Phase 1 : Java + Servlet API Phase 2: Spring Framework Phase 3: DevOps	
Java - 8	

Java-8

: Functional Programming

Functional Interface

default method

static method

Lambdas

Streams

Method references

Optional

Concurrent Support in Collection API

DateTime API

Nashorn Engine (JS engine)

Imperative style of programming

- # Classical style/Traditional style
- # pure OOPs
- # Focus how to perform operation
- # Object mutability : bugs

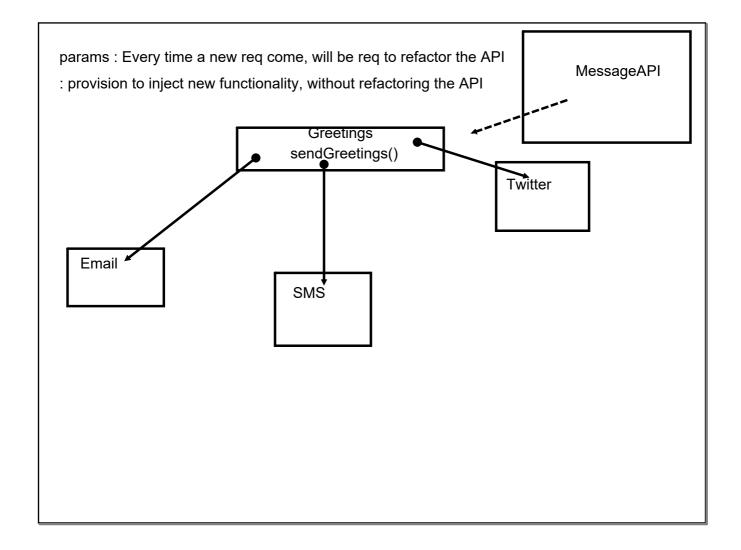
Declarative Style

- # Focus on result you want
- # Analogous SQL
- # Object Immutability
- # Functional Programming

List of numbers

fetch unique number

Reverse domain naming convention



Functional Programming: Functions(pure) are first class citizens

No Object Overheads

variable/instance/reference : object

reference = function

New datatype would not have been backward compatible

Expect a special datatype from JAVA : Function Function twitter = ()

Extended the behavior of existing feature: interface

Syntax : Lambda

- 1. no access modifier: (not the part of any class)
- 2. no name (anonymous function)
- 3. no return type (can return values)
- 4. params : no param type
- 5. <param> -> {<definition>}

```
void fun(){
}
() -> {
}
```

```
void fun(String str1,String str2){
}
(str1,str2)->{
}
```

```
void fun (String str){
}
str -> {
}
```

```
void fun(String str){
     <single inst>
}
str-> <single inst>
```

```
void add(int a, int b){
    return a+b;
}
(a,b)-> a+b; // return is by default associated
(a,b) -> {
    return a+b;
}
```

Functional Interface

Contains only 1 abstract method, any number of default and static

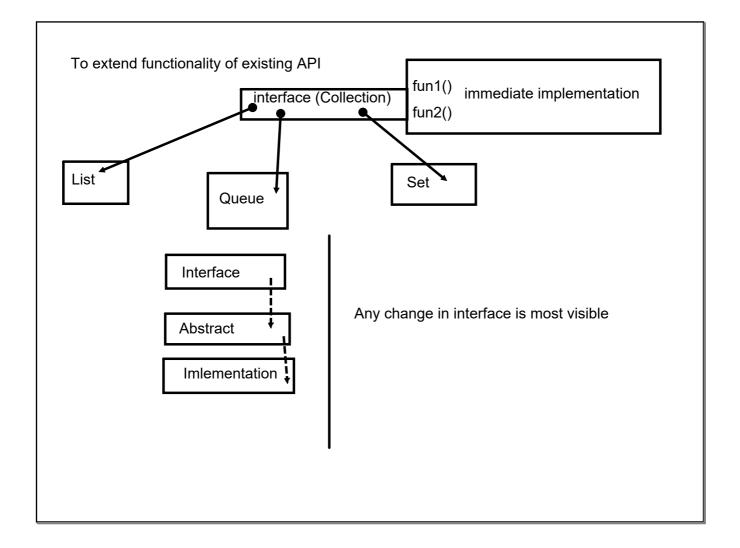
Only Functional Interfaces can refer to lambda expression

Signature of Lambda expression must match with the only abstract method of FI

Interface:

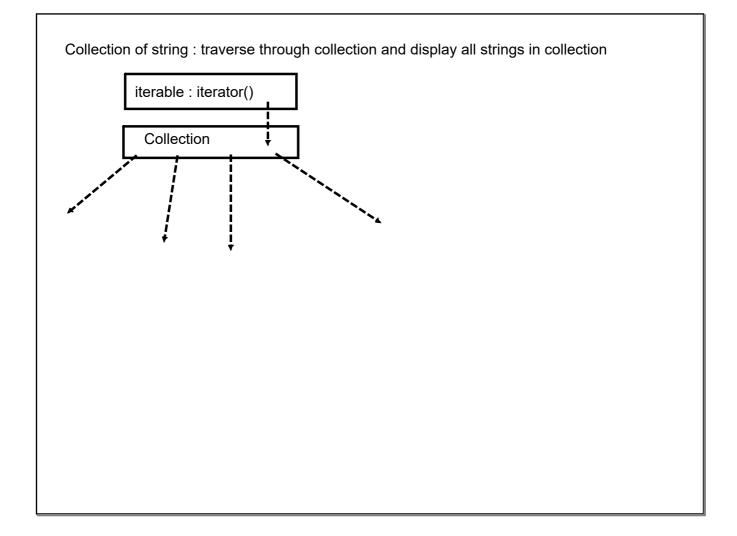
Define function inside an interface.

Interface can have functions with definitions as well



Existing feature : #Functional Interface	=> Specialized Libraries of Functional Interface => Streams	
Comparable		
Comparator		
Runnable		

Lambdas with Local Variable
1. Lambdas have an access over local variables and instance of enclosing scope
2. Effectively final
3. Not Allowed to use the same local variable name as param or redeclaration inside body
No restriction on instance variable
> Easier to perform the concurrent operation : immutability
Lacior to poriorii the concurrent operation : immatability



Functional API : Bunch of functional interface: few prototypes have been identified with common usage java.util.function

Consumer: BiConsumer

void accept(<>): Consume the data

Predicate: BiPredicate

boolean test(<>): Add some condition and revert back

Function: BiFunction, UnaryOperation, BinaryOperator

<> apply(<>) : Transformation

Supplier

<> get():

Streams : Pure Functional

Perform operations on collections or I/O resource :

Safe

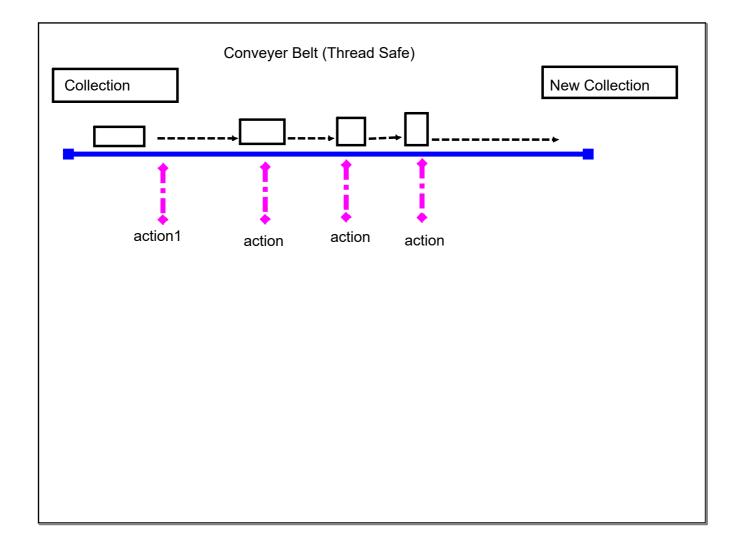
Immutability: Thread safe

Efficient Way

Not a data structure: not going to store any data

Lazy processing model

Parallel Stream: Parallel operation easily without spawning the thread



SBA1 : use-case
SBA2 : use-case
SBA3:
End-to-End
1. continous process
2. Milestone
3. walk-through (Friday)
4. Group based : group evaluation + individual eval

Every Stream must have a terminal activity

Else: Stream will not initiate

Every Stream

- 1. Initiate the stream
- 2. Intermediate activity (optional)
- 3. Terminal activity

