# Lambda Expression



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# **Lambda Expression**

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## **Syntax**

Operationable addition = (a,b) -> a+b;

(a,b) -> a+b;

(parameter\_list) -> {function\_body}





- ✓ Functional interface ni amalga oshirish usullaridan biri;
- ✓ Alohida o'zgaruchiga o'zlashtirish mumkin bo'lgan bir nechta instruksiya(ko'rstma yoki amal)lar majmui;





# **Lambda Expression Parameter**

#### **Zero Parameters**

() -> System.out.println("Zero parameter lambda");

#### One Parameter

```
(param) -> System.out.println("One parameter: " + param);
param -> System.out.println("One parameter: " + param);
```

#### Multiple Parameters

```
(p1, p2) -> System.out.println("Multiple parameters: " + p1 + ", " + p2);
```





# Lambda Expression Body

```
(oldState, newState) ->
   System.out.println("Old state: " + oldState+"\nNew state: " + newState)

(oldState, newState) -> {
   System.out.println("Old state: " + oldState);
   System.out.println("New state: " + newState);
}
```





# Lambda Expression Return Type

```
(param) -> {
    System.out.println("param: " + param);
    return "return value";
}
```





# Terminal (void qaytaradigan) lambda expressions

```
interface Printable {
  void print(String s);
public class LambdaApp {
  public static void main(String[] args) {
    Printable printer = s -> System.out.println(s);
    printer.print("Hello Java!");
```



## Bitta Functional Interface orqali birnechta Lambda Expression yaratish mumkin

```
Operationable operation1 = (int x, int y)-> x + y;

Operationable operation2 = (int x, int y)-> x - y;

Operationable operation3 = (int x, int y)-> x * y;

System.out.println(operation1.calculate(20, 10)); //30

System.out.println(operation2.calculate(20, 10)); //10

System.out.println(operation3.calculate(20, 10)); //200
```





## Lambda Expression hamda static va instance o'zgaruvchilar

```
public class LambdaApp {
    static int x = 10;
    int y = 20;
    public static void main(String[] args) {
        Operation op = ()->{
            x = 30;
           // this.y=50 //static bo'lmagan methodda this orgali ishlatsa bo'ladi
            return x+y;
        System.out.println(op.calculate()); // 50
        System.out.println(x); \frac{1}{30}
        System.out.println(y); //20
interface Operation{
    int calculate();
```

### Lambda Expression va local o'zgaruvchilar

```
public static void main(String[] args) {
    int n=70;
    int m=30;
    Operation op = ()->{
        //n=100; - mumkin emas
        return m+n;
    // n=100; - mumkin emas
    System.out.println(op.calculate()); // 100
```



#### **Generic Functional Interface**

```
public class LambdaApp {
    public static void main(String[] args) {
        Operationable<Integer> operation1 = (x, y)-> x + y;
        Operationable < String > operation 2 = (x, y) \rightarrow x + y;
        System.out.println(operation1.calculate(20, 10)); //30
        System.out.println(operation2.calculate("20", "10")); //2010
interface Operationable<T>{
    T calculate(T x, T y);
```



## Lambda Expression method parametri sifatida

```
public class LambdaApp {
    public static void main(String[] args) {
        Expression func = (n) \rightarrow n\%2 = 0;
        int[] nums = { 1, 2, 3, 4, 5, 6, 7, 8, 9 };
        System.out.println(sum(nums, func)); // 20
    private static int sum (int[] numbers, Expression func)
        int result = 0;
        for(int i : numbers)
            if (func.isEqual(i))
                result += i;
        return result;
interface Expression{
    boolean isEqual(int n);
```



#### Lambda Expression method natijasi sifatida

```
interface Operation{
    int execute(int x, int y);
public class LambdaApp {
    public static void main(String[] args) {
        Operation func = action(1);
        int a = func.execute(6, 5);
        System.out.println(a);
                                          // 11
        int b = action(2).execute(8, 2);
        System.out.println(b);
    private static Operation action(int number){
        switch(number){
            case 1: return (x, y) \rightarrow x + y;
            case 2: return (x, y) \rightarrow x - y;
            case 3: return (x, y) \rightarrow x * y;
            default: return (x,y) -> 0;
```



