

CENG 443

Introduction to Object-Oriented  
Programming Languages and Systems

Streams - 4

File I/O in Java 8

# Paths & Files

- Paths : is a simpler and more flexible replacement for File class
- Get a Path with Paths.get

```
Paths.get("some-file") ;
```

- Paths have convenient methods
  - toAbsolutePath, startsWith, endsWith, getFileName, getName, getNameCount, subpath, getParent, getRoot, normalize, relativize

# Treating Files as Streams of Strings

- With one method call, you can produce a Stream of Strings

```
Stream<String> lines = Files.lines(somePath);
```

- Benefits
  - Can use all the cool and powerful Stream methods
    - map, filter, reduce, collect, etc.
  - Lazy evaluation
    - Suppose you map into uppercase, filter out the strings shorter than five characters, keep only the palindromes, then find the first
    - If there is a 5-letter palindrome near the top of the file, it will never even read the rest of the file

# Exploring Folders

- **Get all files in a folder**
  - Files.list
- **Get all files in and below a folder**
  - Files.walk
- **Get matching files in and below a folder**
  - Files.find

```
public class FolderUtils
{
    public static void printAllPaths(Stream<Path> paths) {
        paths.forEach(System.out::println);
    }

    public static void printAllPathsInFolder(String folder) {
        try(Stream<Path> paths = Files.list(Paths.get(folder))) {
            printAllPaths(paths);
        } catch(IOException ioe) {
            System.err.println("IOException: " + ioe);
        }
    }
}
```

# File Reading v1

- **The enable1 Scrabble word list**

- Public-domain file containing over 175,000 words accepted by many Scrabble clubs

```
public static void main(String[] args) throws Exception {  
    Files.lines(Paths.get("input-file"))  
        .map(someFunction)  
        .filter(someTest)  
        .someOtherStreamOperation(...);  
}
```

- **Advantage: quick and easy**

- Many data analysis tasks involve one-up cases to read and analyze log files

- **Disadvantage: not reusable**

- Cannot do same task to Stream<String> that came from another source
- Cannot test without a file
- Calling main is inconvenient from other code

# Examples

- Example 1: file of 4-letter words
  - Assume that the enable1 word list might have a few repeats, a few words in mixed case, and a few words out of alphabetical order
  - Produce file containing all four-letter words, in upper case, without repeats, and in alphabetical order
- Example 2: all palindromes
  - Print out all palindromes contained in the file
- Example 3: first 6-letter palindrome
  - Print the first 6-letter palindrome contained in the file
- Example 4: q's not followed by u's
  - Count how many words have q but no qu
- Example 5: x's and y's
  - Count total letters in all words that have both x and y

# Example 1: file of 4-letter words

```
public static void main(String[] args) throws Exception {
    String inputFile = "enable1-word-list.txt";
    String outputFile = "four-letter-words.txt";
    int length = 4;
    List<String> words =
        Files.lines(Paths.get(inputFile))
            .filter(word -> word.length() == length)
            .map(String::toUpperCase)
            .distinct()
            .sorted()
            .collect(Collectors.toList());
    Files.write(Paths.get(outputFile), words, Charset.defaultCharset());
    System.out.printf("Wrote %s words to %s.%n",
        words.size(), outputFile);
}
```

## Example 2: All Palindromes

```
public static void main(String[] args) throws Exception {
    String inputFile = "enable1-word-list.txt";
    Files.lines(Paths.get(inputFile))
        .filter(StringUtils::isPalindrome)
        .forEach(System.out::println);
}

public class StringUtils {
    public static String reverseString(String s) {
        return(new StringBuilder(s).reverse().toString());
    }

    public static boolean isPalindrome(String s) {
        return(s.equalsIgnoreCase(reverseString(s)));
    }
}
```



## Example 3: Print First 6-Letter Palindrome

```
public static void main(String[] args) throws Exception {  
    String inputFile = "enable1-word-list.txt";  
    String firstPalindrome =  
        Files.lines(Paths.get(inputFile))  
            .filter(word -> word.length() == 6)  
            .filter(StringUtils::isPalindrome)  
            .findFirst()  
            .orElse(null);  
    System.out.printf("First 6-letter palindrome is %s.%n",  
        firstPalindrome);  
}
```

## Example 4: # of Words with q not Followed by u

```
public static void main(String[] args) throws Exception {  
    String inputFile = "enable1-word-list.txt";  
    long wordCount =  
        Files.lines(Paths.get(inputFile))  
            .filter(word -> word.contains("q"))  
            .filter(word -> !word.contains("qu"))  
            .count();  
    System.out.printf("%s words with q but not u.%n", wordCount);  
}
```

## Example 5: Total letters in words with both x & y

```
public static void main(String[] args) throws Exception {  
    String inputFile = "enable1-word-list.txt";  
    int letterCount =  
        Files.lines(Paths.get(inputFile))  
            .filter(word -> word.contains("x"))  
            .filter(word -> word.contains("y"))  
            .mapToInt(String::length)  
            .sum();  
    System.out.printf("%,d total letters in words with " +  
        "both x and y.%n", letterCount);  
}
```

