1. **Enum**

Link: <https://www.csee.umbc.edu/courses/undergraduate/202/spring12/lectures/enums.pdf>

+ Java Platform SE 7

- Definition: Enumerated values are used to represent a set of named values (enum is object)

- Benefit of enum:

+ Acceptable values are obvious -> must choose one of the enumerated values defined already

+ Type safety -> compiler check type of enum

+ Name-spacing -> every value is name-spaced off of the enum type itself

+ Printable

+ Storage of additional information

+ Retrieve of all enumerated values as an array -> Suit[] suits = Suit.values();

+ Comparison of Enumerated values -> if(suit == Suit.CLUBs)

1. **Lambda**

+ Java Platform SE 8

- Lambda expression is object

# Lambda1:

- Advantage of Lambda:

+ Concise syntax (ngan ngon)

+ Deficiencies with anonymous inner classes (inner class:bulky, hard to optimize)

+ Convenient for new streams library, support streams

+ Programmers are used to the approach

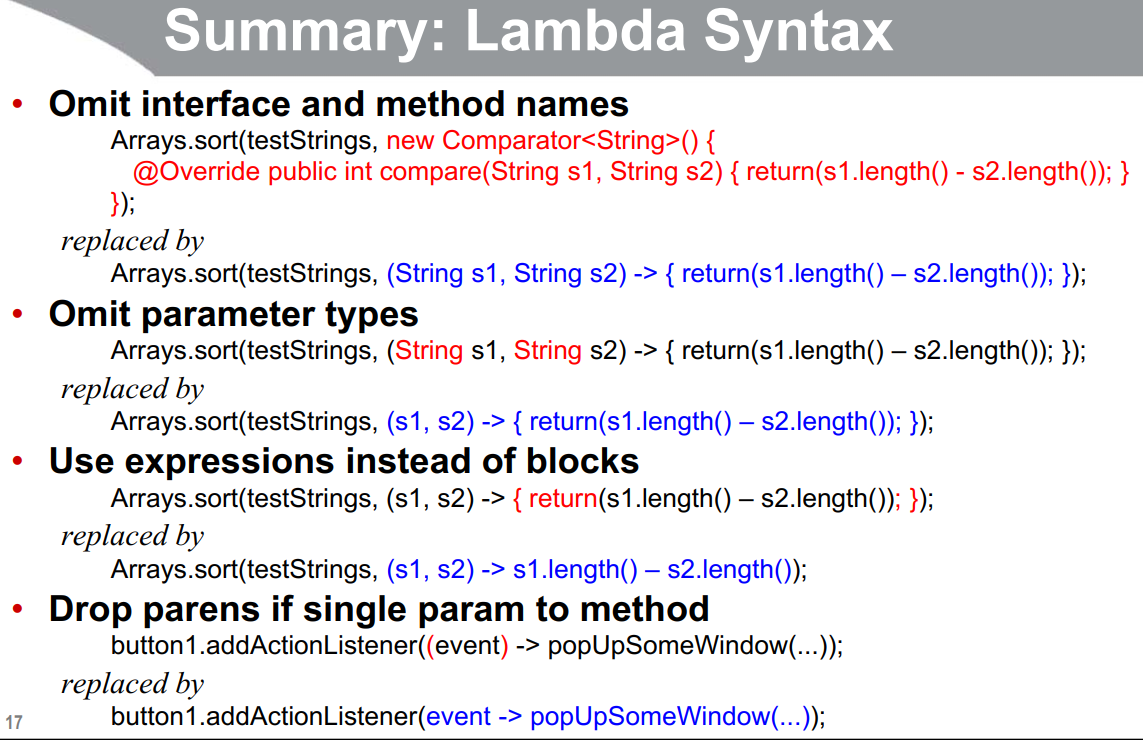
+ Encourage functional programming

- DisAdvantage of lambda:

+ Type of a lambda is class that implements interface, not a “real” function

• Must create or find interface first, must know method name

+ Cannot use mutable local variables



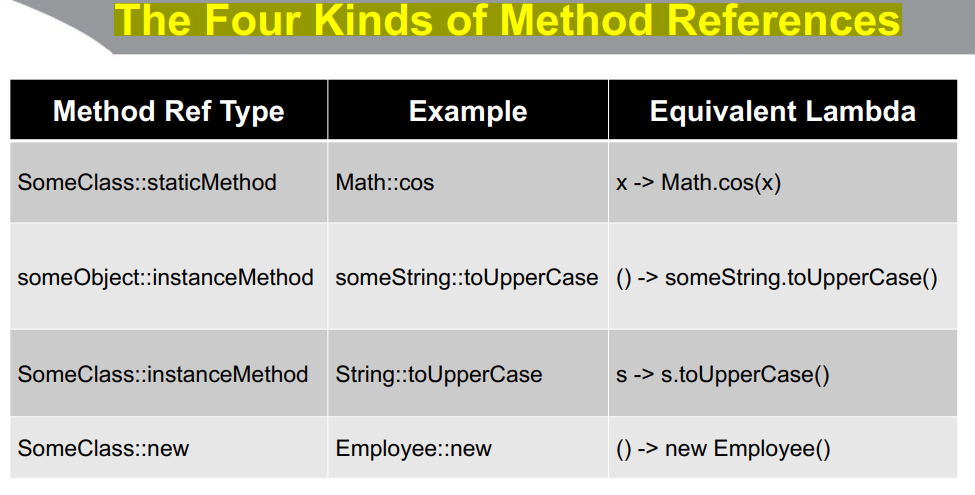
# Lambda2:

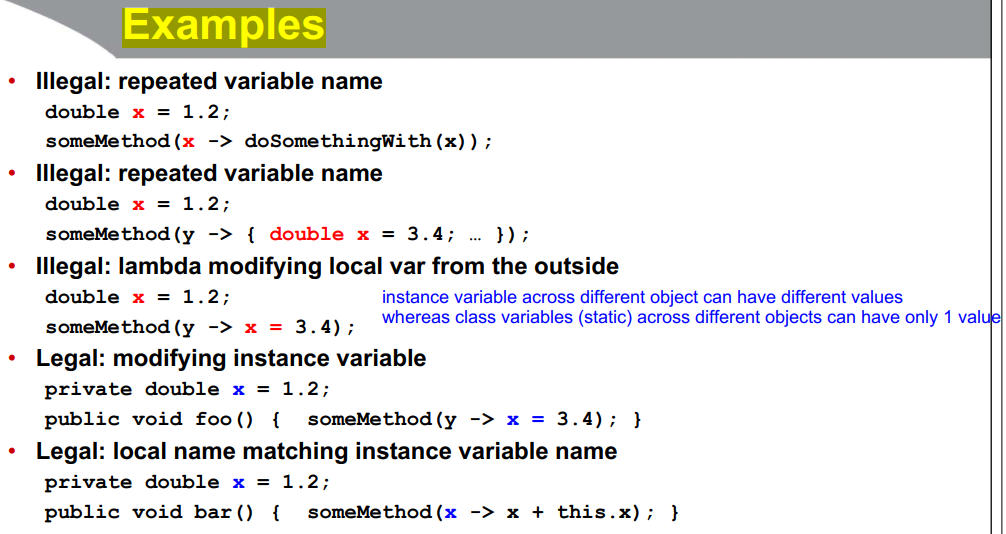
**@FunctionalInterface**

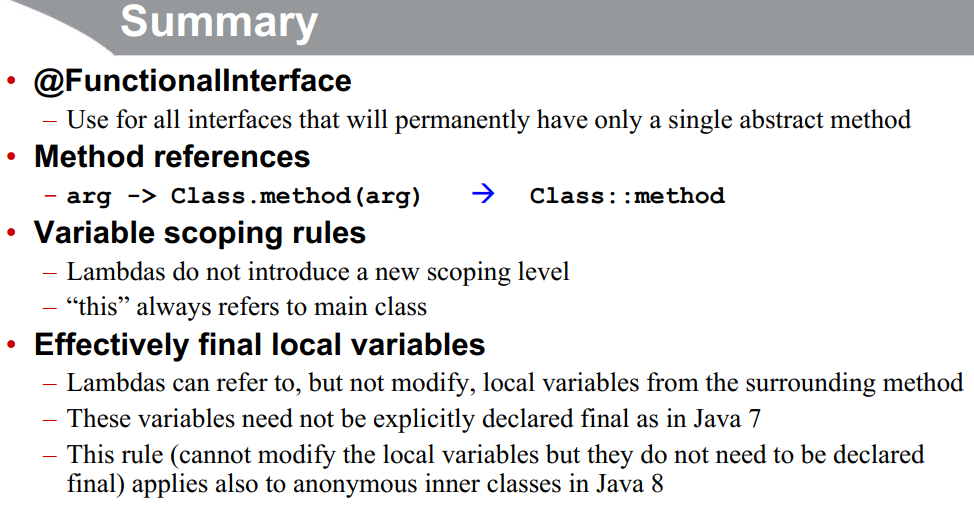
+ Functional Interfaces in Java 8 allows exactly one abstract method inside them.

+ @FunctionalInterface annotation is useful for compilation time checking of your code.

+ This feature in Java, which helps to achieve functional programming approach.







# Lambda3:

* Runnable: Ø → Ø
* Consumer: T → Ø (Lets you make a “function” that takes in a T and no return value)
* IntConsumer: int → Ø
* Supplier: Ø → T (Lets you make a no-arg “function” that returns a T)
* Function: *T*1 → *T*2 (Lets you make a “functions” that takes in a T1 and returns a T2)
* IntFunction: int → T
* IntUnaryOperator: int → int
* BiFunction: (*T*1, *T*2) → *T*3  (Lets you make a “functions” that takes 2 arguments T1,T2 and return T3)
* IntBinaryOperator: (int, int) → int
* Predicate: T → Boolean (lets you make a “function” to test a condition)
* BinaryOperator: (T1,T2) -> T3 ~ BiFunction<T,U,R> where T, U, R are all the same type

1. **Stream**

- Java 8

- Making streams more powerful, faster, and more memory efficient than Lists

- The three coolest properties:

• Lazy evaluation • Automatic parallelization • Infinite (unbounded) streams

#Stream1:

- 3 ways to make a Stream:

+ From Lists: List<String> words =…; words.stream().map()…

+ From object arrays: Employee[] workers =…; Stream.of(workers).map()…

+From individual elements: Employee[] e1 =…; Employee[] e2 =…; Employee[] e3 =…;

Stream.of(e1,e2,….).map()…

- findFirst(): return Optional<T> -> ~ check the optional is empty?

- Turning Streams into Pre-Java-8 Data Structures -> do this only at the end, after you have done all the stream.

+ Output as a list:

List<String> w = someStream**.collect(Collectors.toList())**

List<Employee> w = someStream**.collect(Collectors.toList())**:

+ Output as an array:

String[] w = someStream.**toArray(String[]::new)**

Employee[] w = someStream.**toArray(Employee[]::new)**

#Stream2:

- **limit**(n) returns a Stream of the first n elements.

- **skip**(n) returns a Stream starting with element n (i.e., it throws away the first n elements)

- **reduce**(starterValue, binaryOperator): ~ reduce(baseValue,Integer:sum())

1. **Unit Test**

- JUnit 5 requires Java 8 (or higher) at runtime

- JUnit 5 = JUnit Platform + JUnit Jupiter + JUnit Vintage

+ The JUnit Platform serves as a foundation for launching testing frameworks on the **JVM**

+ JUnit Vintage provides a TestEngine

+ JUnit Jupiter is the combination of the new programming model and extension model for writing tests and extensions in JUnit 5

1. Serialization

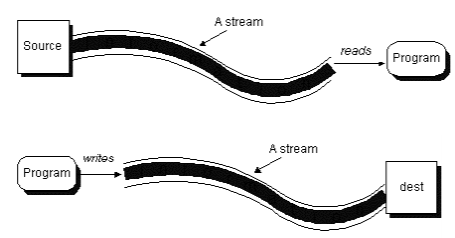
Serialization to transform binary form to binary data

