



Intermediate Java

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Overview

- Instructor: Geoff Matrangola geoff@matrangola.com
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- Java Knowledge Expectations
 - Edit, compile, run Java Code
 - String manipulation, arrays, basic types
 - Control structure (if, while, etc)
 - Basic OOP
- Class Objectives
 - Closer Look at Collections
 - Date Time API
 - Lambda Expressions
 - Generics
 - Concurrency



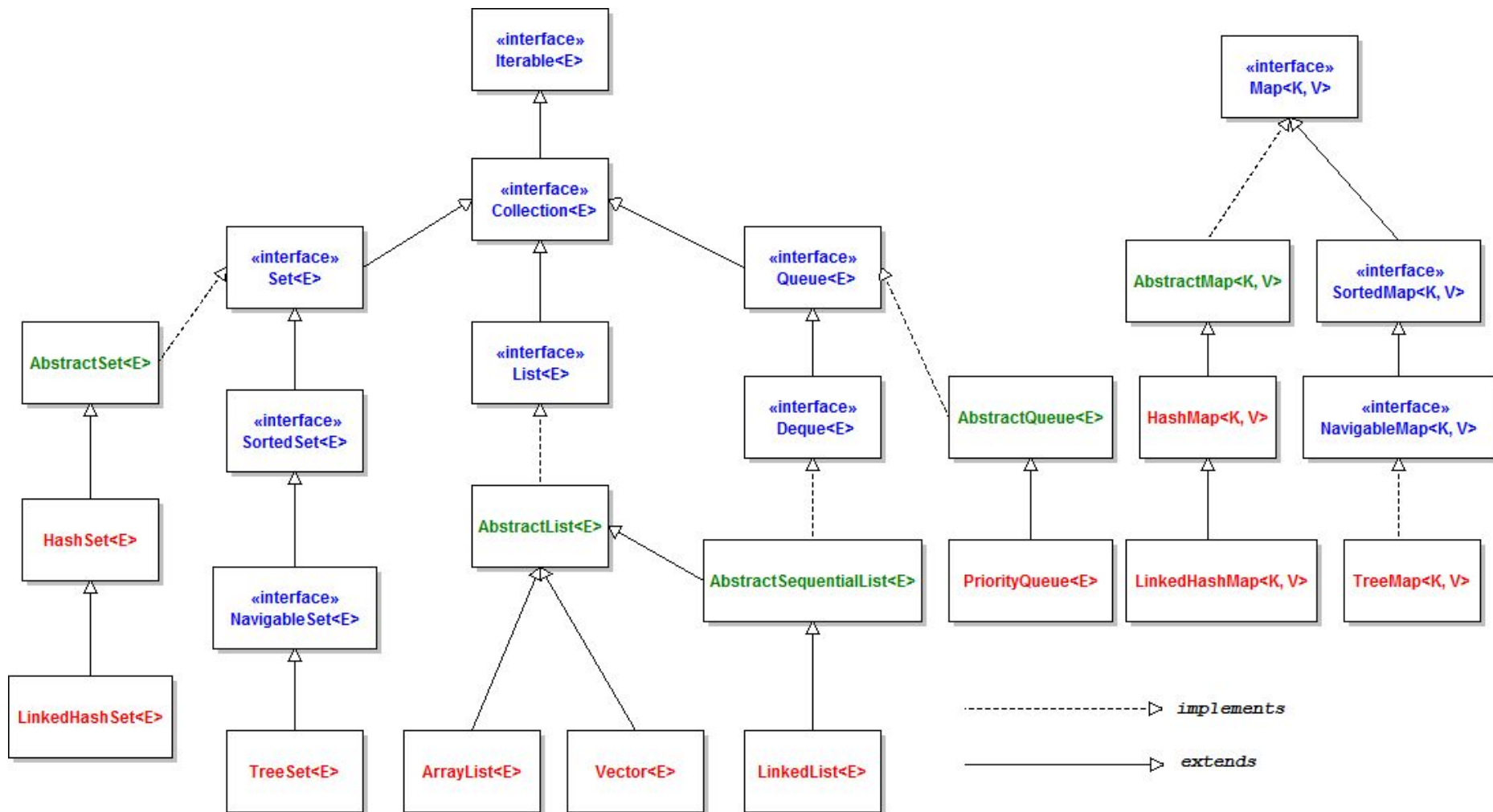
Java Collections



Collections

- Base Class *Collection* (sub of *Iterable*)
<https://docs.oracle.com/javase/8/docs/api/java/util/Collection.html>
- Primary Interfaces
 - Set - Not Ordered, no duplicates
 - List - Ordered, Duplicates entries permitted, indexed by position
 - Map - Not Ordered, custom index
- Common Specialized interfaces and implementations
 - HashSet
 - ArrayList
 - LinkedList
 - HashMap
 - TreeMap

Collection Classes UML



Primary Collections

- Set
 - HashSet
 - TreeSet
- List
 - LinkedList
 - ArrayList
- Map
 - HashMap
 - TreeMap
- Queues
 - Dequeue
 - PriorityQueue
- General
 - Collection Interface
 - Iterator and Iterable
 - Enumerators

Java Lambdas

Lambda Objectives

- Outline the purpose of lambda expressions
- Read and write lambda expressions in Java

Why Lambdas?

- Programs benefit from flexible behavior; e.g:
 - Sort these using this ordering policy
 - Remove elements unless they match this criterion
- Historically, “variable behavior” has different approaches:
 - Pointer to function (e.g. C, C++)
 - Interpretable source code (e.g. SQL)
 - Object implementing an interface (e.g. Java)
 - Anonymous inner classes (e.g. Java)
 - “Code as data” or “First Class” functions (e.g. Lisp, functional languages, Java 8 Lambdas)

What Are Lambdas?

- In essence a Java lambda behaves like a pointer to a function
- Java is object oriented, and statically type-safe, so lambdas are essentially code that compiles to a pointers to a object that implements a single-method interface
