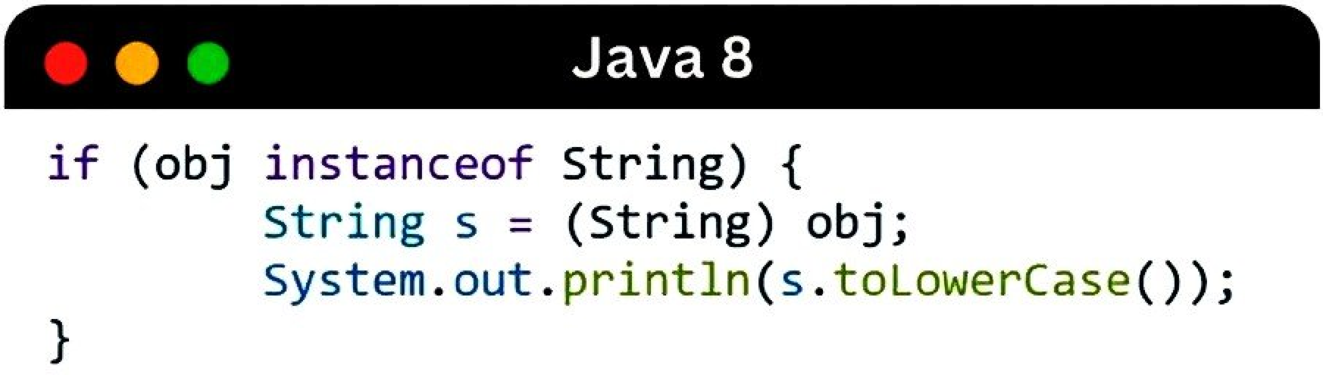
What I learned migrating from

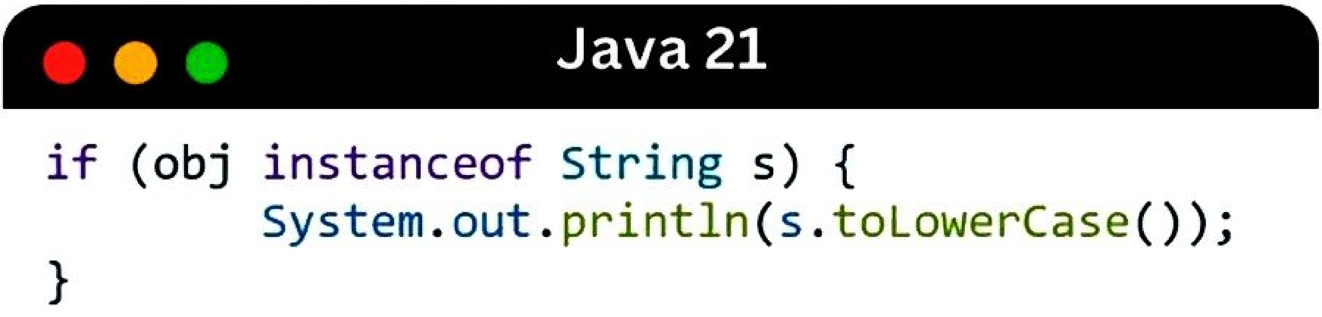
Java 8 → Java 21

- 👉 Pattern Matching (instanceof)
- 👉 Text Blocks (Multiline Strings)
- 👉 Records (Data Classes)
- 👉 Switch Expressions
- 👉 Virtual Threads
- 👉 Sealed Classes

Pattern Matching (instanceof)