Parallel Stream

Constraints in parallel streams

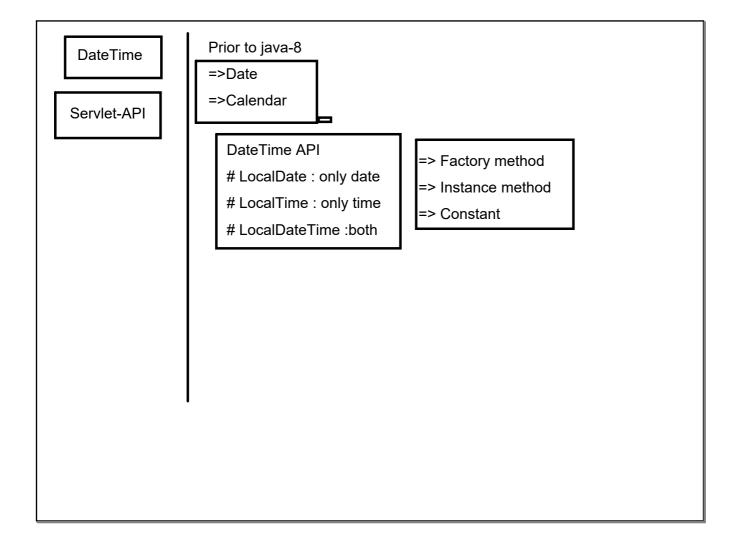
- 1. Order of records matter
- 2. where using a mutable service/data: Not a thread safe
- 3. activities, inherently complex, degrade performance

1,2,3,4,5,6,7.....

4,2,6,3,1

result = 0

forEach(Consumer)



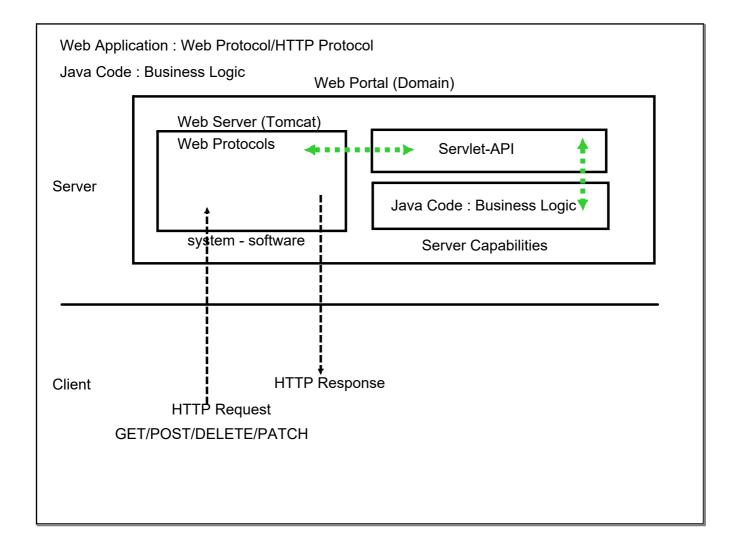
Servlet-API:

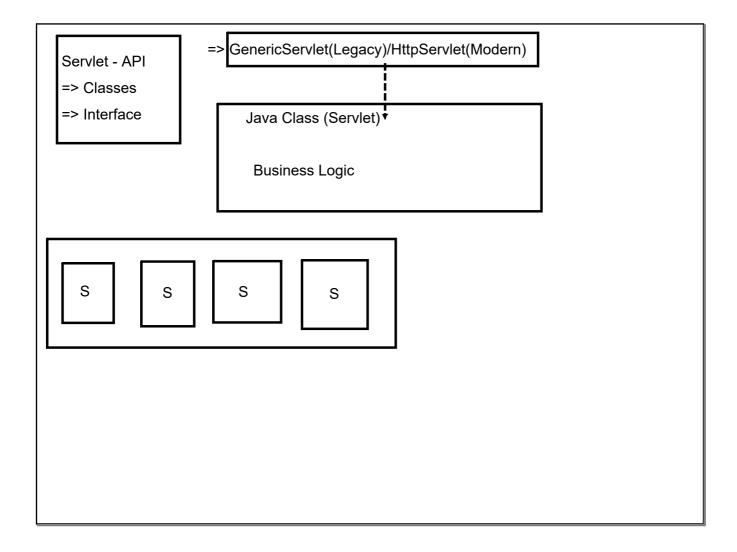
Popular API to create web application using Java