 - With a lot less textual “clutter”

From Classes to Lambdas

```
public class Filter {  
    public static <E> void filterList(List<E> data,  
                                     Test<E> t) {  
        Iterator<E> iterator = data.iterator();  
        while (iterator.hasNext()) {  
            if (!t.test(iterator.next()))  
                iterator.remove();  
        }  
    }  
}
```

From Classes to Lambdas

```
public static void main(String [] args) {  
    List<String> ls = new LinkedList<>();  
    ls.addAll(Arrays.asList(  
        "Alice", "Bob", "Maverick", "Trent"));  
    System.out.println("Before: " + ls);  
    filterList(ls, new LongerThan5());  
    System.out.println("After: " + ls);  
}  
}
```

From Classes to Lambdas

```
public interface Test<E> {  
    boolean test(E e);  
}
```

**Note: only one method
is declared in this
interface**

```
public class LongerThan5 implements Test<String> {  
    @Override  
    public boolean test(String s) {  
        return s.length() > 5;  
    }  
}
```

From Classes to Lambdas

- Previously:

```
public class LongerThan5 implements Test<String> {  
    @Override  
    public boolean test(String s) { // ->  
        return s.length() > 5;  
    }  
}
```

- Becomes:

```
(s) -> s.length() < 5
```

Lambda General Format

- Lambdas provide behavior that implements a method in an interface
 - Commonly a generic interface
- Syntax defines:
 - Argument list
 - ->
 - Behavior

Type Inference

- Java compiler attempts to decide the type of the lambda based on the context
 - Lambda defined in method argument must satisfy the requirements of the method
 - Overloaded methods can cause ambiguity
 - Lambda defined in initialization of variable must satisfy the type of the variable
 - Lambdas frequently are used to implement generic types, in which case the generic type variables are inferred from the context too
- Inference isn't always possible

