



Programming Expert

# Geneste en anonieme klassen

## DE HOGESCHOOL MET HET NETWERK

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Klassen

Interfaces

static

1 klasse, 1 bestand

new ActionListener() { ... }



# Static nested class

```
public class OuterClass {  
    public static class NestedClass {  
        ....  
    }  
}
```

Gebruik (buitenaf):

```
OuterClass.NestedClass nested = new OuterClass.NestedClass();
```



# Static nested class

```
public class OuterClass {  
    private static int classField = 1;  
  
    public static class NestedClass {  
        private int nestedField;  
        public NestedClass() {  
            nestedField = classField++;  
        }  
    }  
}
```



# Static nested class

```
public class OuterClass {  
    private int field = 1;  
  
    public static class NestedClass {  
        public void setField(OuterClass outer, int val) {  
            outer.field = val;  
        }  
    }  
}
```



# Static nested class

```
public class OuterClass {  
    private NestedClass nested;  
  
    public OuterClass() {  
        nested = new NestedClass();  
    }  
  
    public int getValue() {  
        return nested.calculate();  
    }  
  
    private static class NestedClass {  
        private int calculate() { ... };  
    }  
}
```



# Static nested class: voorbeeld

```
public class ColorEnums {  
    public enum Color {  
        RED, GREEN, BLUE, YELLOW, ...;  
    }  
}
```

Gebruik:

```
ColorEnums.Color color = ColorEnum.Color.RED;
```





# Nested class

Samenvatting:

- Static nested class kan geïntantieerd worden
- Static nested class (instantie) zit in de Outer class
- **private** ≈ in hetzelfde bestand



# Inner class

```
public class OuterClass {  
    private int field = 1;  
  
    public class InnerClass {  
        private int nestedField;  
        public InnerClass() {  
            nestedField = field;  
        }  
    }  
}
```



# Inner class

```
public class OuterClass {  
    public void doSomething() {  
        InnerClass inner = new InnerClass();  
        inner.doMethod();  
    }  
  
    public class InnerClass {  
        public void doMethod () { ... }  
    }  
}
```



# Inner class

```
public class OuterClass {  
    public void doSomething() {  
        InnerClass inner = this.new InnerClass();  
        inner.doMethod();  
    }  
  
    public class InnerClass {  
        public void doMethod () { ... }  
    }  
}
```



# Inner class

```
public class OuterClass {  
    public class InnerClass { }  
}
```

```
OuterClass outer = new OuterClass();  
OuterClass.InnerClass inner;  
inner = outer.new InnerClass();
```



# Inner class

```
public class OuterClass {  
    private int field = 1;  
  
    public class InnerClass {  
        private int field;  
        public InnerClass(int field) {  
            this.field = field;  
            OuterClass.this.field = field;  
        }  
    }  
}
```



# Local inner class

```
public class OuterClass {  
    public void method() {  
        final int CONST = 5;  
        int val = 7;  
  
        class LocalInnerClass {  
            ...  
            System.out.println(CONST); // OK  
            System.out.println(val);    // OK (val wijzigt niet).  
            ...  
        }  
        LocalInnerClass local = new LocalInnerClass();  
    }  
}
```



# Local inner class

```
public class OuterClass {  
    public Object getInner() {  
        int val = 7;  
        class LocalInnerClass {  
            public String toString() {  
                val++; // Fout  
                return "Inner " + val;  
            }  
        }  
        return new LocalInnerClass();  
    }  
}  
  
public static void main(String[] args) {  
    OuterClass outer = new OuterClass();  
    outer.getInner().toString();  
}
```





# Local inner class

```
public class OuterClass {  
    private int val = 1;  
    public void method() {  
        class LocalInnerClass {  
            ...  
            System.out.println(OuterClass.this.val); // OK  
            ...  
        }  
        LocalInnerClass local = new LocalInnerClass();  
    }  
}
```



# Overzicht

Klasse:	In:	Toegang:	Gebruik:
(normal)	package	package/protected/public	Bijna altijd
Static nested	class	+ private	Ten dienst van Outer class
Inner	object	+ Outer.this	Ten dienst van Outer object
Local Inner	method	+ lokale final variabelen	Ten dienst van 1 methode



