# From 'Java Sucks' to 'Java...Eh, Not Bad'

How Vert.x & Java 21 Made Me Stop Complaining

Thomas Gebert

#### Who Am I?

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- There is nothing else interesting about me.

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- Java programmers...

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```
public class DeadlockExample {
  public void thread1() {
    synchronized (lockA) {
      sleep(100);
      synchronized (lockB) {
        System.out.println("Thread 1: Holding lockB");
  public void thread2() {
    synchronized (lockB) {
      sleep(100);
      synchronized (lockA) {
        System.out.println("Thread 2: Holding lockA");
```

## Storytime.

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Figure 1: CF

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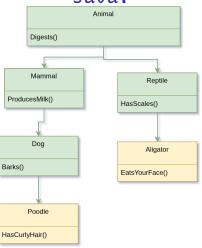


Figure 2: UML



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- Lots of great tooling around the language in the form of IDEs and benchmarking tools available.
- (Can be) fast.

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- Many companies will find it infeasible to migrate to a better language, and would rather spend infinitely more money hiring dozens of engineers to write a million incrementatal patches to a Java codebase.
- Many of us are stuck in this hell.

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```
int count = 0;
for (String word : words) {
   if (word.length() > 10) {
      count++;
   }
}
System.out.println("Long words: " + count);
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System.out.println("Long words: " + count);
long count = words.stream()
```

```
public interface Greeter {
  void greet(String name);

  default void greetPolitely(String name) {
     System.out.println("Hello, " + name + ". It's nice to n
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}
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- Useful for producer-consumer patterns
- Comes in several flavors: ArrayBlockingQueue, LinkedBlockingQueue, PriorityBlockingQueue, etc.

```
BlockingQueue<String> queue = new LinkedBlockingQueue<
new Thread(() -> {
    queue.put("data");
}).start();
// Consumer
new Thread(() -> {
    String item = queue.take();
}).start();
```

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```
ExecutorService executor = Executors.newFixedThreadPoo
for (int i = 0; i < 10; i++) {
  int taskId = i;
  executor.submit(() -> {
    System.out.println("Running task " + taskId +
                       " on thread " + Thread.currentThread
  });
executor.shutdown();
```

 Worked ok, but could break if you did any kind of blocking IO.

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- Did not properly park IO blocking.

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- Pause times are generally sub-millisecond and almost never exceed ten milliseconds.
- Configurable, can be enabled or disabled per-project.

#### Records

• Much simpler than a class.

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# Before Records

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public class Point {

```
private final int x;
private final int y;
public Point(int x, int y) {
  this.x = x;
  this.y = y;
public int x() { return x; }
public int y() { return y; }
Olverride
public boolean equals(Object o) {
  if (this == o) return true;
  if (!(o instanceof Point)) return false:
  Point p = (Point) o;
  return x == p.x && v == p.v:
```

• Basically Algebraic Data Types

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# Before Sealed Interfaces

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```
public interface Shape {}
public class Circle implements Shape {
  public final double radius;
  public Circle(double radius) { this.radius = radius;
public class Rectangle implements Shape {
  public final double width, height;
  public Rectangle(double w, double h) {
    this.width = w;
    this.height = h;
```

Pattern Matching

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```
public void handle(Object obj) {
  if (obj instanceof String) {
    String s = (String) obj;
    System.out.println("String length: " + s.length())
  } else if (obj instanceof Integer) {
    Integer i = (Integer) obj;
    System.out.println("Squared: " + (i * i));
  } else {
    System.out.println("Unknown type");
```

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- Provides constructs to handle local and distributed concurrency transparently.

# Vert.x Core Primitives

Verticle

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- Deployed with vertx.deployVerticle(...)

Event Loop

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- Designed for minimal context switching and high throughput

#### Event Bus

Lightweight messaging system

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- Accepts JSON, POJOs (with codec), and buffers

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#### Future & Promise

Asynchronous result handling

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#### Context

• Execution environment for a Verticle

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#### Buffer

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#### Timer / Periodic Tasks

• Use setTimer(...) for delayed execution

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- Use setPeriodic(...) for recurring tasks

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```
void doSomethingAsync(Promise<String> promise) {
  vertx.setTimer(500, id -> {
    promise.complete("Hello, future!");
  });
}
```

#### SharedData

• Minimal shared-state coordination mechanism

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- Data is paused/resumed automatically when the receiver can't keep up
- Useful when handling large streams (e.g., file uploads, HTTP bodies)

### Example: Handling a slow WriteStream

```
source.pipeTo(slowSink, res -> {
  if (res.succeeded()) {
    System.out.println("All data written.");
  } else {
    res.cause().printStackTrace();
  }
});
```

Deploying Verticles: Local vs Clustered

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```
public class MyVerticle extends AbstractVerticle {
  Olverride
  public void start(Promise<Void> startPromise) {
    System.out.println("Verticle started on thread: "
    vertx.setTimer(1000, id -> {
      System.out.println("Timer fired after 1 second")
    });
    startPromise.complete();
```

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```

### Local Deployment

```
Vertx vertx = Vertx.vertx();
vertx.deployVerticle(new MyVerticle());
```

Distributed Deployment

### Distributed Deployment

```
Vertx.clusteredVertx(new VertxOptions(), res -> {
  if (res.succeeded()) {
    Vertx vertx = res.result();
    vertx.deployVerticle(new MyVerticle());
  } else {
    res.cause().printStackTrace();
  }
});
```

• Java 21 isn't that bad.

- Java 21 isn't that bad.
- Convince your employers to upgrade if you want to reclaim your sanity.
- Blah . . .
- Use libraries like Vert.x and Disruptor to make life simpler.

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