# Summary

- Streams help make handling large data sets more convenient and efficient
  - E.g. `Files.lines` to get `Stream<String>`
  - Use of convenient Stream methods makes it relatively easy to do complex file reading tasks. Arguably as convenient as Python and Perl.
  - Lazy evaluation and the fact that Streams are not stored in memory all at once makes file processing efficient.
- Lambdas and generic types help make code more flexible and reusable
  - In examples so far, code was not easily reusable
  - Variations 2 and especially 3 will show how lambdas can help
  - Variation 4 will show how generic types can help further

# File Reading: v2

- For simple script, do everything in main
- For reusable methods, break processing into two pieces
- Why use two methods?
  - One that processes a Stream
  - One that uses `Files.lines` to build a `Stream<String>`, and passes it to first method
- Benefits to splitting
  - Simpler testing. You can test the first method with simple Stream created with `Stream.of` or `someList.stream()`.
  - More reusable. The first method can be used for Streams created from other sources.
  - More flexible. The first method can take a `Stream<T>`, where T is a generic type, and thus can be used for a variety of purposes, not just String processing.
  - Better error handling. Uses try/catch blocks instead of main throwing Exception.
  - Better memory usage. Stream is closed when done.

## v2 General Approach

```
public static void useStream(Stream<String> lines, ...) {  
    lines.filter(...).map(...)...;  
}  
  
public static void useFile(String filename, ...) {  
    try(Stream<String> lines = Files.lines(Paths.get(filename))) {  
        SomeClass.useStream(lines, ...);  
    } catch(IOException ioe) {  
        System.err.println("Error reading file: " + ioe);  
    }  
}
```

# Example 1: Print All Palindromes

```
public class FileUtils {  
    public static void printAllPalindromes(Stream<String> words) {  
        words.filter(StringUtils::isPalindrome)  
            .forEach(System.out::println);  
    }  
  
    public static void printAllPalindromes(String filename) {  
        try(Stream<String> words = Files.lines(Paths.get(filename))) {  
            printAllPalindromes(words);  
        } catch(IOException ioe) {  
            System.err.println("Error reading file: " + ioe);  
        }  
    }  
}
```

# Usage

```
public static void main(String[] args) {  
    String filename = "enable1-word-list.txt";  
    if (args.length > 0) {  
        filename = args[0];  
    }  
    testAllPalindromes(filename);  
}
```

## Output

```
All palindromes in list [bog, bob, dam, dad]:  
bob  
dad  
All palindromes in file enable1-word-  
list.txt:  aa  
aba  
...
```

```
public static void testAllPalindromes(String filename) {  
    List<String> testWords = Arrays.asList("bog", "bob", "dam", "dad");  
    System.out.printf("All palindromes in list %s:%n", testWords);  
    FileUtils.printAllPalindromes(testWords.stream());  
    System.out.printf("All palindromes in file %s:%n", filename);  
    FileUtils.printAllPalindromes(filename);  
}
```



## Example 2: Print N-length Palindromes

```
public static void printPalindromes(Stream<String> words,
                                   int length) {
    words.filter(word -> word.length() == length)
          .filter(StringUtils::isPalindrome)
          .forEach(System.out::println);
}

public static void printPalindromes(String filename, int length) {
    try(Stream<String> words = Files.lines(Paths.get(filename))) {
        printPalindromes(words, length);
    } catch(IOException ioe) {
        System.err.println("Error reading file: " + ioe);
    }
}
```

---

# Repetitive Code

```
public static void printAllPalindromes(String filename) {  
    try(Stream<String> words = Files.lines(Paths.get(filename))) {  
        printAllPalindromes(words);  
    } catch(IOException ioe) {  
        System.err.println("Error reading file: " + ioe);  
    }  
}  
  
public static void printPalindromes(String filename, int length) {  
    try(Stream<String> words = Files.lines(Paths.get(filename))) {  
        printPalindromes(words, length);  
    } catch(IOException ioe) {  
        System.err.println("Error reading file: " + ioe);  
    }  
}
```

# Pros/Cons of v2

- Stream-processing method:
  - Can be tested with any `Stream<String>`, not only with file
  - Depending on operations used, could be rewritten to take a `Stream<T>`
- File-processing method
  - Filename passed in, not hardcoded
  - Errors handled explicitly
  - Stream closed automatically
- File-processing method
  - Contains lots of tedious boilerplate code that must be repeated for each application
    - 90% of code on previous slide was repeated

## v3: Use Lambdas to Reuse Repeated Code

- New interface: `StreamProcessor`
  - Abstract method takes a `Stream<String>`
  - Static method takes filename and instance of the interface (usually as a lambda), calls `Files.lines`, and passes result to the abstract method. Uses try/catch block and try-with-resources.
- Stream-processing method
  - Same as before: processes `Stream<String>`
- File-processing method
  - Calls static method with two arguments:
    - Filename
    - Lambda designating the method that should get the `Stream<String>` that will come from the file

## v3: General Approach

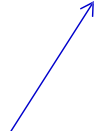
```
public static void useStream(Stream<String> lines) {  
    lines.filter(...).map(...) ...;  
}
```

```
public static void useFile(String filename) {  
    StreamProcessor.processFile(filename, SomeClass::useStream);  
}
```

We must define this static method.