# Anonymous class

```
public class OuterClass {  
    public void method() {  
        class SubClass extends SuperClass {  
            // Vervangen methodes  
        }  
        SuperClass object1 = new SubClass();  
  
        class InterfaceClass implements Interface {  
            // Implementatie van methodes  
        }  
        Interface object2 = new InterfaceClass();  
    }  
}
```



# Anonymous class

```
public class OuterClass {  
    public void method() {  
        SuperClass object1 = new SuperClass() {  
            // Vervangen methodes  
        };  
  
        Interface object2 = new Interface() {  
            // Implementatie van methodes  
        };  
    }  
}
```



# Toepassing: iterator

```
Iterator it;
it = collection.iterator();
while (it.hasNext()) {
    Object o = it.next();
    // use o ...
}

for (Object o : collection) {
    // use o ...
}
```

De Iterator interface kan geïmplementeerd worden in een nested class in de collection klasse.



# Callback methode

```
public class Tekst {  
    private String sentence;  
    ...  
    public void printFilteredWords(WordFilter filter) {  
        for (String word : sentence.split(" ")) {  
            if (filter.isValid(word)) {  
                System.out.println(word);  
            }  
        }  
    }  
}  
  
public interface WordFilter {  
    public boolean isValid(String word);  
}
```



# Callback methode

```
public class TekstApp {  
    ...  
    Text text = new Text("Hello this is an example sentence");  
    text.printFilteredWords(new WordFilter() {  
        @Override  
        public boolean isValid(String word) {  
            return word.contains("e");  
        }  
    });  
    ...  
}
```



# Callback methode

```
public class TekstApp {  
    ...  
    Text text = new Text("Hello this is an example sentence");  
    text.printFilteredWords(new WordFilter() {  
        @Override  
        public boolean isValid(String word) {  
            return word.length() > 4;  
        }  
    });  
    ...  
}
```





# Callback methode

```
public class TekstApp {  
    ...  
    Text text = new Text("Hello this is an example sentence");  
    text.printFilteredWords(new WordFilter() {  
        @Override  
        public boolean isValid(String word) {  
            return word.startsWith("a");  
        }  
    });  
    ...  
}
```



# Functional Interface

@FunctionalInterface

```
public interface WordFilter {  
    public boolean isValid(String word);  
}
```



# Lambda

```
public class TekstApp {  
    ...  
    Text text = new Text("Hello this is an example sentence");  
    text.printFilteredWords(word -> word.contains("e"));  
    ...  
}
```



# Lambda

```
text.printFilteredWords(new WordFilter() {  
    @Override  
    public boolean isValid(String word) {  
        return word.contains("e");  
    }  
});
```

```
text.printFilteredWords(  
    word ->  
        word.contains("e")  
);
```



# Lambda

```
text.printFilteredWords(word -> word.contains("e"));
```

Impliciet:

- **new** WordFilter() { ... }
  - afgeleid uit type parameter van printFilteredWords
- **@Override public ... isValid(...)**
  - afgeleid uit **@FunctionalInterface** WordFilter
- **String word**
  - afgeleid uit type parameter van isValid
- **boolean**, return
  - afgeleid uit isValid en de implementatie van één regel



# Lambda

```
public class TekstApp {  
    ...  
    Text text = new Text("Hello this is an example sentence");  
    text.printFilteredWords(word -> word.length() > 4);  
    ...  
}
```



# Lambda

```
public class TekstApp {  
    ...  
    Text text = new Text("Hello this is an example sentence");  
    text.printFilteredWords(w -> w.startsWith("a"));  
    ...  
}
```



# Lambda

Syntax:

- `WordFilter filter = word -> word.charAt(2) == 'i';`
- `WordFilter filter = word -> {  
 return word.charAt(2) == 'i';  
};`
- `WordFilter filter = (word) -> word.charAt(2) == 'i';`
- `WordFilter filter = (String word) -> word.charAt(2) == 'i';`





# Lambda

Voorbeeld:

- WordFilter filter = word -> {  
    try {  
        int value = Integer.parseInt(word);  
        return value > 10;  
    } catch (NumberFormatException nfe) {  
        return false;  
    }  
};  
– Accolades en return zijn nodig bij meerdere statements.



