

# Java Streams: Execution, Laziness, Spliterator, and Memory Efficiency

## 1 ■■■ How Stream Operations Get Executed

A stream pipeline has three parts:

- 1 Source → where data comes from (List, Set, Array, I/O, etc.)
- 2 Intermediate operations → transformations (filter, map, sorted, etc.) - Lazy
- 3 Terminal operation → triggers execution (forEach, collect, reduce)

Example:

```
List<String> words = List.of("apple", "bat", "carrot");  
words.stream()  
.filter(w -> w.length() > 3)  
.map(String::toUpperCase)  
.forEach(System.out::println);
```

## 2 ■■■ Why Streams Are Lazy

Intermediate operations don't execute immediately. They create a pipeline description. Only when a terminal operation is invoked, execution begins.

Example:

```
Stream<String> s = Stream.of("one", "two", "three")  
.filter(w -> {  
    System.out.println("Filtering " + w);  
    return w.length() > 3;  
});  
System.out.println("Stream defined, nothing executed yet!");  
  
s.forEach(System.out::println);
```

## 3 ■■■ What is Spliterator

Spliterator = Split-able Iterator. It traverses and optionally splits elements for parallel processing.

Example:

```
List<String> words = List.of("apple", "bat", "carrot");  
Spliterator<String> spliterator = wordsspliterator();  
while(spliterator.tryAdvance(System.out::println)) { }
```

## 4 ■■■ How Streams Are Memory Efficient

Streams don't store transformed values. Each element is processed on the fly and passed to the terminal operation.

Example without streams (extra memory used):

```
List<String> temp = new ArrayList<>();  
for (String w : words) {  
    if (w.length() > 3) {  
        temp.add(w.toUpperCase());  
    }
}
```

```
temp.forEach(System.out::println);
```

Example with streams (memory efficient):

```
words.stream()
```

```
.filter(w -> w.length() > 3)
```

```
.map(String::toUpperCase)
.forEach(System.out::println);
```

## ■ Summary

- 1 Execution → Streams pull elements one by one from source through pipeline.
- 2 Lazy → Intermediate ops don't execute until terminal op.
- 3 Spliterator → Engine that traverses/splits elements.
- 4 Memory efficient → No storage of intermediate results.