMap: converts internal address of object into an integer

Override equals → override hashCode

LinkedHashMap: insertion order; TreeMap: ordered, HashSet, HashMap

Functional Programming is a programming paradigm 函数式编程

OOP: organize data and logics in objects (fields and methods)

procedural programming: organize code as sequential procedures

functional programming: organize code as functions, behaviors separated

Functions can be passed as arguments, assigned to variables, be returned

writeFile(filename) — Side Effects — External file change

pure function produce some output for the same input; X assign

Immutability Variables once defined, never change their value

Lambda Expression Java 8 Anonymous function with no name/identifier

(param1, param2) → { expressions or statements }

function parameters function body multi(); return can't

Collections.sort(List<T>, (S1, S2) → Integer.compare(S1.length(), S2.length()))

Collections.sort(List<T>, new Comparator<String>(){

public int compare(String s1, String s2){

return Integer.compare(s1.length(), s2.length());}}

List<raw type> → List<length() X → List<String> parameterized type

I. Create & instantiate a functional interface

Public interface a { double getPivalue(); }

a ref = () → 3.1415; ref.getPivalue().

I Executing same operation when iterating elements
List<String> str = new ArrayList<String>();
str.forEach(elem → sout(elem));
Method reference: refer to this one method by name
MyInter ref = s → sout(s); lambda expression
MyInter ref = s → System.out::println; method reference
Static className::StaticMethod str → Integer.parseInt(str)
InstanceName::instanceMethod System.out::println
ClassName::new Person[]::new Size → new Person[Size]

java.util.stream Java 8 process collections of objects
source intermediate operations terminal operations
Lazy evaluation, all I/O do not get exerted until terminal open
AnyMatch(), allMatch(), noneMatch(), collect(), count(),
findAny(), first(), forEach(), min(), max(), reduce()
toArray() returns a non-stream type
Terminal operations are eagerly executed
Optional Java 8 prevent Null Pointer Exception, empty not null

1/0 and File in java.io package

Input & Output Byte Stream & Character Stream i18n

The International Morse Code 1837 A-Z.num.char

Chinese Telegraph Code 1872 Ch char → 4 digit num 0000

ASCII 7 bits → 128 characters extend 8 bits → 256

GB2312, 2 bytes → GBk → GB18030

Unicode code point 111412 One → 10FFFFhex

UTF-8 minimum 1 byte, UTF-16 min 2 bytes, X bytes 1/4 bytes

UTF-32 always 4 bytes Not compatible with ASCII table

Unicode Transformation Format - 8 bit. 1-4 bytes
1st byte 2nd B 3rd B 4th B num free bits

0xxxxxx	10xxxxxx						
110xxxxx							
1110xxxx							
11110xxx							

7 6+11 4+6+16 3+6+6=21

7.2 Unicode U+6C49 → 0110100 0100100 16bit

1110100 1011001 1000100

Java Char 16bit Unsigned int U+0000-U+FFFF, code points

Supplementary characters >U+FFFF. a pair of char values 4 bytes

Stream Continuous flow of data sequentially accessed

Container linked to a data source and a data destination

Byte Streams Input/Output Inconvenient for processing info

Stored in Unicode abstract classes

Character Stream Separately hierarchy provides classes, inheriting from Reader and Writer, read/write base on char value

Subclasses impl read(), write XXX Stream & XX Reader

FileReader specify encoding scheme UTF-8 v

FileInputStream FilterInputStream + gzip func + buffered

InputStream zfile = new GZIPInputStream(bfile)

InputStream bfile = new BufferedInputStream(file)

InputStream file = new FileInputStream("src/ ")

+ pushback func int b=buf.read(); b=unread()

pushbackInputStream pbin = new PIS(new BIS(new FileInputStream("src/ ")))

+ read - numbers func + zip readDouble(), readInt()

PIS dis = new PIS(new ZIS(new FileInputStream(" ")))

FileInputStream file = new File("input.txt")

Scanner in = new Scanner(file)

while(in.hasNextDouble()) / next / nextInt

PrintWriter out = new PrintWriter("output.txt")

out.println(" ")

Standard Streams System.in /in/out JavaLang.Object

Public final class System extends Object

System.in byte Stream non-blocking character stream features

BufferedReader br = new BufferedReader(new

InputStreamReader(System.in)); br.readLine()

Standard Input as a character stream

```
System.out + PrintStream object [redirect]
PrintStream out = new PrintStream(new File("src/"))
System.setOut(out)
```

