

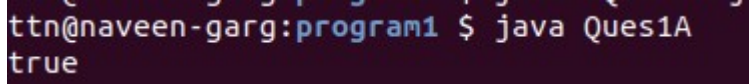
Java8 Exercise

1. Write the following a functional interface and implement it using lambda:

(A) First number is greater than second number or not. Parameter (int ,int) Return boolean

Sol - Program Files Folder name - program2/Ques1A.java

```
interface Greater {  
    boolean isGreaterThan(int a,int b);  
}  
  
public class Ques1A{  
    public static void main(String[] args) {  
        int a=5,b=4;  
        Greater g= (x,y)-> x>y;  
        System.out.println(g.isGreaterThan(a,b));  
    }  
}
```



```
ttn@naveen-garg:program1 $ java Ques1A  
true
```

(B) Increment the number by 1 and return incremented value. Parameter (int) Return int

Sol - Program Files Folder name - program2/Ques1B.java

```
interface Increment {  
    int calculate(int a);  
}  
  
public class Ques1B{  
    public static void main(String[] args){  
        int a=10;  
        Increment g= (x)-> x+1;  
        System.out.println(g.calculate(a));  
    }  
}
```

```
}  
}
```

```
ttn@naveen-garg:program1 $ java Ques1B  
11
```

(C) Concatination of 2 string. Parameter (String , String) Return (String)

Sol - Program Files Folder name - program2/Ques1C.java

```
interface Concatenate{  
    String operate(String a,String b);  
}  
  
public class Ques1C{  
    public static void main(String[] args){  
        Concatenate g= (x, y)-> x.concat(y);  
        System.out.println(g.operate("Naveen","Garg"));  
    }  
}
```

```
ttn@naveen-garg:program1 $ java Ques1C  
HelloWorld
```

(D) Convert a string to uppercase and return . Parameter (String) Return (String)

Sol - Program Files Folder name - program2/Ques1D.java

```
interface UpperCase {  
    String operate(String a);  
}  
  
public class Ques1D{  
    public static void main(String[] args){  
        UpperCase g= (x)-> x.toUpperCase();  
        System.out.println(g.operate("naveengarg"));  
    }  
}
```

```
ttn@naveen-garg:program1 $ java Ques1D
NAVEENGARG
```

2.Create a functional interface whose method takes 2 integers and return one integer.

Sol - Program Files Folder name - program2

```
interface Addable{
    int add(int a,int b);
}

public class Ques2{
    public static void main(String[] args) {

        Addable ad1=(a,b)->(a+b);
        System.out.println(ad1.add(100,20));
    }
}
```

```
ttn@naveen-garg:program2 $ javac Ques2.java
ttn@naveen-garg:program2 $ java Ques2
120
```

3. Using (instance) Method reference create and apply add and subtract method and using (Static) Method reference create and apply multiplication method for the functional interface created.

Sol - Program Files Folder name - program3

```
import java.util.function.BiFunction;

class AddSub {
    public int add(int a, int b) {
        return a + b;
    }
}
```

```
        public int sub(int a, int b) {  
            return a - b;  
        }  
    }  
}
```

```
class Multiplication{  
    public static int multiply(int a, int b){  
        return a*b;  
    }  
}
```

```
public class Ques3{  
  
    public static void main(String[] args) {  
        AddSub op = new AddSub();  
        System.out.println("\nUsing Instance Method Reference");  
        BiFunction<Integer, Integer, Integer> add2 = op::add;  
        System.out.println("Addtion = " + add2.apply(40, 5));  
  
        BiFunction<Integer, Integer, Integer> sub2 = op::sub;  
        System.out.println("Subtraction = " + sub2.apply(10, 56));  
  
        System.out.println("\nUsing Static Method Reference");  
        BiFunction<Integer, Integer, Integer> product =  
        Multiplication::multiply;  
        int pr = product.apply(4, 8);  
        System.out.println("Product = "+pr);  
    }  
}
```

```

ttn@naveen-garg:program3 $ java Ques3

Using Method Reference
Addtion = 45
Subtraction = -46
ttn@naveen-garg:program3 $ vim Ques3.java
ttn@naveen-garg:program3 $ javac Ques3.java
ttn@naveen-garg:program3 $ java Ques3

Using Instance Method Reference
Addtion = 45
Subtraction = -46

Using Static Method Reference
Product = 32

```

4.Create an Employee Class with instance variables (String) name, (Integer)age, (String)city and get the instance of the Class using constructor reference

