Java Moderno em 30 mins

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O que eu acho mais maneiro do Java moderno:)



JEP 358: Helpful NullPointerExceptions



```
a.i = 99;
Exception in thread "main"
java.lang.NullPointerException
    at Prog.main(Prog.java:5)
JDK 14
Exception in thread "main"
java.lang.NullPointerException:
        Cannot assign field "i" because "a" is null
    at Prog.main(Prog.java:5)
```



JEP 355: Text Blocks





```
var sql = """

SELECT COUNT(*) FROM table; -- Use this to determine rand_low and rand_high

SELECT *
    FROM table
    WHERE frozen_rand BETWEEN %(rand_low)s AND %(rand_high)s
    ORDER BY RAND() LIMIT 1000

""";
```



JEP 286: Local-Variable Type Inference



```
List<Student> students = new ArrayList<>();
 students.removeIf(s -> s.getId() == desiredId);
var foo = 1;
 var bestStudent = new Student("Dora");
 for (var student: students) { /* ... */ }
 for (var i = 0; i < 10; i++) { /* ... */ }
```





```
Map<Long, Student> idToStudent = studentsRepository.getStudentId();
List<Student> enrolledStudents = studentsRepository.getEnrolledStudents();
Address addressOfBestStudent = studentsRepository.getAddress(bestStudent);
var idToStudent = studentsRepository.getStudentId();
var enrolledStudents = studentsRepository.getEnrolledStudents();
var addressOfTopStudent = studentsRepository.getAddress(bestStudent);
```



JEP 361: Switch Expressions (Standard)



```
switch (day) {
    case MONDAY:
    case FRIDAY:
    case SUNDAY:
        numLetters = 6;
        break;
    case TUESDAY:
        numLetters = 7;
        break;
    case THURSDAY:
    case SATURDAY:
        numLetters = 8;
        break;
    case WEDNESDAY:
        numLetters = 9;
        break;
```



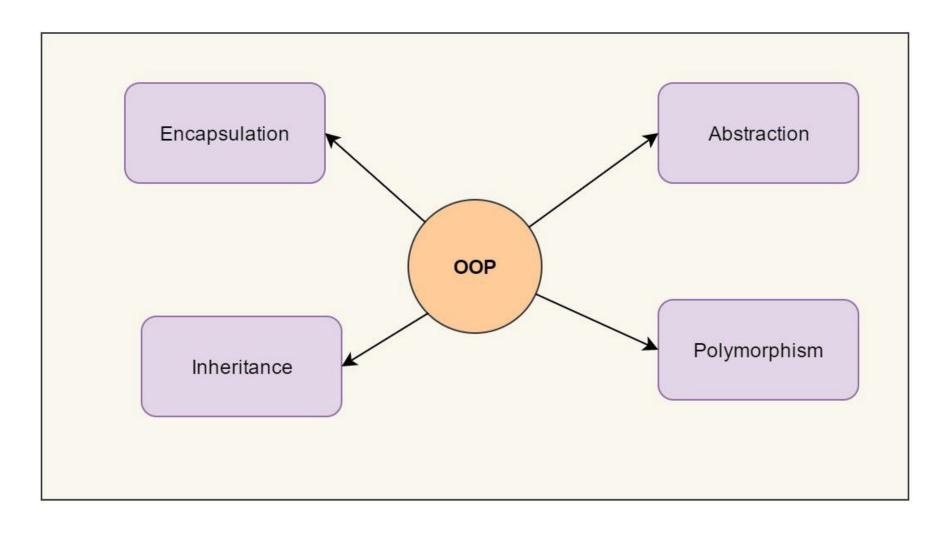
```
switch (day) {
   case MONDAY, FRIDAY, SUNDAY -> numLetters = 6;
   case TUESDAY -> numLetters = 7;
   case THURSDAY, SATURDAY -> numLetters = 8;
   case WEDNESDAY -> numLetters = 9;
}
```



```
int numberOfDays = switch (day) {
    case FRIDAY, SUNDAY -> 6;
    case TUESDAY -> 7;
    case THURSDAY, SATURDAY -> 8;
    default -> {
        if (day == Days.WEDNESDAY) {
            yield 9;
        else{
            yield -1;
```

JEP 359: Records (Preview)





Four Pillars of Object Oriented Programming



Architectures



Evolutionary

An evolutionary architecture supports incremental, guided change as a first principle across multiple dimensions.



Microservices

Architectural style that structures an application as a collection of independent services.



Serverless

Incorporate third-party
"Backend as a Service", and/or
that include custom code run
as Functions.



