



STREAM CREATION AND COLLECTING STREAMS

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NUMERIC STREAMS

Creating numeric streams

- `IntStream oneToHundred`
`=IntStream.rangeClosed(1,100).filter(i%2==0)`
- `IntStream oneToNinetyNine =`
`IntStream.range(1,100).filter(i%2==0)`

BUILDING STREAMS

Static methods

- `Stream.of("Kaushal", "Bitanu", "Titir", "Subhayan");`
- `Stream.empty()`
- `Arrays.stream(1,2,3,4)`
- `Str.chars()`
- From files

STREAMS FROM FILES

```
long NoOfUniqueWords =0;
try{
    Stream<String> lines1=
        Files.lines(Paths.get("dataFile.txt"),
            Charset.defaultCharset());
```

word

word

word

word

word

word

word

word

word

word

word

word

word

word

word

word

word

word

word

word

word

```
NoOfUniqueWords =lines1.flatMap(lines2->
    Arrays.stream(lines2.split(" "))
    .distinct().count());
System.out.println("1. Unique words are "
    + NoOfUniqueWords);
}catch(Exception e){}
```

INFINITE STREAMS

Iterate

- ***Stream.iterate(0, n -> n + 2)***.limit(10).forEach(System.out::println);
- Stream.of(1,2,3,4,5,6,7,8,9,10).?

Fibonacci number

Stream.iterate(new int[]{0, 1}, ???).limit(20)

.forEach(t -> System.out.println("(" + t[0] + "," + t[1] + ")"));

INFINITE STREAMS

It takes a lambda of type `Supplier<T>` to provide new values

Stream.generate(Math::random)

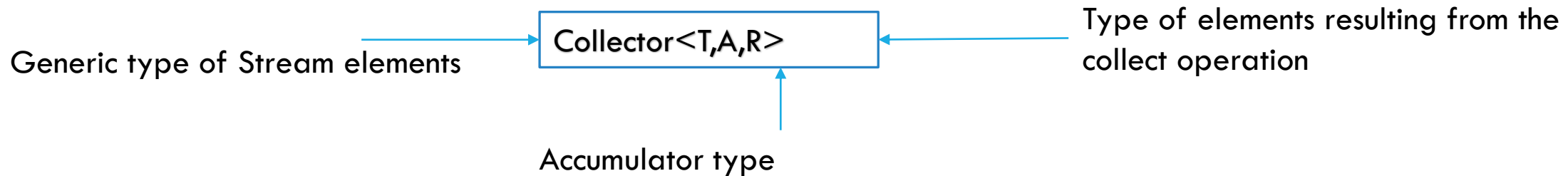
`.limit(5)`

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

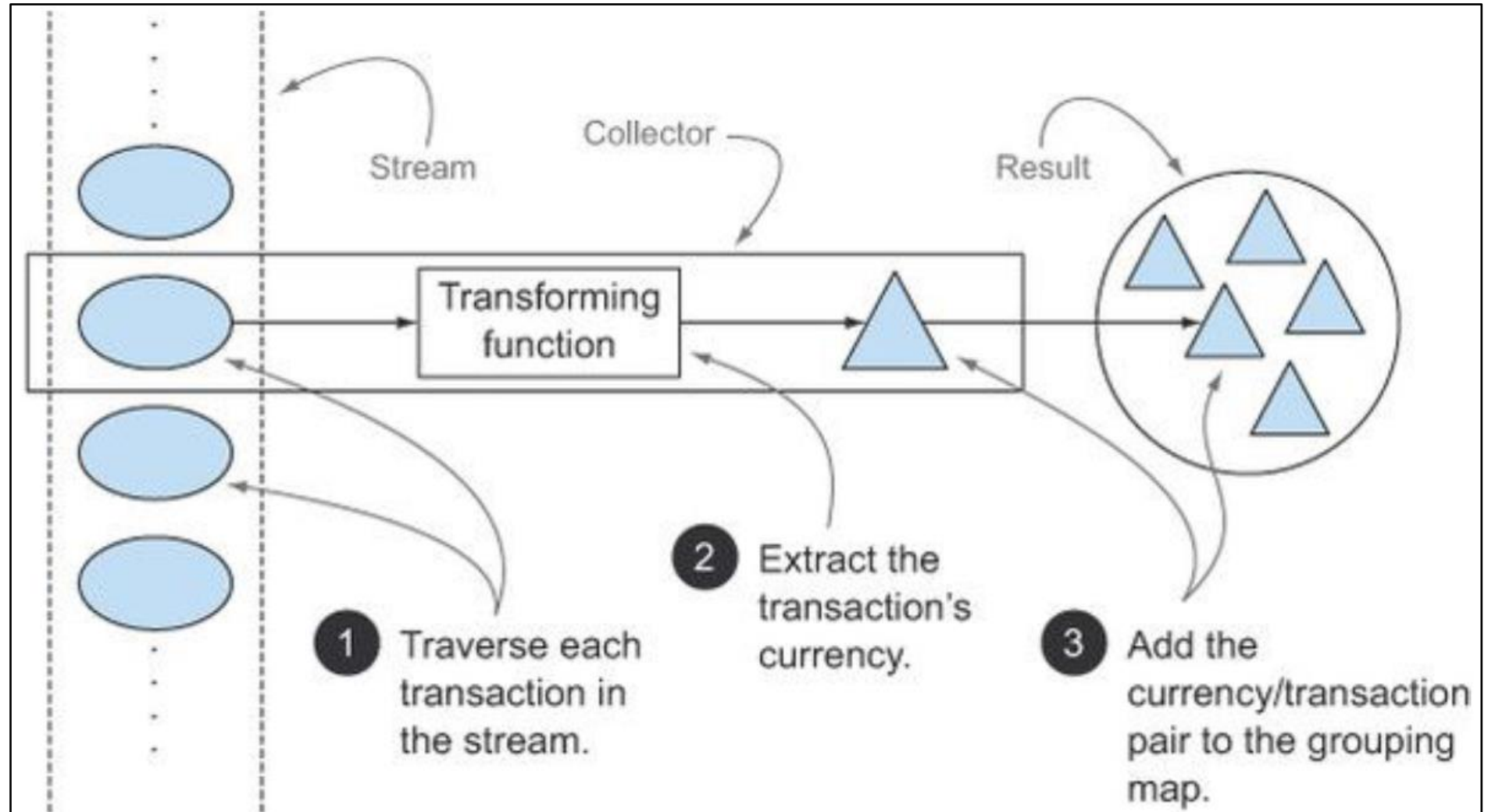
a supplier that's stateful isn't safe to use in parallel code

