

Assignment Streams

Object Orientation

Spring 2020

1 Streams

A stream pipeline in Java always consists of three parts.

1. A *source* that creates a stream.
2. One or more *intermediate methods* that transform, filter, or sort the stream, or perform other operations on it.
3. A *terminal method* that returns a result or performs some actions.

2 Learning Goals

In this exercise you learn how to use streams. After doing this exercise you should be able to:

- Use streams to process arrays, lists and other collections.
- Write stream pipelines with map, filter, and reduce.

3 Your Tasks

On Brightspace you find a project template with lots of failing testcases. Fix all testcases by writing stream pipelines. Every testcase can be solved with a single line of code that looks similar to the following one.

```
int result = Stream.of(input)
    .map( /* transform the stream */ )
    .filter( /* filter elements */ )
    .reduce( /* calculate a result */ );
```

You should not change any other code in the project template.

4 Submit Your Project

To submit your project, follow these steps.

1. Use the **project export** feature of NetBeans to create a zip file of your entire project: File → Export Project → To ZIP.

2. **Submit this zip file on Brightspace.** Do not submit individual Java files. Do not submit any other archive format. Only one person in your group has to submit it. Submit your project before the deadline, which can be found on Brightspace.