Lambda Argument Syntax

- Argument list is generally enclosed in parentheses
 - Types do not generally need to be specified
`(s,t,u) -> s + t / u`
 - Types may be specified for the **entire** argument list to resolve type inference ambiguity
`(long s, long t, int u) -> s + t / u`
 - Zero arguments use empty parentheses
`() -> (int) (Math.random() * 1000)`
 - Single argument situations allow the parentheses to be dropped
`s -> System.out.println("Value is " + s)`

Expression Lambda Syntax

- Simple lambdas may be expressed using a single expression to the right of \rightarrow
 - These are called “Expression Lambdas”
 - Note that no semicolon is used to terminate the expression
- $(s) \rightarrow s * 2$

Complex Lambda Behavior Syntax

- For more complex lambda behavior, a block may be used

```
(s, t) -> {  
    int rv = 0;  
    for (int i = s; i < t; i++) {  
        rv += i;  
    }  
    return rv;  
}
```

- If a traditional-form method would require a return statement, then the block form lambda requires a return statement too

Lambdas And Closure

- Lambda expressions can refer to variables in enclosing scopes provided their lifetimes are suitable
- Rules are as variable access in inner classes
 - Fields of enclosing class or object are accessible
 - Method locals must be “effectively `final`”
- The design merits of this technique are highly debatable
 - Sometimes, very good, other times less desirable
 - As a general guide, try to avoid “side effects”

Functional Interfaces

- Lambdas can only be used to implement interfaces that have a single abstract method
- Such interfaces are called “Functional Interfaces”
- The annotation `@FunctionalInterface` tells the compiler to verify that this interface defines exactly one abstract method
 - `@FunctionalInterface` is not required to allow use in a lambda; the annotation only serves to warn if we accidentally created more than one abstract method

Java 8 API Functional Interfaces

- Package `java.util.function` defines many functional interfaces

Interface	Method
<code>Predicate<T></code>	<code>boolean test(T t)</code>
<code>Supplier<T></code>	<code>T get()</code>
<code>Consumer<T></code>	<code>void accept(T t)</code>
<code>Function<T,R></code>	<code>R apply(T t)</code>
<code>BiFunction<T,U,R></code>	<code>R apply(T t, U u)</code>

This is the “right” interface for the “Test” defined in the earlier example

Functional Interfaces And Primitives

- Most functional interfaces are generic, e.g.
`BiFunction<T, U, R>` defines `R apply(T t, U u)`
- But, generics are incompatible with primitive data types
- So, several functional interfaces are defined for primitive types, `int`, `long`, and `double`
 - But `float` is generally ignored; use `double` instead, or define your own interface

Method References

- Method references allow pre-existing methods to be conveniently used where a lambda expression would be applicable

Method Reference Example

```
public static <E> E executeBinaryOp(  
    E e1, E e2, BinaryOperator<E> op)  
{  
    return op.apply(e1, e2);  
}
```

```
executeBinaryOp("Jim", " Jones", (s,t)->s.concat(t))
```

```
executeBinaryOp("Jim", " Jones", String::concat)
```

Method Reference Invocation

- Methods for references can be instance **or** static
- The interface `BinaryOperator<T>` requires two arguments (and returns a single value)
- Suppose the arguments are `s` and `t`
- The method reference `String::concat` will cause invocation as `s.concat(t)`
- However, a static method
`String joinStrings(String a, String b)`
will be invoked as `joinStrings(s, t)`

Method References Afterthought

- The use of method references effectively allows any arbitrary method to be used to implement a functional interface, without the original method or its defining class knowing anything about that interface
 - This is an aspect of “duck typing” in Java, although it happens at compile time and only relates to functional interface behavior, not to objects as a whole

Lab Exercise

- Create a `Customer` class representing a customer of our retail outlet. Give the customer a name, a credit limit, a credit balance, and optionally a `Set<String>` representing the items this customer has purchased from us
- Give the customer a `toString` method to allow easy textual representation
- In a `main` method create a `List<Customer>` with a few sample customers in it
- Print the list out

Lab Exercise

- Write a generic filter method, similar to the one in the example, that takes a list and “filter behavior” and creates a new list that contains only the items that pass the test of the filter
- Think about what interface the “filter behavior” should implement? Use the standard Java 8 interfaces