COLLECTING STREAMS

- ❑ Collect is a terminal operation that summarizes the stream while collecting the result
- ❑ `collect(toList())`
- ❑ Collection, collector and collect are different
- ❑ Collector interface
 - ❑ a general-purpose construct for producing complex values from streams.
 - ❑ `Collector<T,A,R>`



COLLECTING



COLLECTORS

Collector applies a transforming function to the elements

For example, in `toList()` it is the identity transformation

Accumulates the results in a data structure

Predefined collectors can be created from the factory methods provided by the **Collectors** class

Collectors that are used are commonly statically imported from the `java.util.stream.Collectors` class

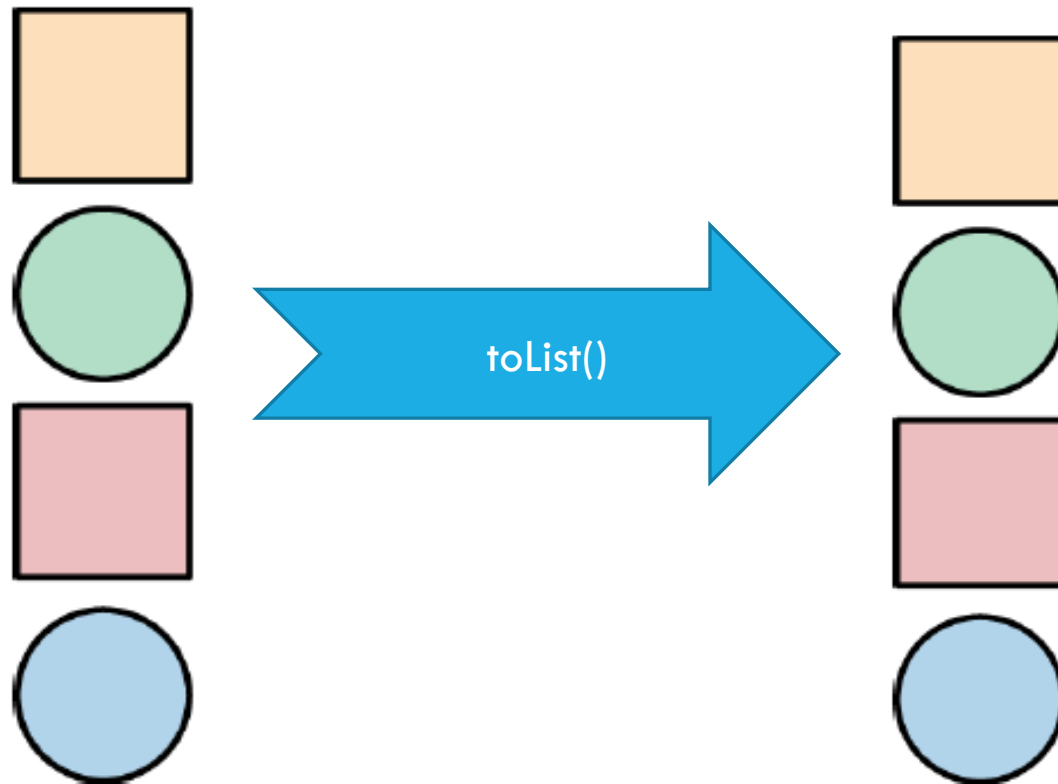
Normally when we create a collection, we specify the concrete type of the collection by calling the appropriate constructor

```
List<Artist> artists = new ArrayList<>();
```