Deserializable to convert data to binary (object)

Write to a file and read back to an object

- **Stream**:

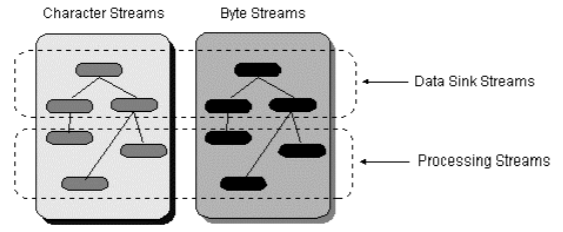
+ A program reads/writes information from/to a channel. In Java, a channel from where a program may read or write information is referred to as a STREAM.



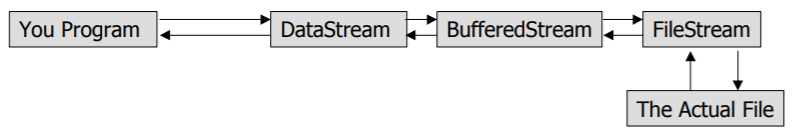
+ There are two kinds of Streams: Bytes Streams (classes named \*Stream); Character Streams (classes named \*Reader or \*Writer)

+ **Data sink streams**: connected directly with the source or destination. (the end of the stream)

+ **Processing streams**: connected to other streams to provide further processing transparently (filtering, compression, etc..)



+ A **stream chain** is: a chain of processing streams. one sink stream.



Description: When reading (using the write method): Your program asks the data stream to read a real number. The data streams asks the buffer stream to read a number of bytes corresponding to the length of a real number. The buffer stream asks the file stream to read some more bytes so that they are buffered for the next read. The file stream actually reads the bytes The data is passed back and interpreted by each stream

- **Persistence** means having an object’s life independent from the life time of the application in which it is running. One way to implement persistence is storing objects and then retrieving them.

- **Serialization**:

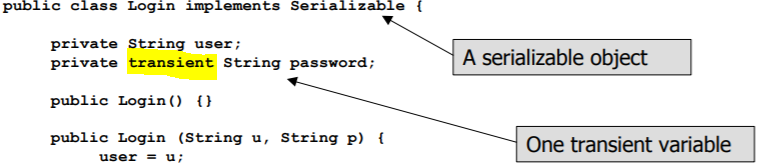
+ **The process of sending an object through a stream is referred to as SERIALIZATION.**

+ The ObjectStream classes implement serialization and deserialization of objects.

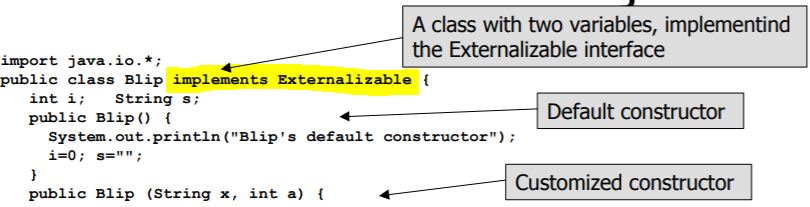
+ There are two classes implementing processing streams: **ObjectInputStream**, **ObjectOutputStream**

+ Security in Serialization: 2 ways

1) **transient** the data you **DON’T** want to serialize



2) Tag the object as Externalizable to explicitly declare the data we want to serialize



- Summary:

+ We have seen the Java STREAM mechanism and class organization.

+ We have designed and build Stream Chains.

+ We have made our own Streams and included them in other Stream Chains.

+ We have Serialized objects.

+ We have controlled the serialization process through the transient and externalizable mechanisms (security)

1. Network-socket

Link: <https://www.slideshare.net/tusharkute/network-programming-in-java>

Link: <https://slideplayer.com/slide/5150902/>

Client <-> Network <-> Server

**Socket**

- Sockets provide an interface for programming networks at the transport layer-> Network communication using Socket as I/O.

- Socket is endpoint for communication between two machines.

- Socket-based communication can communicate on program in Java or Non-Java.