Lab Exercise

- Arrange for the main method to filter the list according to several criteria, printing the list each time
- Suggested criteria are:
 - Customers who have a credit balance greater than 1000
 - Customers who have a credit balance greater than their credit limit
 - Customers whose names begin with a particular letter
 - Customers who buy a particular item
- Optional: implement one of these criteria without using lambdas

Streams

Streams - Overview

- Introduced in Java 8
- Non destructive of source data.
- Works well with Lambdas and method references

Creating Streams

- Empty Stream

- `Stream<String> streamEmpty = Stream.empty();`

- Stream from Collection

- `Collection<String> collection = Arrays.asList("Pippa", "Natty", "Oscar");`
- `Stream<String> streamOfCollection = collection.stream();`

- Stream from VarArgs (array)

- `Stream<String> streamOfArray = Stream.of("Pippa", "Natty", "Oscar");`

- Stream from Array

- `String[] dogs = new String[]{"Pippa", "Natty", "Oscar"};`
- `Stream<String> streamOfArrayFull = Arrays.stream(dogs);`
- `Stream<String> streamOfArrayPart = Arrays.stream(dogs, 1, 3);`

- Stream from Builder

- `Stream<String> streamBuilder =`
- `Stream.<String>builder().add("Pippa").add("Natty").add("oscar").build();`

Stream Generators

- Generate Stream with the generate() method and a lambda and limit with the limit() method
 - `Stream<String> streamGenerated =`
 - `Stream.generate(() -> "woof").limit(5);`
- Use Iterate method
 - Like counters, etc. Can be used for indexes
 - `Stream<Integer> streamIterated = Stream.iterate(40, n -> n + 2).limit(20);`

Primitives in Streams

- Built-in lowercase types (int, float, long, double) are not always treated as first-class objects in Java
- Stream style *for*-loop replacement is possible by using special interfaces *IntStream*, *LongStream*, and *DoubleStream*
 - `IntStream.range(1, 500)`
 - `LongStream.rangeClosed(1, 20);`

Stream Terminal Operations

- Perform some operation on the entire Stream and produce final output
 - `forEach()`
 - `toArray()`
 - `reduce()`
 - `collect()`
 - `min()`
 - `max()`
 - `count()`
 - `anyMatch()`
 - `allMatch()`
 - `noneMatch()`
 - `findFirst()`
 - `findAny()`
- Predicate - used in many of the operations
 - `boolean all = dogStream.allMatch(p -> p.length() == 5);`

Terminal Operations, terminal

Terminal operations can only be used one per stream.

```
LongStream longStream = LongStream.rangeClosed(1, 20);
```

```
longStream.forEach(  
    p -> System.out.println("i=" + p)  
);
```

```
long sum = longStream.reduce(0, (a,b) -> a+b);  
System.out.println("sum = " + sum);
```

```
i=19
```

```
i=20
```

```
Exception in thread "main" java.lang.IllegalStateException: stream has already been operated upon or closed
```

```
    at java.util.stream.AbstractPipeline.evaluate(AbstractPipeline.java:229)  
    at java.util.stream.LongPipeline.reduce(LongPipeline.java:438)  
    at com.developintelligence.demo.Main.main(Main.java:16)
```

Stream Intermediate Operations

- Perform some operation on the stream and pipeline to next operation
- Returns a new stream
- Executed when the terminal operation is run (lazy)
- Examples
 - filter
 - map
 - flatmap
 - peak
 - distinct
 - sorted
 - limit

Stream Processing Performance

- Place the operations that will reduce the size of the set in the beginning of the chain.
- *filter(), distinct(), and skip()*
- For example, filter before you map.

Parallel Stream

- Uses multiple threads to balance core use
- Executes operations in parallel
- Create with
 - `List.parallelStream()`
 - `Stream.parallel()`
- Rules
 - stateless operation at the element level
 - non-interfering operation- data source cannot be affected
 - An associative operation is an operation in which the result is not affected by the order of operand
- `forEach` vs. `forEachOrdered`