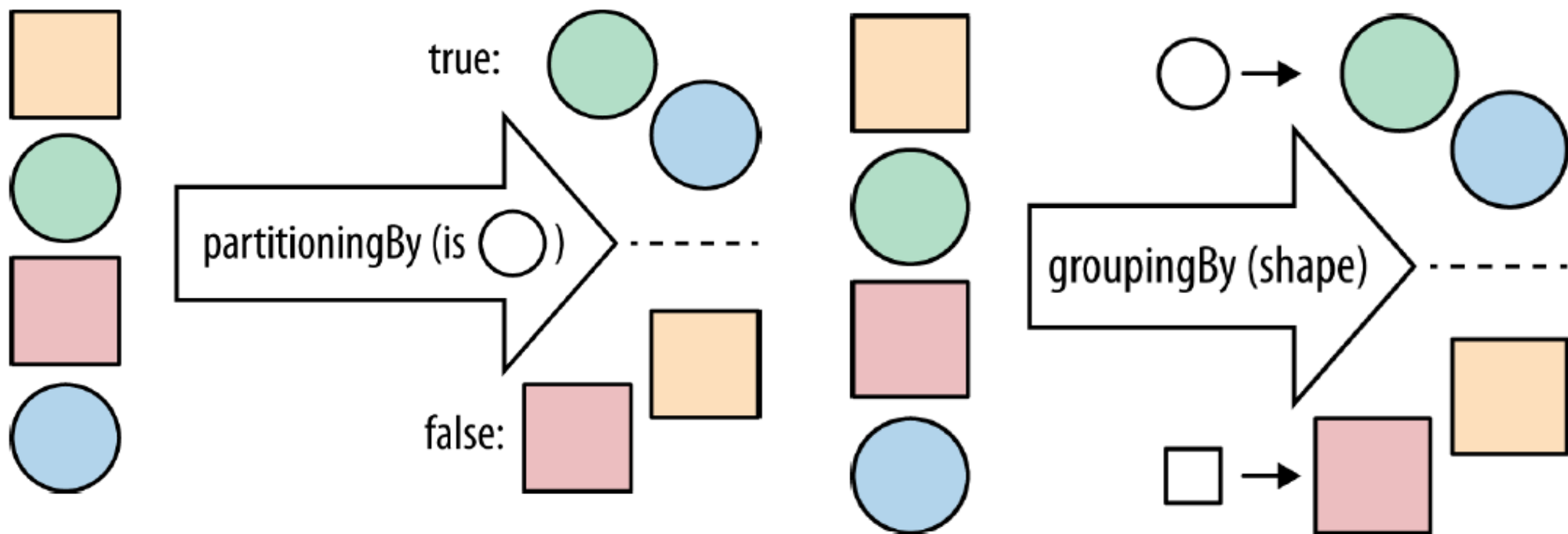
But when you're calling `toList` or `toSet`, you don't get to specify the concrete implementation of the `List` or `Set`

Under the hood, the streams library is picking an appropriate implementation for you

COLLECTING STREAM ELEMENTS



COLLECTING STREAM ELEMENTS



COLLECTING STREAMS

- ☐ Reducing and summarizing stream elements to a single value
- ☐ Grouping elements
- ☐ Partitioning elements

REDUCING AND SUMMARIZING

- ❑ Count the no of menu items
 - ❑ `Collectors.counting()`
- ❑ `long countingDish=menu.stream().collect(Collectors.counting());`
- ❑ `maxBy()` and `minBy()`



- ❑ `Comparator<Dish> dishCaloriesComp=Comparator.comparing(x→x.getCalories());`
- ❑ `Optional<Dish> TastyDish=menu.stream().collect(maxBy(dishCaloriesComp));`

