

The background features abstract green geometric shapes. On the left, a solid green trapezoid points upwards. On the right, a complex arrangement of overlapping translucent green triangles and polygons creates a layered, crystalline effect. The colors range from light lime green to dark forest green.

Functional Interfaces

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Functional Interface

- ▶ A Functional Interface is a POJI which contains 1 and only 1 abstract method.
- ▶ Was introduced to support functional programming through Lambda Expressions
- ▶ A Functional Interface may contain any number of default and static methods
- ▶ `@FunctionalInterface` Annotation introduced to specify the interface is *Functional* and should not contain more than 1 methods.
- ▶ If Parent interface is Functional then a Blank Child Interface can be *Functional*
- ▶ If Parent interface and Child have the same signature method and both contain only 1 method each then the interface can be *Functional*
- ▶ Child Interfaces containing even a single method cannot be marked as *Functional*
- ▶ *Functional Interfaces* can be inherited into Child Interfaces as long as the Child Interface containing methods is not marked as *Functional*

Predefined Functional Interfaces

Single Parameter FunctionalInterface

- ▶ Predicate
- ▶ Function
- ▶ Consumer
- ▶ Supplier

Two Parameter FunctionalInterface

- BiPredicate
- BiFunction
- BiConsumer

Accepting and Returning same Parameter same as Function

- FunctionalInterface
- UnaryOperator
 - BinaryOperator
 - Primitive type FunctionalInterface
 - IntUnaryOperator
 - IntBinaryOperator

Primitive type FunctionalInterface

- IntPredicate
- IntFunction
- IntConsumer

Predicate

- ▶ Used for testing logical condition returning true or false
- ▶ “test” is the only abstract method in this interface
 - ▶ `public boolean test(T a);`
- ▶ “and” to check 2 predicates satisfying the condition
- ▶ “or” to check 2 predicates satisfying any 1 condition
- ▶ “negate” or “not” to check negative condition like the `!=` operator

Predicate Joining

- ▶ Using negate, and, or, not one can join multiple Predicates to test various conditions
- ▶ Eg
 - ▶ `Predicate<Integer> condition1 = (l)->l>100;`
 - ▶ `Predicate<Integer> condition2=(l)->l%2==0;`
 - ▶ `Condition1.and(condition2);`

Function<P,R>

- ▶ P represents the argument and R the return type
- ▶ So a functional interface that can take an argument and return any value
- ▶ “apply” the abstract method in it.
- ▶ “andThen” the default method to use Function chaining
 - ▶ `F1.andThen(f2).apply(x)` In this case F1 will be executed 1st then F2
- ▶ “compose” the default method to use Function chaining
 - ▶ `F1.compose(f2).apply(x)` In this case F2 will be executed 1st then F1

Consumer

- ▶ Has void return
- ▶ Used to consume some information that comes as a parameter
- ▶ “accept” is the method
- ▶ “andThen” the default method to perform chaining

Supplier

- ▶ Has a return type and no arguments
- ▶ Used to get the value of something
- ▶ “get” is the only abstract method in this interface
- ▶ No default methods



Comparing Predicate and Function

Predicate

- ▶ Used for checking conditions
- ▶ Takes a single argument
- ▶ “test” method
- ▶ Returns boolean

Function

- Used for checking conditions
- Takes 2 arguments 1 for input and 1 for return
- “apply” method
- Returns any type