- Socket uses TCP to communicate over the network

**Constructor:**

Socket(String remoteHost, int remotePort)

Socket(InetAddress ip, int remotePort)

**TCP-Transmission Control Protocol**

- TCP provides a reliable flow of data between 2 computers (point-to-point).

Ex: HTTP,FTP, Telnet require a reliable communication channel.

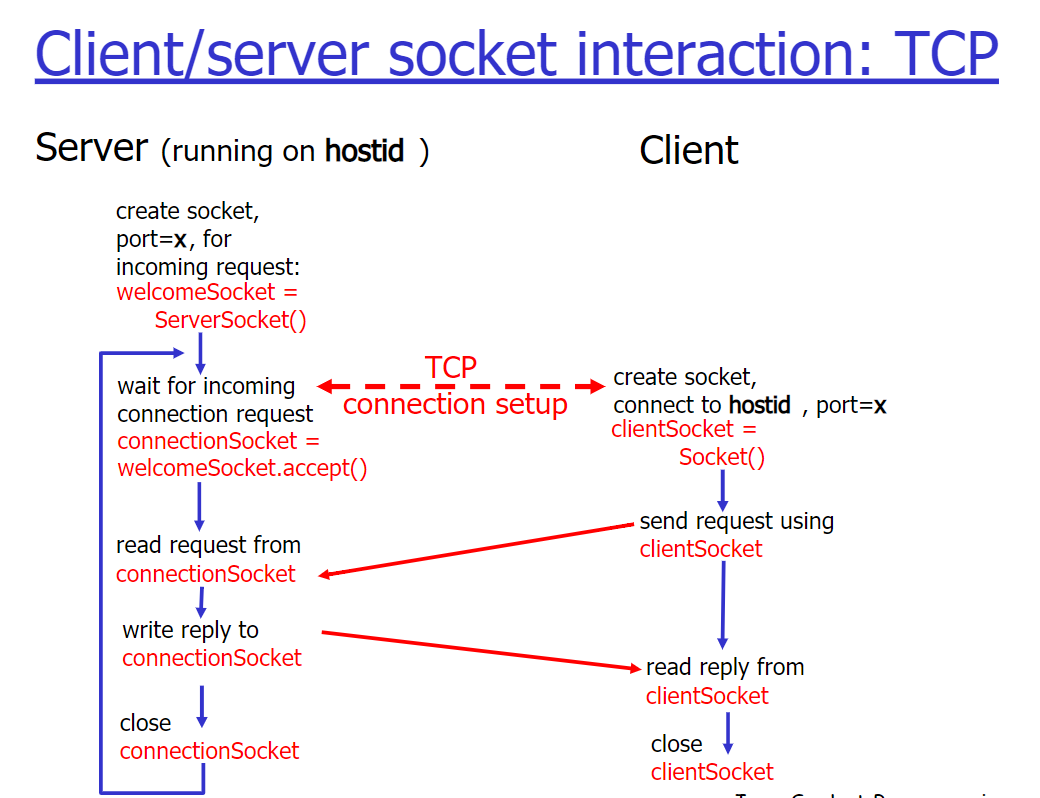
- The *URL,URLConnection, Socket, ServerSocket* classes all use Transmission Control Protocol (TCP) to communicate over the network