SUMMARIZING

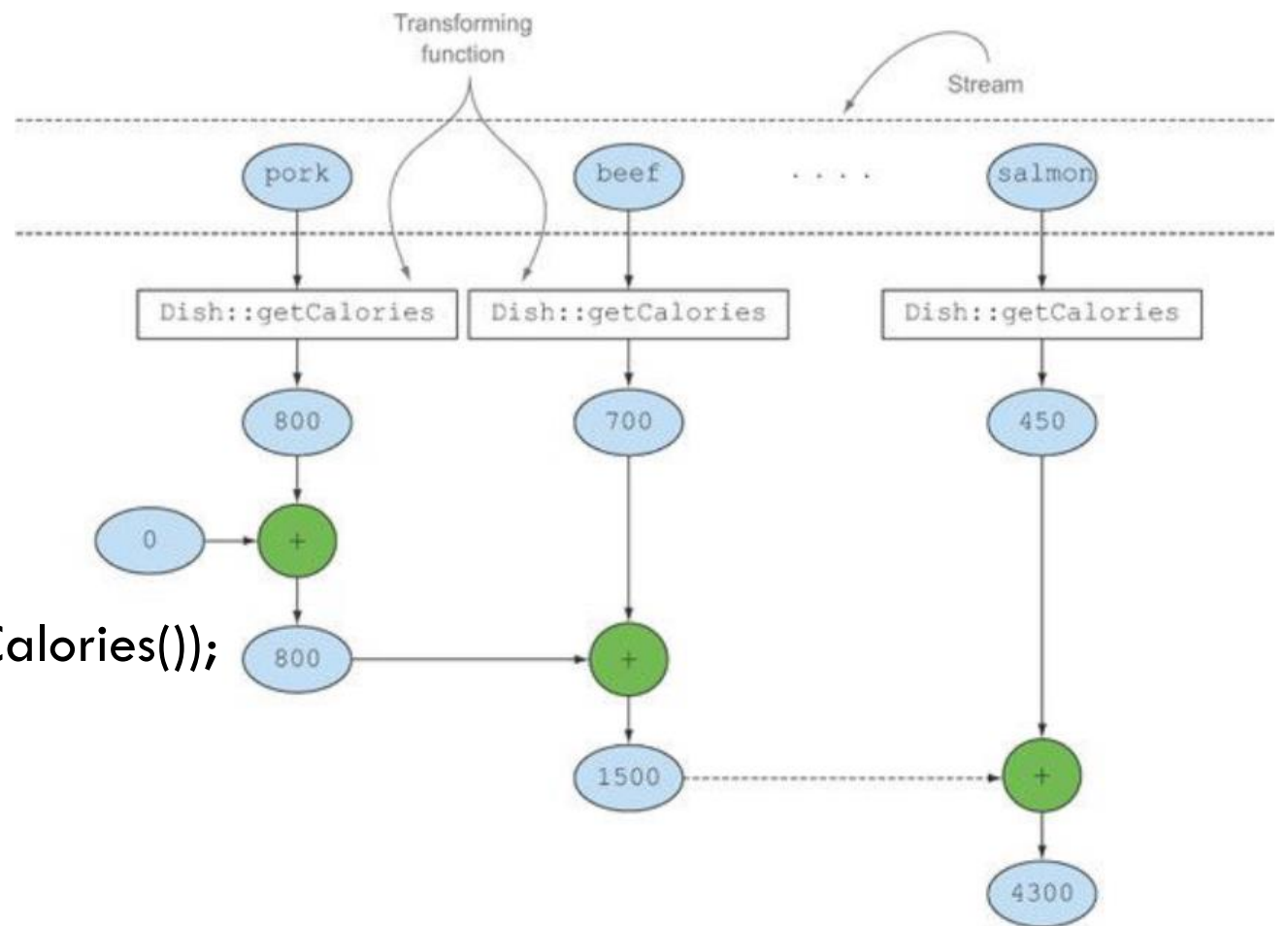
- ❑ `Collectors.summingInt()`

- ❑ `menu.stream().collect(summingInt(d → d.getCalories()));`

- ❑ `averagingInt()`

- ❑ `summarizingInt()`

- ❑ `IntSummaryStatistics`



JOINING STRINGS

```
String results=menu.stream().filter(d→d.isVegetarian())  
    .map(d→d.getName())  
    .collect(Collectors.joining(",", "[", "]"));  
results=menu.stream().collect(reducing(0, Dish::getCalories, (i,j)→i+j));
```

Initial Value

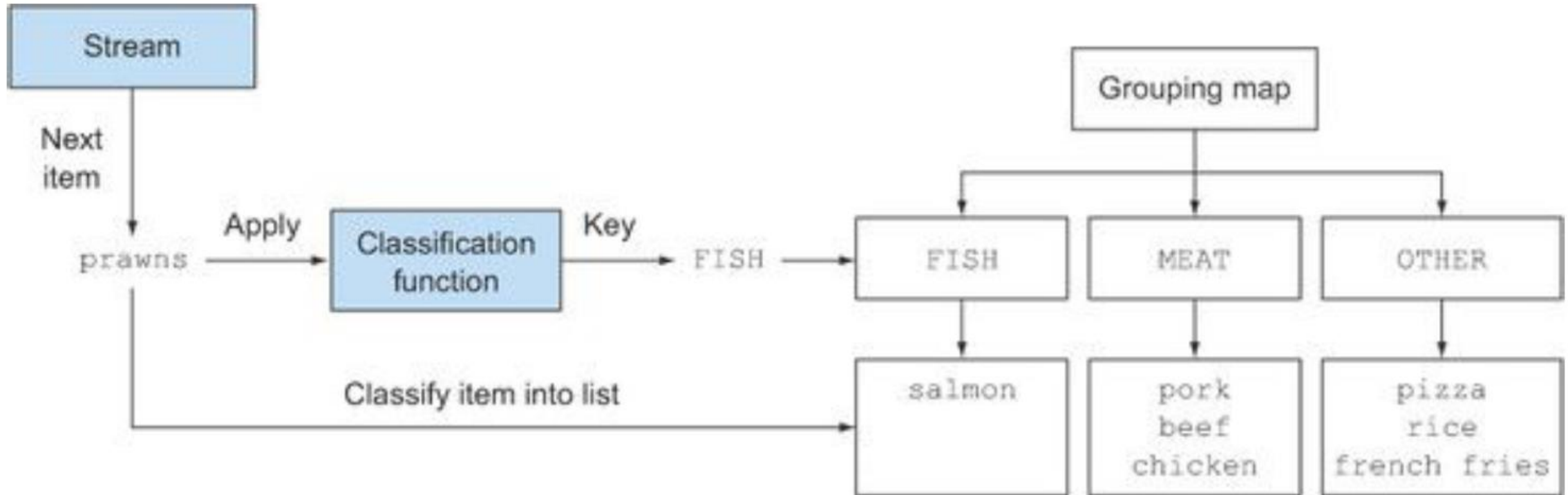
Identity
function/transformation

Binary operator

When executed in parallel, multiple intermediate results may be instantiated, populated, and merged so as to maintain isolation of mutable data structures.