Micro Frontends

Design approach in which a front-end app is decomposed into individual, semi-independent "microapps" working loosely together.



```
package me.ederign;
public class SampleTask {
   private long id;
    private long owner;
    private String fieldA;
    private String fieldB;
    private String fieldC;
    private String fieldD;
```



```
package me.ederign;
public class SampleTask {
    private long id;
    private long owner;
    private String fieldA;
    private String fieldB;
    private String fieldC;
    private String fieldD;
    public SampleTask(long id, long owner, String fieldA,
String fieldB, String fieldC, String fieldD) {
        this.id = id;
        this.owner = owner;
        this.fieldA = fieldA;
        this.fieldB = fieldB;
        this.fieldC = fieldC;
        this.fieldD = fieldD;
```



```
package me.ederign;
import java.util.Objects;
public class SampleTask {
   private long id;
   private long owner;
   private String fieldA;
   private String fieldB;
   private String fieldC;
   private String fieldD;
   public SampleTask(long id, long owner, String fieldA, String fieldB, String fieldC, String fieldD) {
        this.id = id;
        this.owner = owner;
        this.fieldA = fieldA;
        this.fieldB = fieldB;
        this.fieldC = fieldC;
        this.fieldD = fieldD;
    @Override
    public boolean equals(Object o) {
        if (this == o) return true;
        if (o == null || getClass() != o.getClass()) return false;
        SampleTask that = (SampleTask) o;
        return id == that.id &&
               owner == that.owner &&
               Objects.equals(fieldA, that.fieldA) &&
               Objects.equals(fieldB, that.fieldB) &&
               Objects.equals(fieldC, that.fieldC) &&
               Objects.equals(fieldD, that.fieldD);
    @Override
   public int hashCode() {
        return Objects.hash(id, owner, fieldA, fieldB, fieldC, fieldD);
```



```
package me.ederign;
import java.util.Objects;
public class SampleTask {
   private long id;
   private long owner:
   private String fieldA;
   private String fieldB;
   private String fieldC;
   private String fieldD;
   public SampleTask(long id, long owner, String fieldA, String fieldB, String fieldC, String fieldD) {
       this.id = id;
       this.owner = owner;
       this.fieldA = fieldA:
       this.fieldB = fieldB;
       this.fieldC = fieldC;
       this.fieldD = fieldD;
   @Override
   public boolean equals(Object o) {
      if (this == o) return true;
      if (o == null || getClass() != o.getClass()) return false;
       SampleTask that = (SampleTask) o;
       return id == that.id &&
              owner == that.owner &&
              Objects.equals(fieldA, that.fieldA) &&
              Objects.equals(fieldB, that.fieldB) &&
              Objects.equals(fieldC, that.fieldC) &&
               Objects.equals(fieldD, that.fieldD);
   @Override
   public int hashCode() {
      return Objects.hash(id, owner, fieldA, fieldB, fieldC, fieldD);
   public long getId() {
   public void setOwner(long owner) {
       this.owner = owner;
   public String getFieldA() {
      return fieldA;
   public void setFieldA(String fieldA) {
      this.fieldA = fieldA;
   public String getFieldB() {
      return fieldB;
   public void setFieldB(String fieldB) {
      this.fieldB = fieldB;
   public String getFieldC() {
      return fieldC;
   public void setFieldC(String fieldC) {
       this.fieldC = fieldC;
   public String getFieldD() {
       return fieldD;
   public void setFieldD(String fieldD) {
```

this.fieldD = fieldD;



```
package me.ederign;
public class SampleTask {
   private long id;
    private long owner;
    private String fieldA;
    private String fieldB;
    private String fieldC;
    private String fieldD;
```





Fields imutáveis

Constructors

equals, hashCode and toString



"plain data" aggregate (DTO, wrapper, transfer objects, etc)



Desacoplamento total para

data classes entre o estado e a sua

API



Fit natural para externalização segura em

sistemas distribuídos

(serialização, marshalling para JSON/XML,

mapping)



Aceita:

Novos construtores (até o canonico) com lógica adicional

Static fields/methods

Implementa interfaces

Annotations



```
// IntelliJ API Decompiler stub source generated from a class file
  // Implementation of methods is not available
package me.ederign;
public final class SampleTask extends java.lang.Record {
    private final long id;
    private final long owner;
    private final java.lang.String fieldA;
    private final java.lang.String fieldB;
    private final java.lang.String fieldC;
    private final java.lang.String fieldD;
    public SampleTask(long id, long owner, java.lang.String fieldA, java.lang.String fieldB, java.lang.String
fieldC, java.lang.String fieldD) { /* compiled code */ }
    public long id() { /* compiled code */ }
    public long owner() { /* compiled code */ }
    public java.lang.String fieldA() { /* compiled code */ }
    public java.lang.String fieldB() { /* compiled code */ }
    public java.lang.String fieldC() { /* compiled code */ }
    public java.lang.String fieldD() { /* compiled code */ }
    public java.lang.String toString() { /* compiled code */ }
    public final int hashCode() { /* compiled code */ }
    public final boolean equals(java.lang.Object o) { /* compiled code */ }
```



"plain data" aggregate

Fit perfeito para

Arquiteturas Distribuídas



JEP 360: Sealed Classes (Preview)





Vantagens

Designer da API controla melhor as implementações

O compilador pode inferir mais coisas...