- => Core Java + Servlet-API
- => Complex Framework

Major Framework of JAva

JavaEE, Spring, Struts, EJB....





```
GenericServlet : cannot differentiate among HTTP Verbs :
HttpServlet : can differentiate

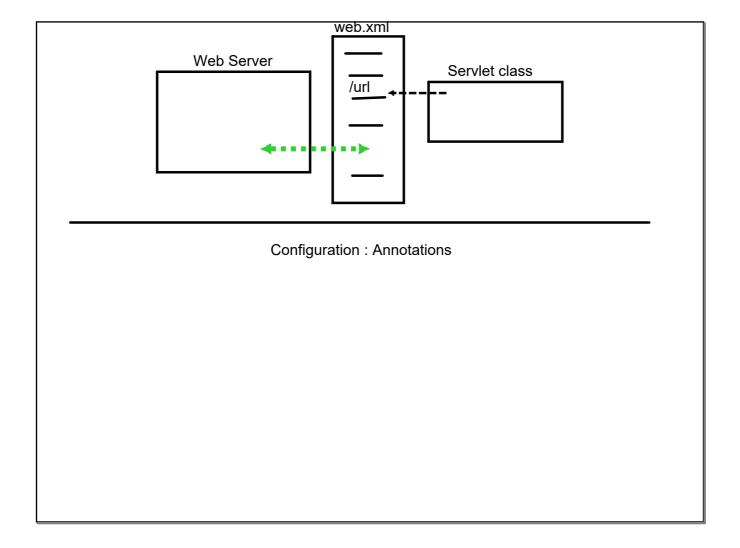
class MyServ extends HttpServlet{
}
```

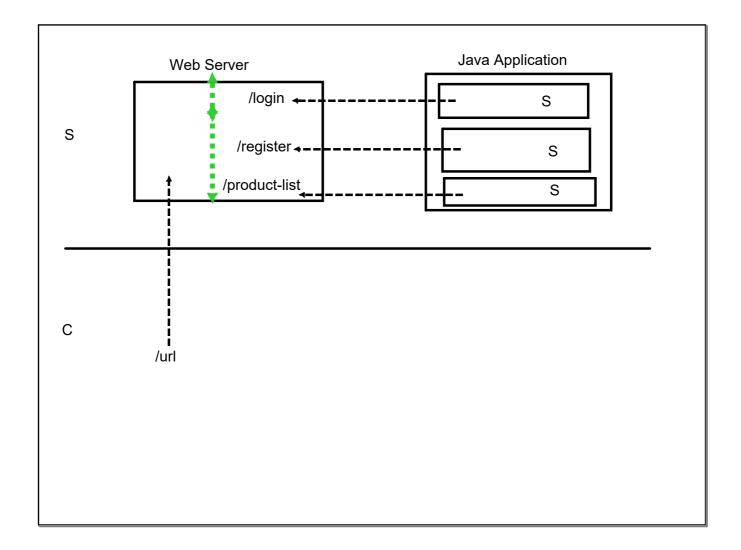
Servlet

- # Every servlet needs to be registered with WebServer
- # Registration will be based on URL
- # Registration will be done through a special manifest file

Deployment Descriptor: web.xml (de-facto std)

Once a servlet is registered , Web Server starts managing the lifecycle of Servlet





MAnaging the life cycle:

- 1. Create an object of that class
- 2. launches life-cycle of servlet class
 - a. init(): phase: prepare for request processing
 - b. service(): phase: access over request, processing, respond back
 - c. destroy(): phase: release the resources
- 3. Make the servlet object available for garbage collection

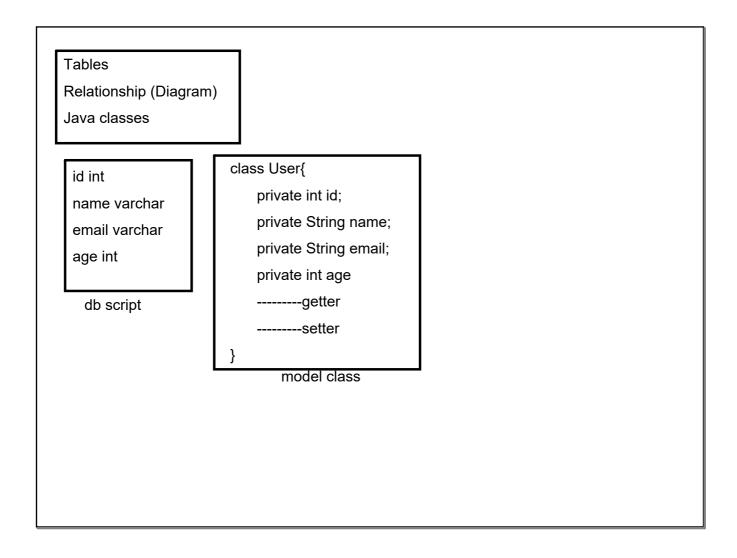
First Request : 1->2(a)->2(b)----> cache the object