GROUPING

```
menu.stream().collect(groupingBy(d→d.getType()))
```



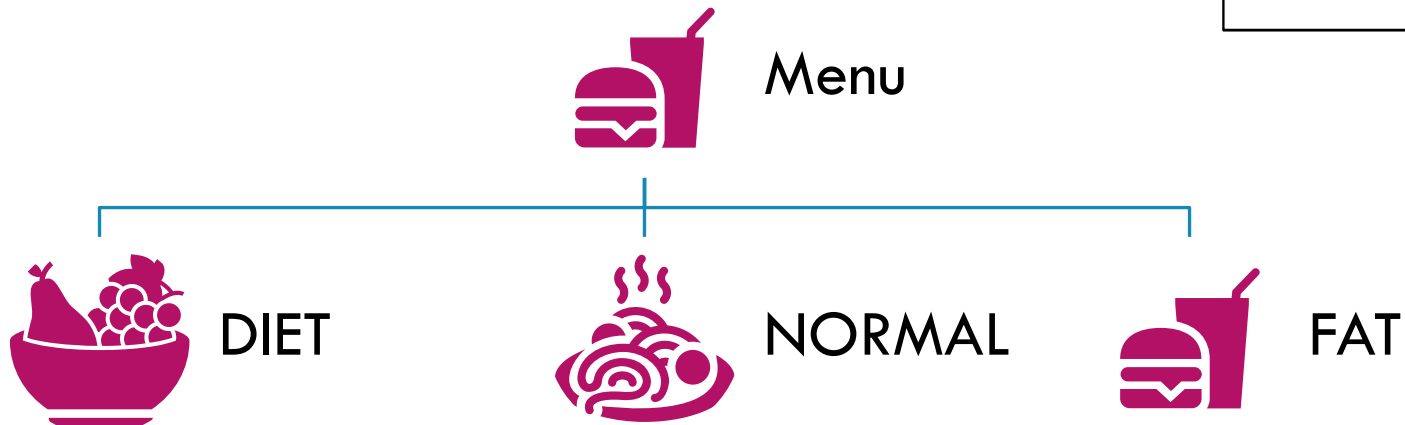
GROUPING

```
public enum Category { DIET, NORMAL, FAT }
```

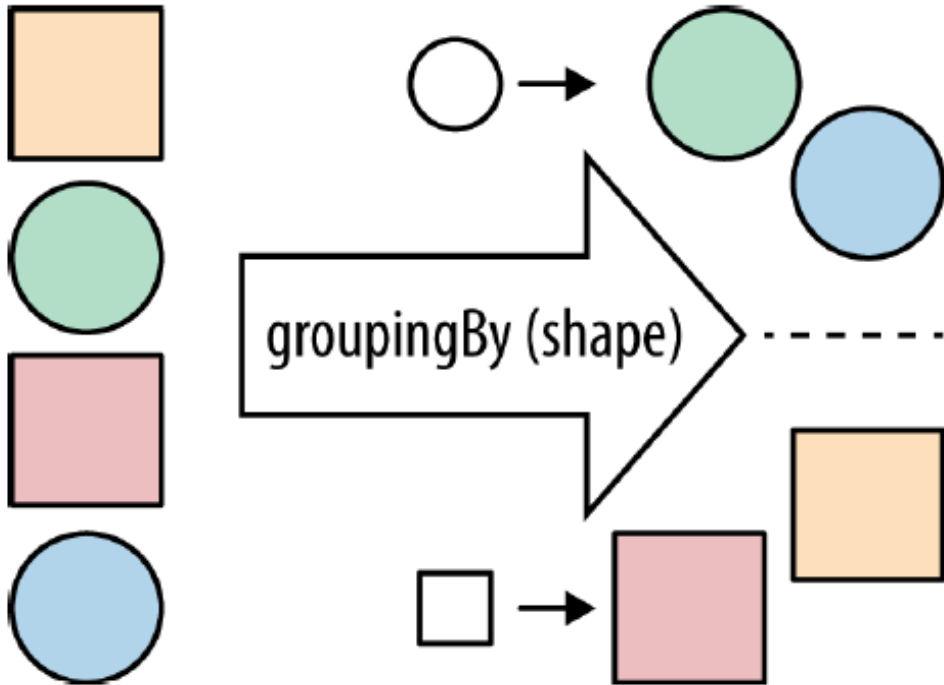
Dish

```
private final String name;  
private final boolean vegetarian;  
private final int calories;  
private final Type type;
```

```
public Dish(String name, boolean vegetarian, int calories, Type type);  
public String getName();  
public boolean isVegetarian();  
public int getCalories();  
public Type getType();  
public String toString();  
public enum Type { MEAT, FISH, OTHER }
```