Sealed Classes + Records



Sealed Classes ~= 'Sum Types'

O conjunto de todos os tipos Shape s é igual ao conjunto

de todos os Circle c mais todos os Rectable S



Record ~= 'Product Types'

Todos os possíveis estados (state space) é um subconjunto do produto cartesianos de todos seus componentes.



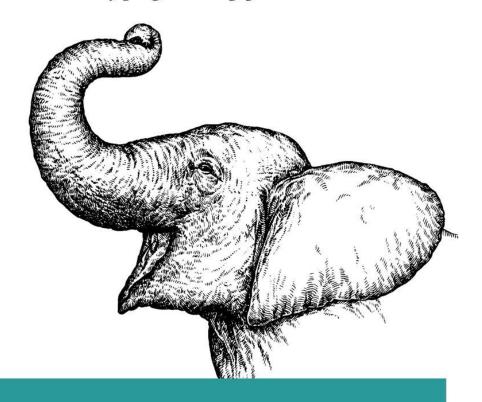
Code smell???

Isto não viola o encapsulamento?

Pq o Java tá fazendo isto?



The answer to every programming question ever conceived



It Depends

The Definitive Guide





"Sealed classes work together with records and pattern matching to support a more data-centric form of programming." Brian Goetz



JDK 15+

Sealed Classes + Records



JEP 305/JEP 375: Pattern Matching for instanceof



```
static int getCenter(Shape shape) {
   if (shape instanceof Rectangle) {
      return ((Rectangle) shape).upperRight().x;
   } else if (shape instanceof Circle) {
      return ((Circle) shape).radius();
   }
   return -1;
}
```



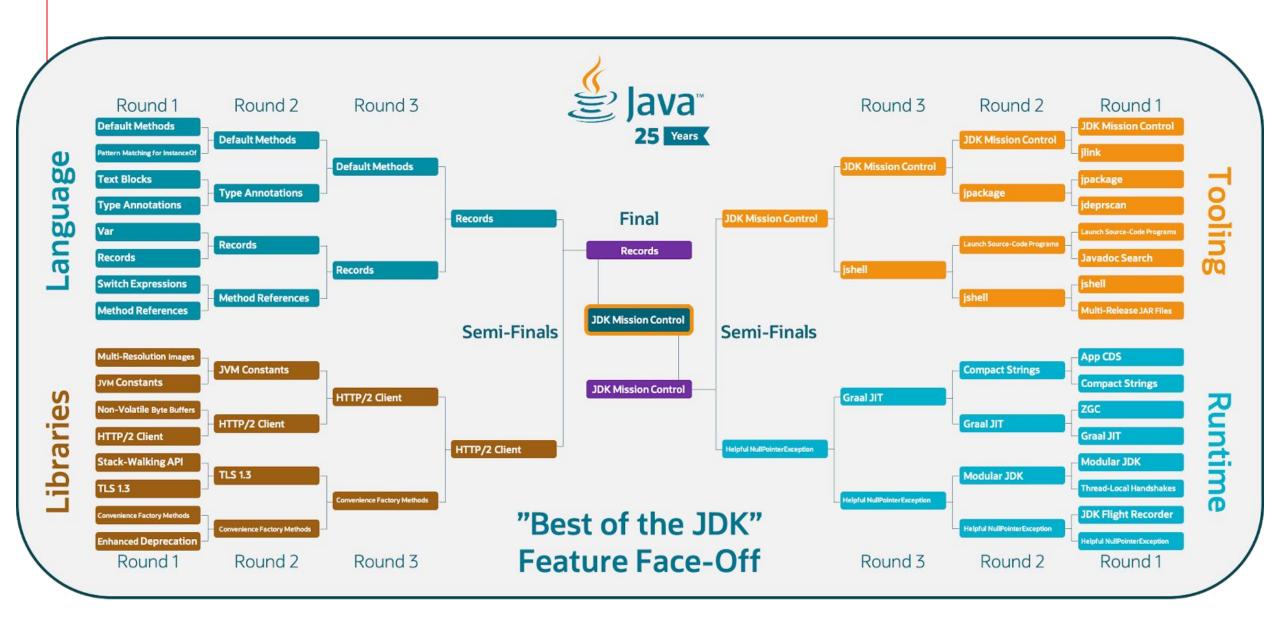
```
static int getCenterJ15(Shape shape) {
       if (shape instanceof Rectangle r) {
           return r.upperRight().x;
       } else if (shape instanceof Circle c) {
           return c.radius();
       return -1;
```



JEP draft: Pattern matching for switch (Preview)









Thank you

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- in linkedin.com/company/red-hat
- youtube.com/user/RedHatVideos
- facebook.com/redhatinc
- twitter.com/RedHat