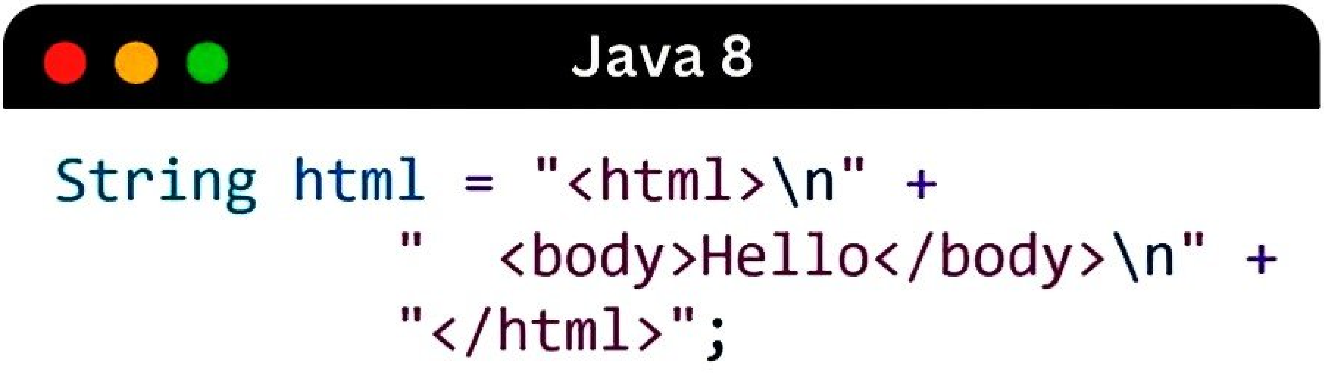
```java
if (obj instanceof String) {
        String s = (String) obj;
        System.out.println(s.toLowerCase());
}
```



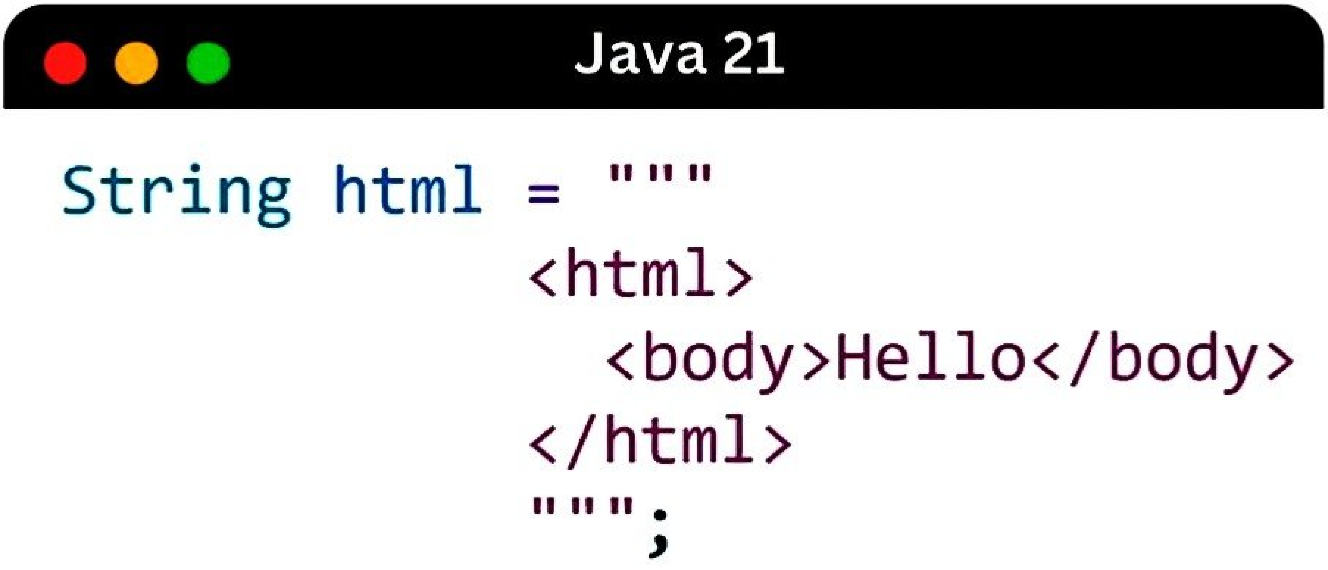
```java
if (obj instanceof String s) {
        System.out.println(s.toLowerCase());
}
```