Serialization ~~obj~~ Convert state of obj into byte Stream

Data persistence. Store on disk → deserialization

Classes implement serializable interface marker/tagging [obj]

Serialized → types & data fields; OOS - all fields

Path java.nio.file.Path Path pi = Path.get (below)

Highest elem → index 0 (lowest → index [-1])

A path starts with root is ~~relative~~ absolute, otherwise relative

toAbsolutePath() file doesn't need exist

→ RealPath relative → absolute redundant → remove [exception]

java.nio.file.Files.list first-layer

Files.walk (depth-first) visitFirst/PreVisit/Directory

FileVisitResult CONTINUE/SKIP-SUBTREE/SIBLINGS

TERMINATE

Only Throwable or its subclasses

Error Exception can be thrown by JVM or the throw keyword. Caught by catch

LinkageError, AssertionError, ThreadDeath, VMError, Internal

Mostly thrown by JVM considered fatal

Exception (checked) → RuntimeException (unchecked)

Checked exceptions cannot be ignored when compilation

finally {} always executes

Concurrent Programming: multiple computations happening same time

Process, Thread a program starts Process → multiple thread

ExternalThread (coupling tests)

Runnable interface Should be implemented by any class whose instances are intended

to be executed by a thread.

Thread Runnable Class Interface

Override run() method

Synchronization Concurrency API Java 5

Lock Synchronized keyword JDK 1.0

ReentrantLock → Look balanceChangeLock = new ReentrantLock()

Avoiding Deadlock java.util.concurrent.locks

SufficientBalanceCondition = balanceChangeLock.synchronized

Condition Every object in Java has an intrinsic lock. TERMINATED

Thread states. NEW RUNNABLE BLOCKED WAITING TIMEDWAITING

volatile lock-free visibility add store/ce load

Atomicity happens all at once X provide de

java.util.concurrent AtomicInteger incrementAndGet()

CAS (compare and swap) read the variable (0) from (M)

New value N store check 0 with M

Only Vector and Hashtable thread-safe

CopyOnWriteArrayList Java 5 util.concurrent

Sequential writes and concurrent reads.

Collections using Lock Queue full add/remove empty

automatically balance workload (CAS ConcurrentLinkedQueue SkiplistMap)

Callable returns value. Runnable, both asynchronous

java.util.concurrent ExecutorService asynchronous

ThreadPoolExecutor implements ExecutorService Callable Runnable

Future holds result of asynchronous computation. afterObj

Static web pages. Server-side rendered HTML fixed

Dynamic JSP rendered HTML API Java.net

Representational State Transfer Software architectural style

REQUEST = Verb + Object

Graphical User Interface Container Panel Window Components

Object → Component → AWT Component import javax.swing. application

public class MyFX extends Application {

@override start() public void start(Stage primaryStage)

Stage Scenes Scene Graphs | minwidth resizable

alwaysOnTop fullscreenExitHint maxHeight stage.initStyle

Scene → attach a Stage → display one Scene

java.lang.reflect examine/modify behavior of methods. classes

interfaces at run time Public final Class Class CT extends Obj

Class C = X . getClass()

Collection is interface, Collections is Class

Jdk > JRE > JVM

ArrayList internally implements the iterable interface

Abstract class is the abstraction of class. interface → behavior

A class can inherit at most one abstract class, multiple interfaces

dynamic class loading & instanceof

Reflection: getting info of a class through its class instance

Only the JVM creates class (no public constructor), -> Class.forName("java.lang.String") = hello.getClass()

String class = Class.forName("java.lang.String"); hello.getClass()

Object + Class constructor method

Annotation @ metadata root

Compiler instructions. Build time instr. Runtime ins

Predefined annotations: buildin, Meta-ann to other

Custom annotations: valid, Deprecated, Overridable, Varargs

@Target type annotation @Retention how stored

@Inherited type can inherit from superclass

@Documented javadoc @Repeatable

JavaBeans Java SE Java EE reduce complexity multi-tiered applicat

Client Tier client → web/application / Web tier

Business Tier Data Tier EIS Enterprise info systems

Java EE Servers host component types Servlet, EJB ..