GROUPING



```
public enum Category { DIET, NORMAL, FAT }
```

```
Map<Category,List<Dish>>
```

```
menu.stream().collect(groupingBy(d→{if(d.getCalories()<=400)
```

```
    return Category.DIET;
```

```
    else if(dish.getCalories()<=700)
```

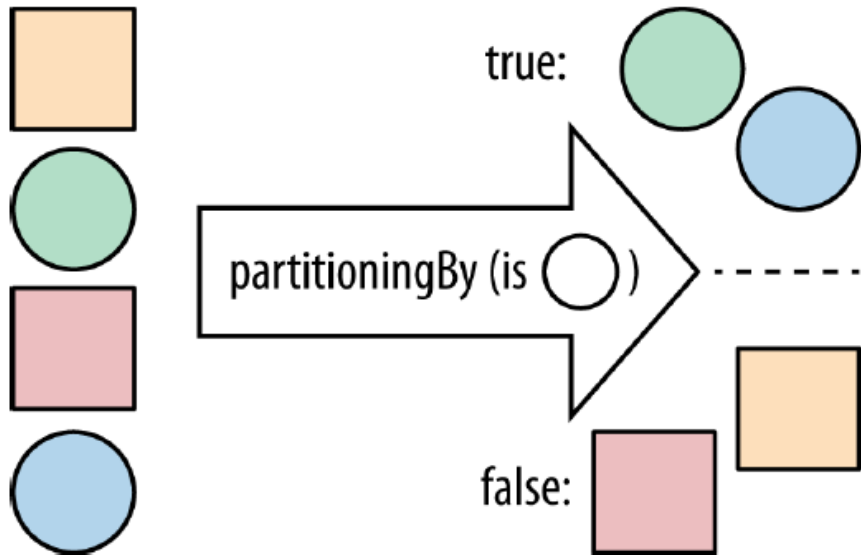
```
        return Category.NORMAL;
```

```
    else
```

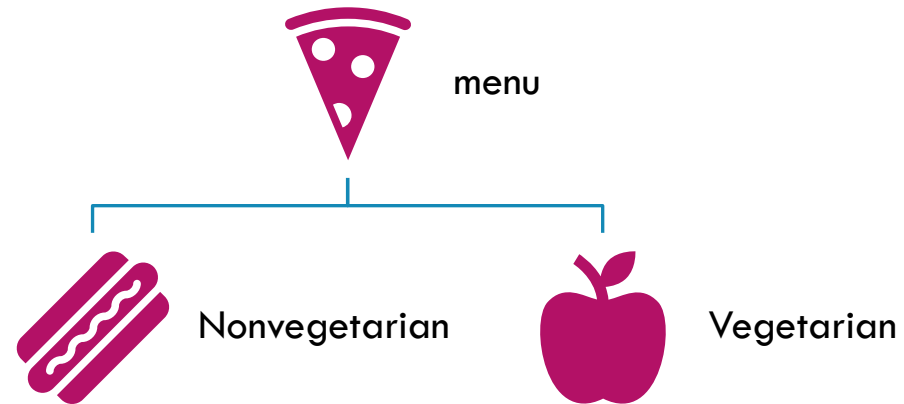
```
        return Category.FAT;
```

```
    }));
```

PARTITIONING



```
menu.stream().collect(partitioningBy(d → d.isVegetarian()));  
Map<Boolean, List<Dish>> mapResults
```

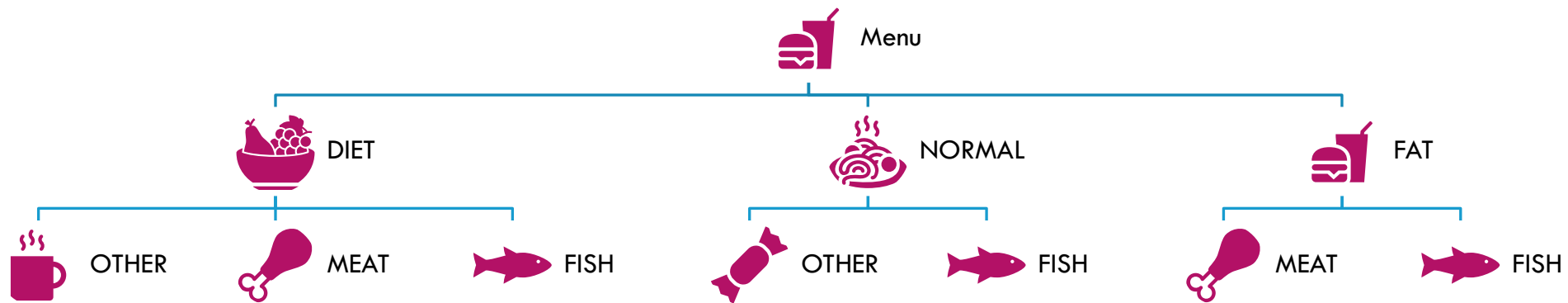


MULTILEVEL COLLECTION

Multilevel grouping by using a collector created with a two-argument version of the `Collectors.groupingBy` factory method