Sol - Program Files Folder name - program4

```

interface EmployeeSupplier{
    Employee get(String name,Integer age,String city);
}

class Employee{
    String name;
    Integer age;
    String city;

    public Employee(String name, Integer age, String city) {
        this.name=name;
        this.age=age;
        this.city=city;
    }

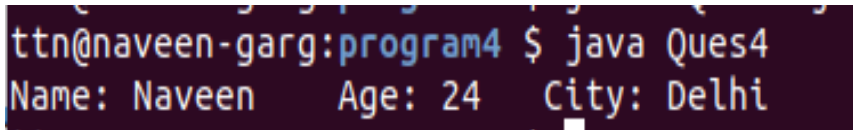
    void printEmployee(){
        System.out.println("Name: "+name+"    Age: "+age+"    City: "+city);
    }
}

```

```

public class Ques4{
    public static void main(String[] args) {
        EmployeeSupplier supplier =Employee::new;
        Employee ob=supplier.get("Naveen",24,"Delhi");
        ob.printEmployee();
    }
}

```



```

ttn@naveen-garg:program4 $ java Ques4
Name: Naveen   Age: 24   City: Delhi

```

5.Implement following functional interfaces from java.util.function using lambdas:

Sol - Program Files Folder name - program5

(1) Consumer

```

import java.util.*;
import java.util.function.Consumer;
class Product {
    private double price = 0.0;

    public void setPrice(double price) {
        this.price = price;
    }

    public void printPrice() {
        System.out.println(price);
    }
}

```

```

public class ConsumerQues5 {
    public static void main(String[] args) {

```

```

        Consumer<Product> updatePrice = p -> p.setPrice(9.9);
        Product p = new Product();
        updatePrice.accept(p);
        p.printPrice();
    }
}

```

```

ttn@naveen-garg:java8 $ javac ConsumerQues5.java
ttn@naveen-garg:java8 $ java ConsumerQues5
9.9

```

(2) Supplier

```

import java.util.*;
import java.util.function.Supplier;

class SupplierQues5{
    public static void main(String[] args) {
        int n = 10;
        display(() -> n + 35);
        display(() -> n + 110);
    }

    static void display(Supplier<Integer> arg) {
        System.out.println(arg.get());
    }
}

```

```

ttn@naveen-garg:program5 $ javac SupplierQues5.java
ttn@naveen-garg:program5 $ java SupplierQues5
45
120

```

(3) Predicate

```

import java.util.*;
import java.util.function.Predicate;

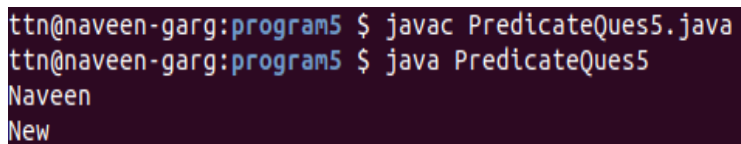
```

```

public class PredicateQues5{
    public static void main(String[] args) {
        List<String> names =
            Arrays.asList("Naveen","New","Akash","Xy","ToTheNew");

        Predicate<String> p = (s)->s.startsWith("N");
        for (String st:names)
        {
            if (p.test(st))
                System.out.println(st);
        }
    }
}

```



```

ttn@naveen-garg:program5 $ javac PredicateQues5.java
ttn@naveen-garg:program5 $ java PredicateQues5
Naveen
New

```

(4) Function

```

import java.util.*;
import java.util.function.Function;

```

```

class FuctionQues5 {
    public static void main(String[] args) {
        int n = 5;
        modifyValue(n, val-> val + 10);
        modifyValue(n, val-> val * 100);
    }

    public static void modifyValue(int v, Function<Integer, Integer> function){
        int result = function.apply(v);
    }
}

```



```

        System.out.println(result);
    }
}

```

```

ttn@naveen-garg:java8 $ javac FunctionQues5.java
ttn@naveen-garg:java8 $ java FuctionQues5
15
500

```

6. Create and access

default and static method of an interface.

Sol - Program Files Folder name - program6

```

interface MyInterface{
    default void newMethod(){
        System.out.println("Default method");
    }

    static void anotherNewMethod(){
        System.out.println("Static method");
    }

    void Display(String str);
}

public class Ques6 implements MyInterface{
    public void Display(String str){
        System.out.println("String is: "+str);
    }

    public static void main(String[] args) {
        Ques6 obj = new Ques6();
        obj.newMethod();
        MyInterface.anotherNewMethod();
        obj.Display("Java 8");
    }
}

```

```
}  
}
```

```
ttn@naveen-garg:program6 $ java Ques6  
Default method  
Static method  
String is: Java 8
```

7. Override the default method of the interface.

Sol - Program Files Folder name - program7

Interfaces can have default methods with implementation in Java 8 on later.

Interfaces can have static methods as well, similar to static methods in classes.