In order to pass in a method reference or explicit lambda here, the method must take a functional (1-abstract-method) interface as its second argument. We must define that interface, and its single method must take a `Stream<String>`.



# v3: StreamProcessor Interface

```
@FunctionalInterface
```

```
public interface StreamProcessor {
```

```
    void processStream(Stream<String> strings);
```

```
    public static void processFile(String filename,
```

```
                                   StreamProcessor processor) {
```

```
        try(Stream<String> lines = Files.lines(Paths.get(filename))) {
```

```
            processor.processStream(lines);
```

```
        } catch(IOException ioe) {
```


```
            System.err.println("Error reading file: " + ioe);
```

```
        }
```


```
    }
```

```
}
```

This is the single abstract method of the interface. Since it takes a `Stream<String>` as argument, we can supply a method reference or lambda that refers to a method that takes a `Stream<String>`, as with `SomeClass::useStream` on previous slide.



A call to this static method will be the body of the file-processing methods. It will be supplied the filename and a method reference that points to the stream-processing method.



# Examples

- Printing all palindromes

```
public static void printAllPalindromes(Stream<String> words) {  
    words.filter(StringUtils::isPalindrome)  
        .forEach(System.out::println);  
}  
  
public static void printAllPalindromes(String filename) {  
    StreamProcessor.processFile(filename,  
                                FileUtils::printAllPalindromes);  
}
```

- Printing Length-N Palindromes

```
public static void printPalindromes(Stream<String> words,  
                                    int length) {  
    words.filter(word -> word.length() == length)  
        .filter(StringUtils::isPalindrome)  
        .forEach(System.out::println);  
}  
  
public static void printPalindromes(String filename, int length) {  
    StreamProcessor.processFile(filename,  
                                lines -> printPalindromes(lines, length));  
}
```

# Pros/Cons of v3

- Stream-processing method
  - Can be tested with any `Stream<String>`, not only with file
  - Depending on operations used, could be rewritten to take a `Stream<T>`
- File-processing method
  - Filename passed in, not hardcoded
  - Errors handled explicitly
  - Stream closed automatically
  - No repetition of the code that reads the file and handles the exception
- File-processing method
  - The stream-processing method had to have a void return type



## v4: General Approach

```
public static SomeType getValueFromStream(Stream<String> lines) {  
    return(lines.filter(...).map(...)...);  
}
```

```
public static SomeType getValueFromStream (String filename) {  
    return  
        StreamAnalyzer.analyzeFile(filename,  
                                   SomeClass::getValueFromStream);  
}
```

As before, we need to define this static method.

As before, we will have to define a functional (1-abstract-method) interface to be used here. As before, the abstract method will take a `Stream<String>` as an argument, but this time it will have a generic return type instead of a void return type.

# V4: StreamAnalyzer Interface

```
@FunctionalInterface
public interface StreamAnalyzer<T> {
    T analyzeStream(Stream<String> strings);

    public static <T> T analyzeFile(String filename,
                                    StreamAnalyzer<T> analyzer) {
        try(Stream<String> lines = Files.lines(Paths.get(filename))) {
            return(analyzer.analyzeStream(lines));
        } catch(IOException ioe) {
            System.err.println("Error reading file: " + ioe);
            return(null);
        }
    }
}
```

---

# Example: First Palindrome

```
public static String firstPalindrome(Stream<String> words) {
    return(words.filter(StringUtils::isPalindrome)
               .findFirst()
               .orElse(null));
}

public static String firstPalindrome(String filename) {
    return(StreamAnalyzer.analyzeFile(filename, FileUtils::firstPalindrome));
}

public static void testFirstPalindrome(String filename) {
    List<String> testWords = Arrays.asList("bog", "bob", "dam", "dad");
    String firstPalindrome =
        FileUtils.firstPalindrome(testWords.stream());
    System.out.printf("First palindrome in list %s is %s.%n",
                      testWords, firstPalindrome);
    firstPalindrome = FileUtils.firstPalindrome(filename);
    System.out.printf("First palindrome in file %s is %s.%n", filename,
                      firstPalindrome);
}
```

# Summary

- **Version 1**
  - Put all code inside main; main throwsException
  - Simple and easy, but not reusable
- **Version 2**
  - Method 1 handles Stream; method 2 calls Files.lines and passes Stream to method 1
  - Reusable, but each version of method 2 repeats a lot of boilerplate code
- **Version 3**
  - Use lambdas to avoid the repetition
- **Version 4**
  - Use generic types so that values can be returned