## Method references

- 1. Method parametri sifatida static methodga havola
- 2. Method parametri sifatida instance methodga havola
- 3. Konstruktorga havola (constructor references)





# Method parametri sifatida static methodga havola (method references)

```
interface Expression{
    boolean isEqual(int n);
class ExpressionHelper{
    static boolean isEven(int n){
        return n%2 == 0;
    static boolean isPositive(int n){
        return n > 0;
```



```
public class LambdaApp {
    public static void main(String[] args) {
        int[] nums = { -5, -4, -3, -2, -1, 0, 1, 2, 3, 4, 5};
        System.out.println(sum(nums,
ExpressionHelper::isEven));
        Expression expr = ExpressionHelper::isPositive;
        System.out.println(sum(nums, expr));
    private static int sum (int[] numbers, Expression func)
        int result = 0;
        for(int i : numbers)
            if (func.isEqual(i))
                result += i;
        return result;
```

#### Method parametri sifatida instance methodga havola

```
public class LambdaApp {
    public static void main(String[] args) {
        int[] nums = { -5, -4, -3, -2, -1, 0, 1, 2, 3, 4, 5};
        ExpressionHelper exprHelper = new ExpressionHelper();
        System.out.println(sum(nums, exprHelper::isEven)); // 0
    private static int sum (int[] numbers, Expression func)
        int result = 0;
        for(int i : numbers)
            if (func.isEqual(i))
                result += i;
        return result;
```



#### Konstruktorga havola (constructor references)

```
public class LambdaApp {
    public static void main(String[] args) {
        UserBuilder userBuilder = User::new;
        User user = userBuilder.create("Tom");
        System.out.println(user.getName());
interface UserBuilder{
    User create(String name);
class User{
    private String name;
    String getName(){
        return name;
    User(String n){
        this.name=n;
```



## **Functional Interface API**

- Predicate<T>
- Consumer<T>
- Function<T,R>
- Supplier<T>
- UnaryOperator<T>
- BinaryOperator<T>





## Predicate<T>

Berilgan qiymatni o'rnatilgan shartga tekshirish uchun qo'llaniladi.

```
public interface Predicate<T> {
    boolean test(T t);
}
```





```
import java.util.function.Predicate;
public class LambdaApp {
    public static void main(String[] args) {
        Predicate<Integer> isPositive = x \rightarrow x > 0;
        System.out.println(isPositive.test(5)); // true
        System.out.println(isPositive.test(-7)); // false
```





## Function<T, R>

Bir toifadagi ma'lumotni ikkinchi toifaga o'tkazish uchun qo'llaniladi

```
public interface Function<T, R> {
    R apply(T t);
}
```









## Consumer<T>

Object ustida qanaqadir amal bajarib hech nima qaytarmaydi.

```
public interface Consumer<T> {
    void accept(T t);
}
```









# Supplier<T>

Hech qanday qiymat qabul qilmasdan belgilangan toifadagi qiymat qaytaradi

```
public interface Supplier<T> {
    T get();
}
```





```
class User{
    private String name;
    String getName(){
        return name;
    }

    User(String n){
        this.name=n;
    }
}
```





```
public class LambdaApp {
   public static void main(String[] args) {
        Supplier<User> userFactory = ()->{
            Scanner in = new Scanner(System.in);
            System.out.println("Введите имя: ");
            String name = in.nextLine();
            return new User(name);
        };
        User user1 = userFactory.get();
        User user2 = userFactory.get();
        System.out.println("Имя user1: " + user1.getName());
        System.out.println("Имя user2: " + user2.getName());
```



## E'TIBORINGIZ UCHUN RAXMAT