☑ **Cleaner type checks and less boilerplate.**

Text Blocks (Multiline Strings)



```java
String html = "<html>\n" +
          "  <body>Hello</body>\n" +
          "</html>";
```

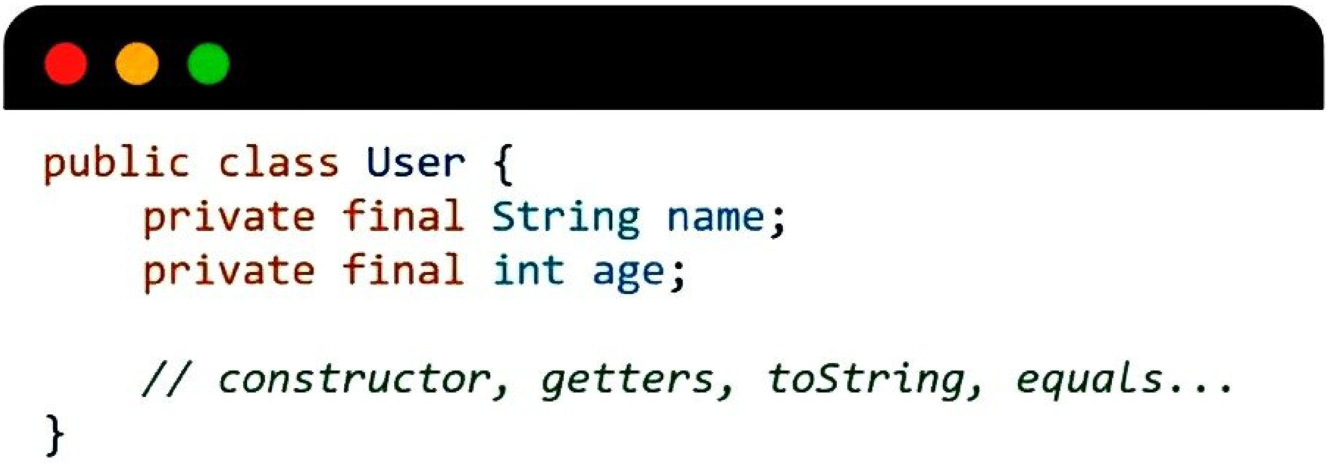


```java
String html = """
            <html>
              <body>Hello</body>
            </html>
            """;
```

☑ **Easier for SQL, HTML, JSON, etc.**

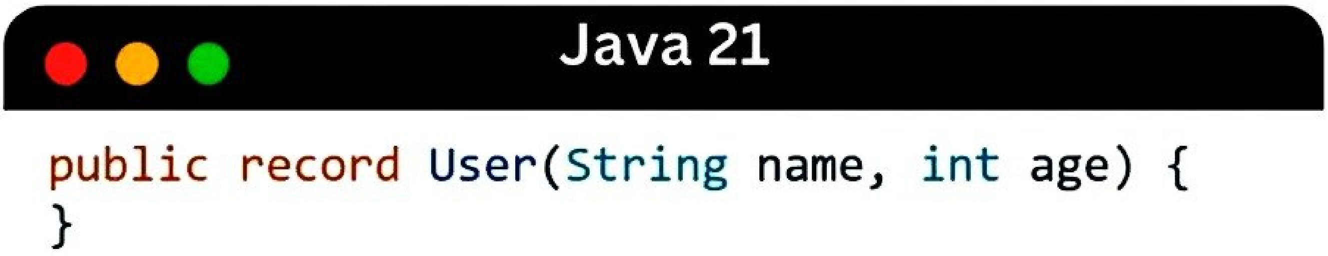
Records (Data Classes)

Java 8



```java
public class User {
    private final String name;
    private final int age;

    // constructor, getters, toString, equals...
}
```

