**Method Reference Cheat Sheet**

*object::instanceMethod.* Given object ob with method meth:  
 x -> ob.meth(x)  
 can be written as  
 ob::meth

Example

Rewrite

button.setOnAction(evt -> p.print(evt));

as

button.setOnAction(p::print);

*Class::staticMethod*. Given a class ClassName and one of its static methods meth()   
 x -> ClassName.meth(x)   
 can be rewritten as  
 ClassName::meth

Example

Rewrite  
 BiFunction<Integer, Integer, Double> f = (x,y) -> Math.pow(x, y);

as   
 BiFunction<Integer, Integer, Double> f = Math::*pow*;

*Class*::*instanceMethod.* Given a class ClassName and one of its instance methods meth()   
 (x,y) -> x.meth(y)  
 can be rewritten as  
 ClassName::meth  
  
 Example   
 (str1, str2) -> str1.compareToIgnoreCase(str2)   
 can be written as  
 String::compareToIgnoreCase

*Class*::*new*. Given a class name ClassName and one of its constructors that accepts an argument of type T, ClassName::new is equivalent to (T x) -> new ClassName(x). The type T and number of arguments are determined by context.

Example Given a List of Labels, the following produces a list of Button objects, with those labels

Stream<Button> stream = labels.stream().map(**Button::new**);

Example Constructor reference int[]::new is equivalent to len -> new int[len]