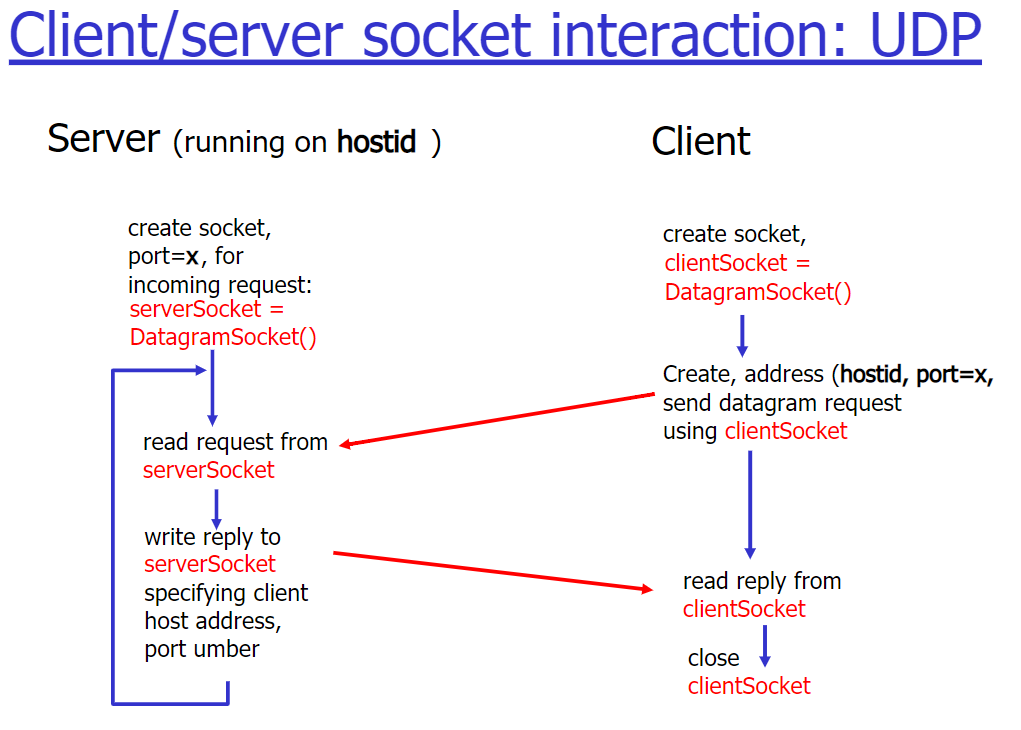
**UDP-User Datagram Protocol**

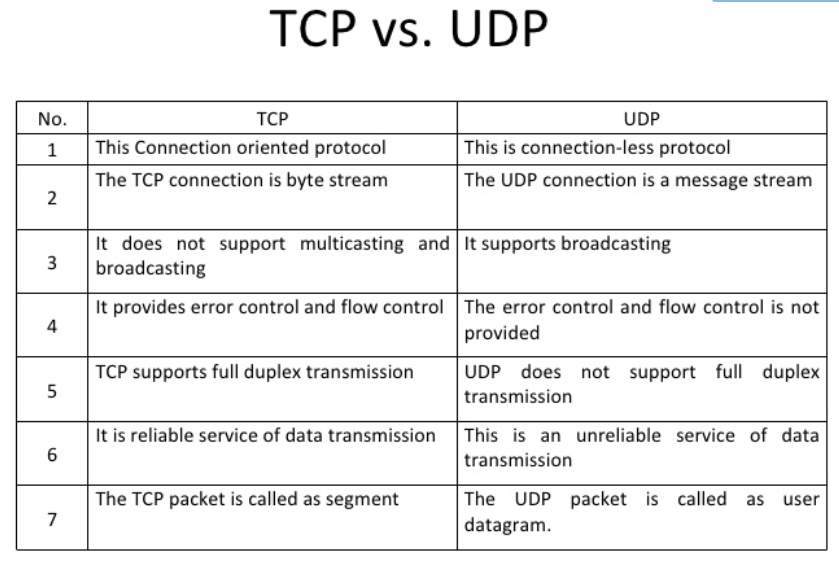
- UDP sends independent packets of data (called datagrams) from one computer to another with no guarantees about arrival -> not reliable, but good in speed and cost

Ex: streaming media, games, Internet telephony…

- The *DatagramPacket, DatagramSocket, MulticastSocket* classes are for use with User Datagram Protocol (UDP)







Port # IP

**Port**:

- TCP and UDP use Ports to deliver the data to the right application

- 16 bit integer value (2^16), 0 – 1023 (well-known ports) to 65535

- FTP (20,21); TELNET (23); SMTP (25); POP3 (110); HTTP (80); DSN(53)

**IP**:

- IP as address 32bit

- IP uses to deliver data to the right computer on the network

- Java.net.InetAddress-> both IP address and domain name

1. Thread