It accepts a second argument of type `collector` besides the usual classification function

To perform a two-level grouping, you can pass an inner `groupingBy` to the outer `groupingBy`

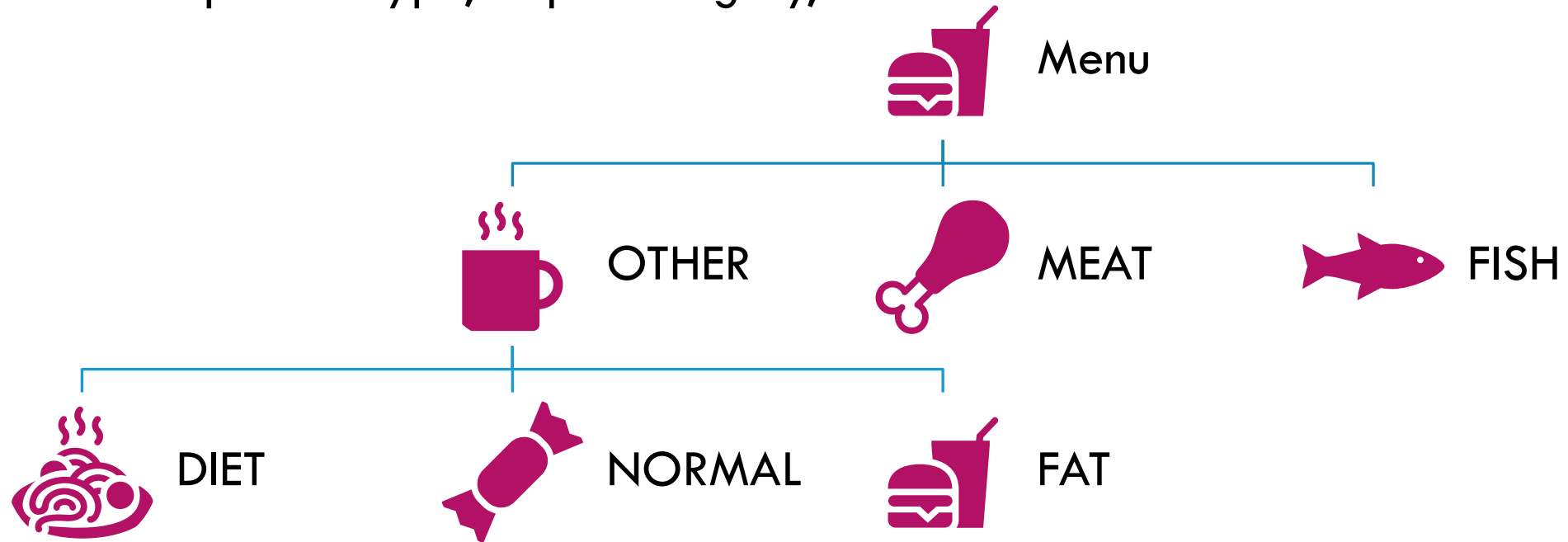


MULTILEVEL GROUPING

```
Map<Category, Map<Dish.Type, List<Dish>>> dishesByCalorie
menu.stream().collect(groupingBy(dish->{if(dish.getCalories()<=400)
    return Category.DIET;
else if(dish.getCalories()<=700)
    return Category.NORMAL;
else
    return Category.FAT;}},
groupingBy(d2->d2.getType())));
```

MULTILEVEL GROUPING

Map<Dish.Type,Map<Category,List<Dish>>>



How to achieve *n*-level groupings

MULTILEVEL COLLECTION

- ❑ Second level collector may not always subgroup
- ❑ Reducing and summarizing stream elements to a single value
- ❑ Grouping elements
- ❑ Partitioning elements

MULTILEVEL COLLECTION

```
{MEAT=3, FISH=2, OTHER=4}
```

```
Map<Dish.Type, Long> typesCount=
```

```
menu.stream().collect(groupingBy(Dish::getType, counting()));
```

highest-calorie Dish for a given type:

```
{FISH=Optional[salmon], OTHER=Optional[pizza], MEAT=Optional[Burger]}
```

Each bucket gets associated with the key provided by the classifier function

The groupingBy operation then uses the downstream collector to collect each bucket and makes a map of the results

COLLECTING

```
{FISH=Optional[salmon], OTHER=Optional[pizza], MEAT=Optional[Burger]}
```

```
menu.stream().collect(groupingBy(d->d.getType(),  
maxBy(Comparator.comparingInt(d->d.getCalories()))))
```

```
Map<Dish.Type, Optional<Dish>>
```

The values in this Map are Optionals because this is the resulting type of the collector generated

by the maxBy factory method

if there's no Dish in the menu for a given type, that type won't have an Optional.empty() as value; it won't be present at all as a key in the Map

The groupingBy collector lazily adds a new key in the grouping Map only the first time it finds an element in the stream