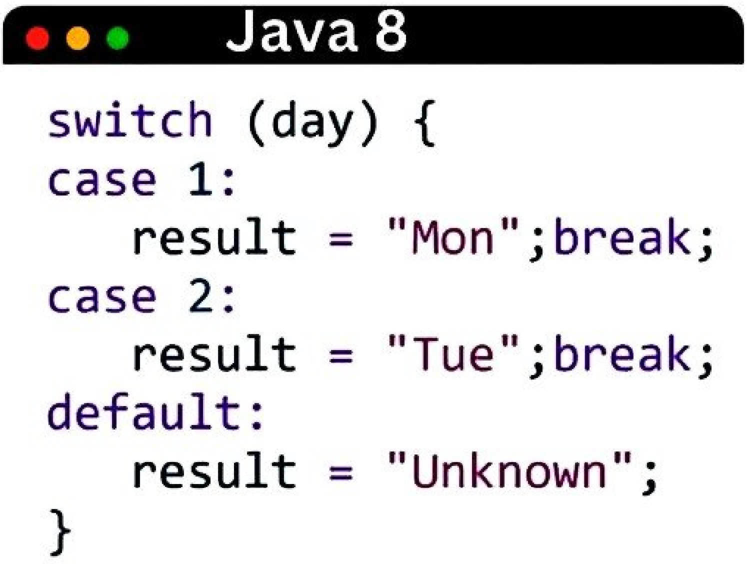


Java 21

```java
public record User(String name, int age) {
}
```

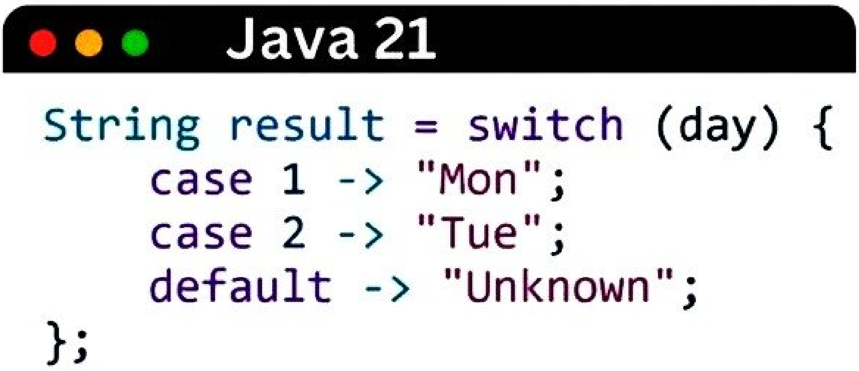
Less boilerplate for data models.

Switch Expressions



Java 8

```
switch (day) {
case 1:
   result = "Mon";break;
case 2:
   result = "Tue";break;
default:
   result = "Unknown";
}
```