Containers provide standardized runtime environment such as

concurrency management, life cycle m & n request han

Containers respond requests, only understands objects,

Browser → web server → web container Request obj Service

GenericServlet ... → Servlet implements

Abstract extends HttpServlet service Container

multithreading

Tomcat WebContainer running servlet & JSP

File system stores unstructured, unrelated, database

JDBC Java DataBase Connectivity java.sql/Java.SL

ORM object - Relational Mapping XSQL → object

Hibernate framework Persistence logic Objects. no SQL

Spring plain old Java Object instead of EJB core container

based on IoC and Dependency Injection

Inversion of Control control of obj → Container or framework

DI make a class independent of its dependences

Component automatic bean detection

Autowired setter constructors, @IO dependency

Configuration configuration by itself @ Component Scan

Bean work with to create spring Beans.

AOP Aspect-Oriented Programming

separation of business code and non-business code

decomposed concerns

Logging Security Transaction Handling

Spring MVC integrated ver. Model View Controller

Model define data structure View defines display UI

Spring Boot bootstrapping a Spring app contains everything

Project Object Model pom.xml. core config

Client HTTPRequest → Controller → Service layer → model

DB of JPA Entity

Repository Class Extending CrudService

Entry @Table @Id @GeneratedValue

Thymeleaf Server-Side Java template Engine web/standalone

MVC RESTful different: how HTTP response body is created

view technology return data / as object "written directly JSON"

@RestController @RequestMapping("/api/...")

@GetMapping @RequestParam (value = "email")

@PutMapping @Path Variable (studentId)

Log plaintext, XML, HTML, OFF, FATAL, ERROR, WARN, INFO, DEBUG

TRACE, ALL, Appender, Console, File, SMTP, org.apache.logging.log4j

Formatter Simple, XML, HTML, log4j.prop, key-value config

Application → SLF4J → java.util.logging

Logback

PatternLayout, Encoder, InvertX, TRACE, DEBUG

Unit Test individual method integration group of classes

System Test complete System Acceptance integrated system

Regression change Junit org.junit.jupiter

TestClass x abstract ✓ single constructor Test Method

Lifecycle Method @BeforeAll x private

@BeforeEach x private

@Before x private, static, BeforeAll x private x private v static

Repeat

@BeforeEach before @Test for v void return type

boolean equals (Object obj)
 same physical object in memory → True
String.toString()
 default name of class + @ + hashCode
 int compareTo (T o)
 Ⓣ less than 0 equal Ⓡ greater than
 public class ArrayList <E>
 public boolean add (E e)
 append element to the end
 public E get (int index)
 returns position
 public interface Iterable <T>
 public interface Collection <E> extends Iterable <E>
 public interface Set <E> extends Collection <E> {
 Set <Type> s1, s2; boolean isSubset = s1 .containsAll (s2)
 Set <Type> Union = new HashSet <(s1> Union = Union .addAll (s2)
 intersection → retainAll difference → removeAll
 List <E> extends Collection <E> E get (int index)
 E set (int index, E element);
 boolean addAll (int index, Collection <? extends E> c);
 List <E> subList (int from, int to)
 public interface Map <K, V> size, isEmpty, containsKey
 containsValue (object Value) get put remove clear
 void putAll (Map <? Extends K, ? Extends V> t);
 public class Collections extends Object
 static <T extends Comparable <? super T>> void sort (List <T> list)
 public interface Comparator <T>
 CompareTo (T o) default sorting order Comparable
 Compare <T o1, T o2> different properties Comparator
 java.util.function Consumer <T>
 StrList. forEach (elem → System.out.println (elem));
 public ~~void~~ void **foreach** (Consumer <? super E> action)
 Supplier <T> Supplier <String> textSupplier = () → "Hello"
 Sout (textSupplier.get ())
 Predicate <T> list .removeIf (e → e.length () > 3)
 Function <T, R> Function <Integer, int> g = int i → new
 int [i] intArray = a .apply (g);
 public interface Stream <T>
 default Stream <E> stream () Stream <String> stream = list .stream ()
 static <T> Stream <T> generate (Supplier <T> s) →
 Stream <String> echos = Stream .generate () → "Echo";
 Stream <Integers> natural = Stream .generate (new NaturalSupplier());
 natural .limit (20) .forEach (System.out::println);
 class NaturalSupplier implements Supplier <Integer> {
 int n = 0;
 public Integer get () { n++; return n; }
 }
 static <T> Stream <T> iterate (T seed, UnaryOperator <T> f)
 Stream <Integers> evenNumbers = Stream .iterate (2, n → n + 2);
 static <T> Stream <T> of (T... values)
 Integer [] array = new Integer [7] { 1, 2, 3 };
 Stream <Integers> istream = Stream .of (array);
 IntStream / LongStream / DoubleStream
 IntStream Stream = IntStream .range (5, 10)
 Stream <T> filter (Predicate <? super T> predicate)
 List <Integers> list = Arrays.asList (10, 20, 30, 40, 60);
 list .stream ()
 .filter (element → (element % 2 == 0))
 .forEach (element → Sout)