//Code

```
interface MyInterface1
```

```
{  
    default void show()  
    {  
        System.out.println("Default MyInterface1");  
    }  
}
```

```
interface MyInterface2
```

```
{  
    // override show()  
    default void show()  
    {  
        System.out.println("Default MyInterface2");  
    }  
}
```

```
class Ques7 implements MyInterface1, MyInterface2
```

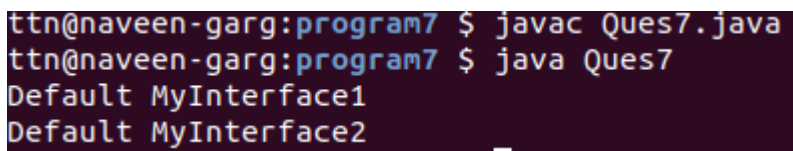
```
{
```

```

public void show()
{
    MyInterface1.super.show();
    MyInterface2.super.show();
}

public static void main(String args[])
{
    Ques7 d = new Ques7();
    d.show();
}
}

```



```

ttn@naveen-garg:program7 $ javac Ques7.java
ttn@naveen-garg:program7 $ java Ques7
Default MyInterface1
Default MyInterface2

```

8. Implement multiple inheritance with default method inside interface.

Sol - Program Files Folder name - program8

```

interface ABC{
    default void abc(){
        System.out.println("default abc method");
    }

    default void print(){
        System.out.println("default print abc method");
    }
}

interface XYZ{
    default void xyz(){

```

```

        System.out.println("default xyz method");
    }

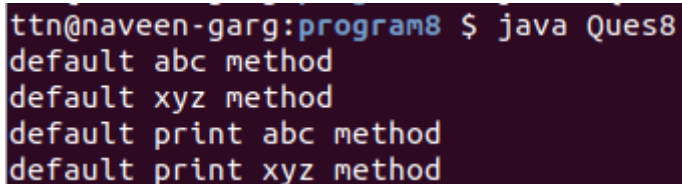
    default void print(){
        System.out.println("default print xyz method");
    }
}

public class Ques8 implements ABC, XYZ {

    public void print(){
        ABC.super.print();
        XYZ.super.print();
    }

    public static void main(String[] args) {
        Ques8 obj = new Ques8();
        obj.abc();
        obj.xyz();
        obj.print();
    }
}

```



```

ttn@naveen-garg:program8 $ java Ques8
default abc method
default xyz method
default print abc method
default print xyz method

```

9. Collect all the even numbers from an integer list.

Sol - Program Files Folder name - program9

```

import java.util.Arrays;
import java.util.List;

```

```

public class Ques9 {

    public static void main(String[] args) {
        List<Integer> numbers = Arrays.asList(1, 2, 3, 4, 5, 6, 7, 8, 9, 10);
        numbers.stream()
            .filter(value -> value % 2 == 0)
            .forEach(System.out::println);
    }
}

```

```

ttn@naveen-garg:program9 $ javac Ques9.java
ttn@naveen-garg:program9 $ java Ques9
2
4
6
8
10

```

10. Sum all the numbers greater than 5 in the integer list.

Sol - Program Files Folder name - program10

```

import java.util.Arrays;
import java.util.List;
import java.util.*;

```

```

public class Ques10{

    public static void main(String[] args) {
        List<Integer> numbers = Arrays.asList(1, 2, 3, 4, 5, 6, 7, 8, 9, 10);
        int total = numbers.stream().filter(value -> value > 5).mapToInt(value ->
value).sum();
        System.out.println("Sum all the numbers greater than 5: "+ total);
    }
}

```

```

ttn@naveen-garg:program10 $ vim Ques10.java
ttn@naveen-garg:program10 $ javac Ques10.java
ttn@naveen-garg:program10 $ java Ques10
Sum all the numbers greater than 5: 40

```

11. Find average of the number inside integer list after doubling it.

Sol - Program Files Folder name - program11

```
import java.util.Arrays;
import java.util.List;
import java.util.*;

public class Ques11{

    public static void main(String[] args) {
        List<Integer> numbers = Arrays.asList(1, 2, 3, 4, 5, 6, 7, 8, 9, 10);
        double avg = numbers.stream().mapToDouble(value -> value +
value).average().orElse(-1);
        System.out.println("Average of the number inside integer list after doubling
it: "+ avg);
    }
}
```

```
ttn@naveen-garg:java8 $ java Ques11
Average of the number inside integer list after doubling it: 11.0
```

12. Find the first even number in the integer list which is greater than 3.

Sol - Program Files Folder name - program12

```
import java.util.Arrays;
import java.util.List;

public class Ques12{

    public static void main(String[] args) {
        List<Integer> numbers = Arrays.asList(1, 2, 3, 4, 5, 6, 7, 8, 9, 10);
        int val = numbers.stream().filter(value -> value % 2 == 0).filter(value ->
value > 3).findFirst().get();
    }
}
```

```
System.out.println("First even number in the integer list which is greater  
than 3 is "+val);
```

```
}
```

```
}
```

```
ttn@naveen-garg:program12 $ java Ques12  
First even number in the integer list which is greater than 3 is 4
```