Next Request(s): 2(b) ----> cache the object

Whenever:

Servlet is not requested for long time/capacity:

Sequential : 2(b)	Names1 :
Parallel : n user requesting same servlet	
Object cached :	
=> n new object of servlet	Name 2:
=> queue of request	
=> multithreading : threads of service (phase(2(b))	
# Servlet must use Thread safe service	



Java Application + Servlet-API

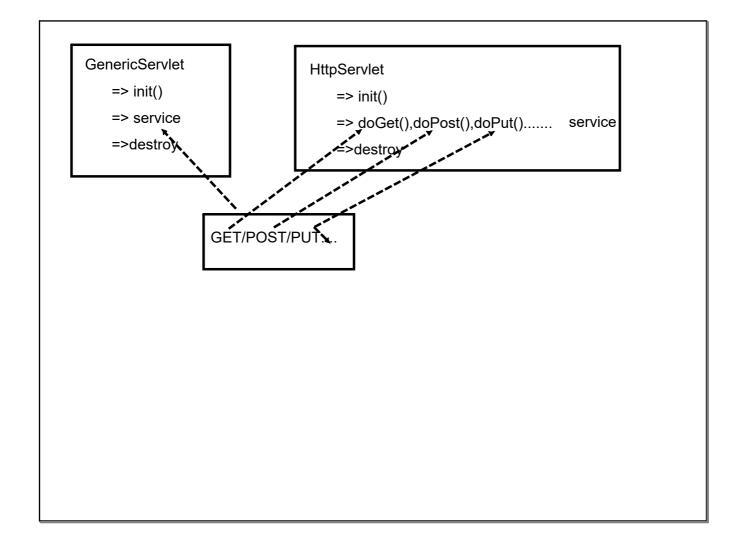
Template : Dynamic Web Project

Eclipse IDE : plugin the Tomcat

auto process

Tomcat Server

- 1. build and package (war) the project
- 2. deploy/copy to working dir TOMCAT
- 3. Launch the server

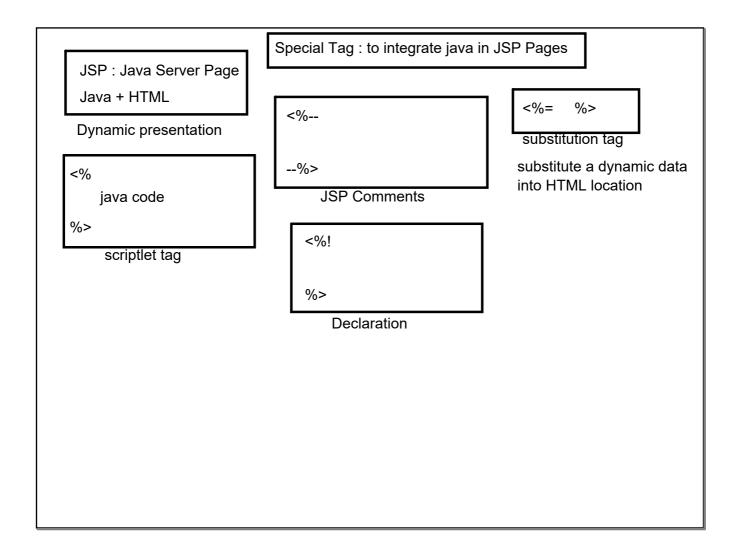


HttpServletRequest request => all info/functionality about request
HttpServletResponse response => all info/functionality about response

Response : HTML

JAVA CODE RESPOND BACK

- 1. Login Form (home-page)
- 2. Info as request ----> Servlet
- 3. Fetch those info
- 4. business logic for credential
- 5. Welcome // Invalid



JSP : Concept

=> Does not exists at runtime

=> Another way of writing the servlet

=> JSP-----Servlet

Dynamic web Create:

Servlet : Java business logic (class instance)
Servlet : Heavy presentation (jsp instance)