MULTILEVEL COLLECTION

Mapping can also be done

```
albums.collect(groupingBy(Album::getMainMusician, mapping(Album::getName, toList())));
```

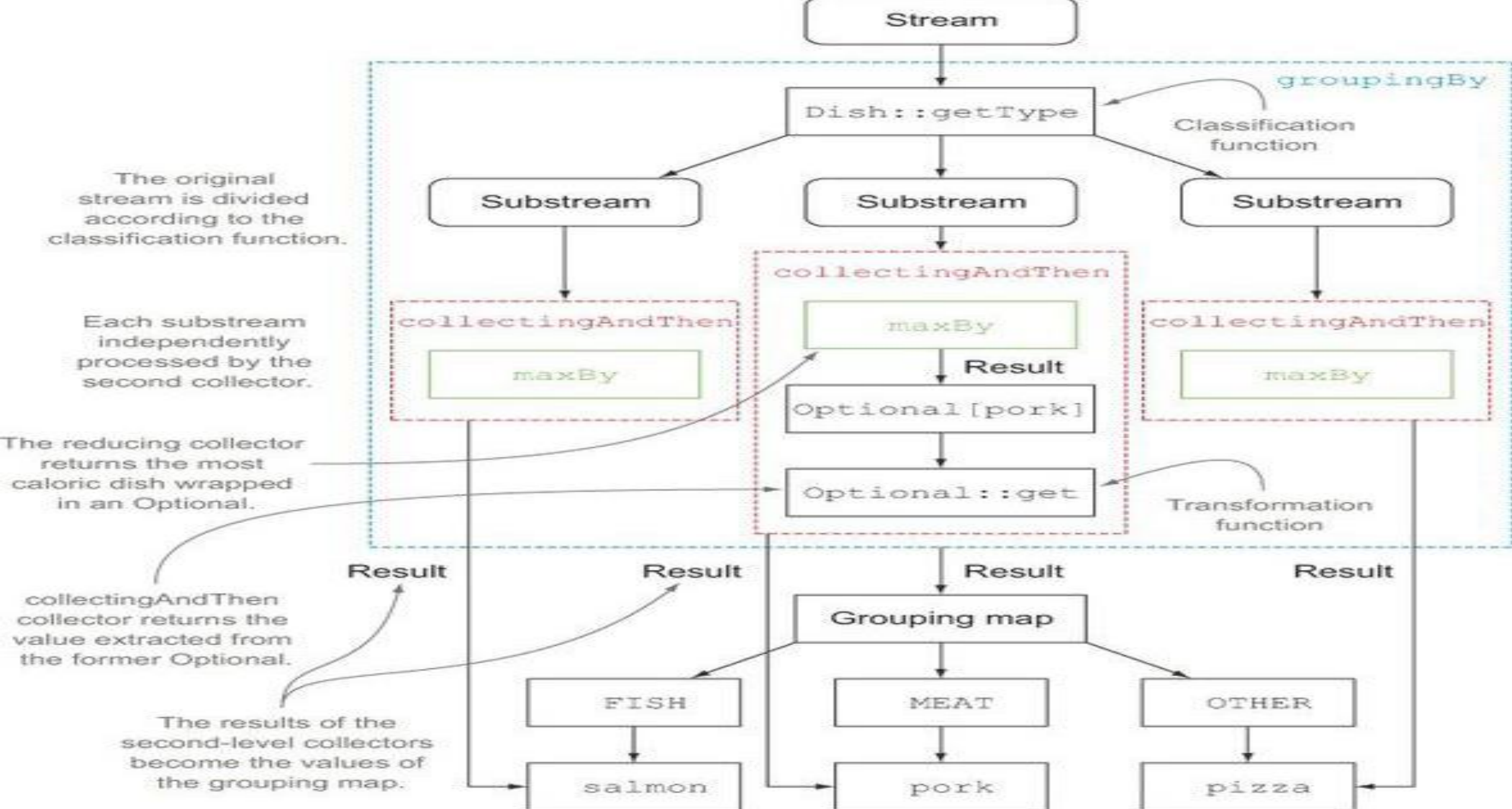
In the same way that a collector is a recipe for building a final value, a downstream collector is a recipe for building a part of that value, which is then used by the main collector

COLLECTING AND THEN WRAPPING

```
Map<Dish.Type, Dish> result4=menu.stream().collect(groupingBy(d->d.getType(), collectingAndThen(maxBy(Comparator.comparingInt(d->d.getCalories()))), s->s.get()))
```

This factory method takes two arguments, the collector to be adapted and a transformation function, and returns another collector

This additional collector acts as a wrapper for the old one and maps the value it returns using the transformation function as the last step of the collect operation



ANY TYPE OF COLLECTION

```
Map<Dish.Type, Set<CaloricLevel>> caloricLevelsByType =  
menu.stream().collect(  
    groupingBy(Dish::getType, mapping(  
        dish -> { if (dish.getCalories() <= 400) return CaloricLevel.DIET;  
        else if (dish.getCalories() <= 700) return CaloricLevel.NORMAL;  
        else return CaloricLevel.FAT; },  
        toCollection(HashSet::new) )))
```