# Lambda

Voorbeeld:

- IndexedWordFilter **filter** = (**word**, **i**) -> word.length() <= i + 2;
  - Haken zijn nodig bij meerdere parameters.
  - IndexedWordFilter krijgt de index van het woord in de zin mee
  - Implementatie als extra oefening



# Lambda

```
public class TekstApp {  
    private String start;  
    ...  
    Text text = new Text("bob blijft achter de blauwe auto");  
    start = "a";  
    WordFilter filter = w -> w.startsWith(start);  
    start = "b";  
    text.printFilteredWords(filter);  
    ...  
}
```



# Lambda

Scope:

- Lambda expressies delen de scope met de omgevende code.
- De namen van parameters mogen niet al in gebruik zijn.
- De laatste waarde geldt, niet de waarde bij aanmaak.
- Er is toegang tot final lokale variabelen.
- This verwijst naar de omgevende klasse.
- Super verwijst naar de superklasse van de omgevende klasse.



# Method reference

@FunctionalInterface

```
public interface WordProcessor {  
    public String process(String word);  
}
```

// in Text.java

```
public void printProcessedWords(WordProcessor processor) {  
    for (String word : sentence.split(" ")) {  
        System.out.println(processor.process(word));  
    }  
}
```



# Method reference

```
public interface TextUtil {  
    public static String quote(String str) {  
        return String.format("<<%s>>", str);  
    }  
}
```

// in main:

```
text.printProcessedWords(w -> TextUtil.quote(w));
```



# Method reference

// in main:

- `text.printProcessedWords(w -> TextUtil.quote(w));`
- `text.printProcessedWords(TextUtil::quote);`
- `String WordProcessor.process(String word)`
- `String TextUtil.quote(String s)`



# Method reference

Syntax:

qualifier::identifier

Mogelijkheden:

val -> ClassName.staticMethod(val)

ClassName::staticMethod

val -> myObject.method(val)

myObject::method

(Type val) -> val.method()

Type::method

val -> new ClassName(val)

ClassName::new





# Method reference

<code>data -&gt; TextUtil.quote(data)</code>	<code>TextUtil::quote</code>
<code>woord -&gt; vertaler.vertaal(woord)</code>	<code>vertaler::vertaal</code>
<code>tekst -&gt; System.out.println(tekst)</code>	<code>System.out::println</code>
<code>(String w) -&gt; w.toUpperCase()</code>	<code>String::toUpperCase</code>
<code>(naam, leeftijd) -&gt; new Persoon(naam, leeftijd)</code>	<code>Persoon::new</code>



# Method reference

## Voorbeelden

<code>data -&gt; show(data)</code>	<code>this::show</code>
<code>getal -&gt; bereken(getal, 5)</code>	<code>/</code>
<code>persoon -&gt; super.toon(persoon)</code>	<code>super::toon</code>
<code>tekst -&gt; tekst.indexOf(",")</code>	<code>/</code>
<code>tekst -&gt; tekst.concat(tekst)</code>	<code>/</code>



# Standaard Functional Interfaces

`package java.util.function:`

- `Supplier<T>: T get()`
- `Function<T, R>: R apply(T t)`
- `Consumer<T>: void accept(T t)`
- `Predicate<T>: boolean test(T t)`



# Standaard Functional Interfaces

```
public class Text {  
    private int i = 0;  
    public Supplier<String> split(String token) {  
        i = 0;  
        String[] data = text.split(token);  
        return () -> i < data.length ? data[i++] : null;  
    }  
    ...  
}
```



# Standaard Functional Interfaces

```
public class TestApp {  
    public static void main(String[] args) {  
        Text text = new Text("test 1 2 3 test");  
        Supplier<String> woorden = text.split("");  
  
        String woord = woorden.get();  
        while (woord != null) {  
            System.out.println(woord);  
            woord = woorden.get();  
        }  
    }  
}
```



# Standaard Functional Interfaces

```
public class User {  
    public Supplier<String> lees() {  
        Scanner lezer = new Scanner(System.in);  
        return () -> lezer.next();  
    }  
    ...  
}
```