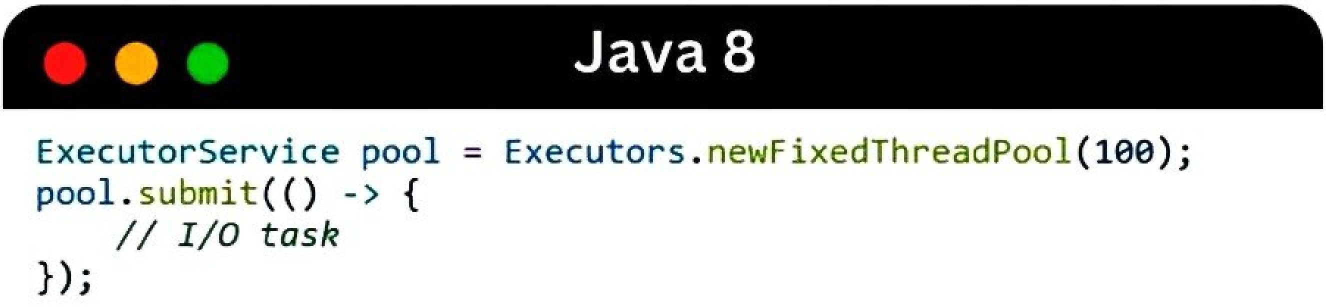


Java 21

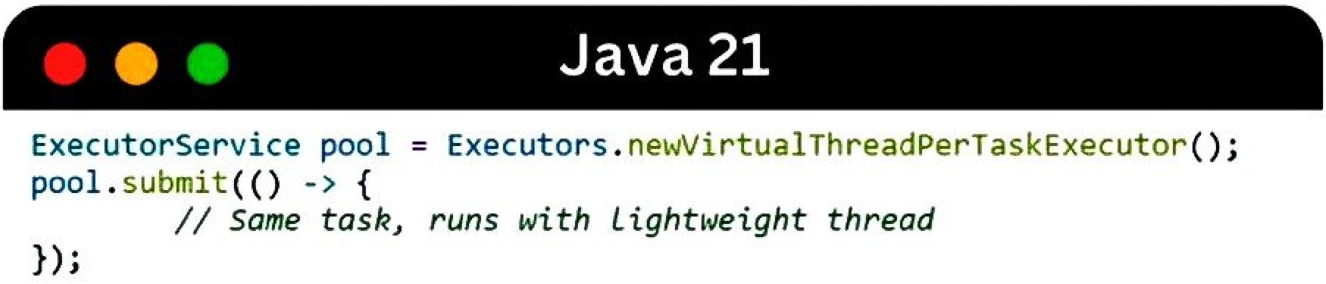
```
String result = switch (day) {
    case 1 -> "Mon";
    case 2 -> "Tue";
    default -> "Unknown";
};
```

More concise, less error-prone.

Virtual Threads



```java
ExecutorService pool = Executors.newFixedThreadPool(100);
pool.submit(() -> {
    // I/O task
});
```

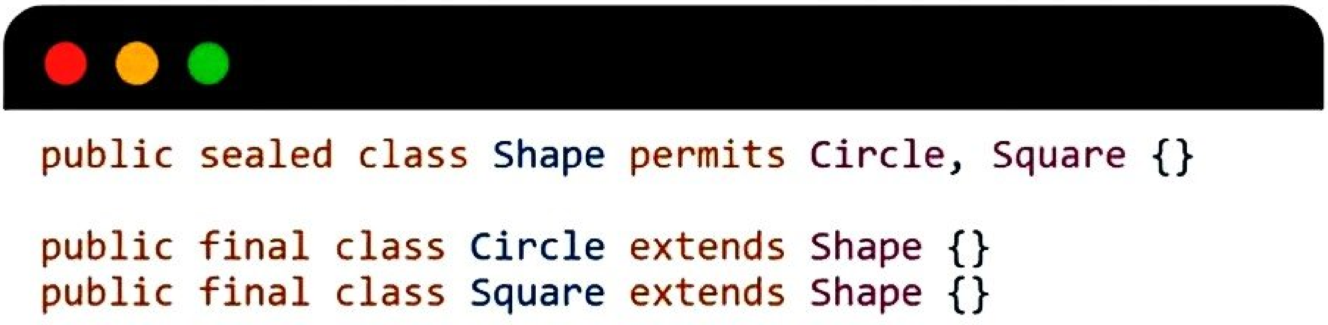


```java
ExecutorService pool = Executors.newVirtualThreadPerTaskExecutor();
pool.submit(() -> {
        // Same task, runs with lightweight thread
});
```

- **Run 1000s of concurrent tasks efficiently**
- **No context-switching overhead like OS threads**
- **Ideal for high-throughput servers & reactive apps**

Sealed Classes

Java 21



```java
public sealed class Shape permits Circle, Square {}

public final class Circle extends Shape {}
public final class Square extends Shape {}
```

✓ **Safer APIs with controlled inheritance.**

Thank you!

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