<R> Stream <R> map (Function <? super T, ? extends R> mapper)
 List <String> strList = new ArrayList <String> ();
 strList .add ("123");
 strList .stream ()
 .map (Integer::parseInt) Stream <Integer>
 .forEach (System.out::println);
 .sorted () / .sorted (Comparator <? super T> comparator)
 pointList .stream ()
 .sorted ((p1, p2) → p1 .X .compareTo (p2 .X))
 .forEach (System.out::println);
 Optional <T> reduce (BinaryOperator <T> accumulator)
 reduce ((a, b) → a + b) .get (NoSuchElementException)
 Partial result next elem accumulator function
 arraylist .stream () .reduce ((a, b) → a + b) .orElse (0)
 .reduce (0, (a, b) → a + b)
 Collector <T, A, R> type result type mutable
 List <String> result = Stream .collect (Collectors .toList ())
 TreeSet <String> result = Stream .collect (Collectors .toCollection
 (TreeSet :: new)) || joined = Stream .collect (Collectors .joining ())
 Map <String, Integer> map = Stream .collect
 (Collectors .toMap (Function .identity (), String :: length));
 Collectors .groupingBy (Function <T, K> classifier)
 Map <Integer, List <String> group = Stream .collect
 (Collectors .groupingBy (String :: length));
 Set <String> , Collectors .toSet ())
 Stream <String> Stream = Stream .of ("a", "bb", "c", "aa", "zz")
 Map <Character, Set <String> group = Stream .collect
 (Collectors .groupingBy (s → s.charAt (0), Collectors .mapping
 (s → s.substring (1), Collectors .toSet ()));
 Optional <String> result = Stream .findFirst ();
 Optional <T> class
 class Computer {
 private Optional <Soundcard> soundcard
 public Optional <Soundcard> getSoundcard () { return soundcard; }
 public void setSoundcard (Optional <SoundCard> soundcard)
 this .soundcard = soundcard; }
 class Soundcard {
 private Optional <USBs> usbs;
 class USB {
 String version;
 }
 public static String getUsbversion (Computer computer)
 return computer .getSoundcard ()
 .flatMap (SoundCard :: getUsb)
 .map (USB :: getVersion)
 .orElse ("UNKNOWN")
 try (InputStream input = new FileInputStream ("src/")) {
 int n; while ((n = input.read ()) != -1) { if (n == 1) {
 work "HelloWorld" × 2 or 3 bytes
 } else if (n == 2) {
 try (Reader reader = new FileReader ("src/")) {
 while ((n = reader.read ()) != -1) {
 FileOutputSteam fos = new FileOutputSteam ("src.ser");
 ObjectOutputStream oos = new ObjectOutputStream (fos)
 oos .writeObject (student);
 FileInputSteam fis = new FIS ("src.ser")
 ObjectInputStream ois = new OIS (fis);
 ois .close();
 Student stu = (Student) ois .readObject ();
 static Path createFile (Path path, FileAttribute <?... attrs>)
 createDirectory (Path path, FileAttribute <?... attrs>)
 static Path copy (Path from, Path to, CopyOption .. options)
 void delete & boolean exists (Path path)
 @Override public FileVisitResult postVisitDirectory (Path, IO e)
 directory Sout. return FileVisitResult CONTINUE
 }
 }

```

written.close(); //close the file, return
ChoiceBox<String> box = new ChoiceBox<String>(); //add it
box.getSelectionModel().selectedItemProperty().addListener((ObservableValue<String> observable, String oldValue,
String newValue) -> System.out.println(newValue));
@Override public void start(Stage primaryStage) throws Exception {
    primaryStage.setTitle("StackPane Root");
    Button btn = new Button("Click me!");
    btn.setOnAction(e -> System.out.println("Clicked!"));
    StackPane root = new StackPane();
    root.getChildren().add(btn);
    Scene scene = new Scene(root, 400, 200);
    primaryStage.setScene(scene);
    primaryStage.show();
}

```

```
playButton.setOnMouseClicked (event -> pathTransition.play))  
Class c18 = bc.getClass() Field f = c18.getDeclaredField ("balance")  
f.setAccessible(true) f.set(bc, 100)
```