

Pattern Matching for switch

This feature simplifies the usage of the switch statement by allowing it to be used as an expression, and it introduces pattern matching.

Code:

```
public class PatternMatching {
    public static void main(String[] args) {
        int dayOfWeek = 3;
        String dayType = switch (dayOfWeek) {
            case 1, 2, 3, 4, 5 -> "Weekday";
            case 6, 7 -> "Weekend";
            default -> throw new IllegalArgumentException("Invalid day: " + dayOfWeek);
        };
        System.out.println(dayType);
    }
}
```

Output:

Weekday

New API for Accessing Large Icons

The icon has a size of 16 by 16 pixels, and there was no way to display a higher resolution icon until now.

In Java 17, the method `getSystemIcon(File f, int width, int height)` was added, allowing you to specify the size of the icon:

Code:

```
import javax.swing.*;
import javax.swing.filechooser.FileSystemView;
import java.io.File;

public class LargeIcons {
    public static void main(String[] args) {
        FileSystemView fileSystemView = FileSystemView.getFileSystemView();
        Icon icon = fileSystemView.getSystemIcon(new
        File("C:\\Users\\Wissen\\Documents\\Assignments_Java8-21"));
    }
}
```

```
JFrame frame = new JFrame();  
frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);  
frame.getContentPane().add(new JLabel(icon));  
frame.pack();  
frame.setVisible(true);  
}  
}
```

Output:

