Recap notes

Streams

1. Source (list.stream())
2. Intermediate (map, filter)
3. Terminal (collect (Collector.asList()))

Creational Design Pattern

Factory Pattern – create objects for a given property

SomeInterface getObject(String key) {

If(“A”.equals(key)) {

Return new AClass();

}

}

SomeInterface obj = SomeFactory.getObject(“A”);

Obj.SomeMethod();