

Java interop

- Using the rich JVM ecosystem
- Im4java: Java interface for ImageMagick
- It is easy to create objects, access attributes and call methods
- Bean/Java-Object ↔ Map

Java interop

```
(def uuid (java.util.UUID/randomUUID))
```

```
uuid
```

```
> #uuid "8ce47fde-8c01-4396-8dea-4ec0d0ef88d5"
```

```
(.length (.toString uuid))
```

```
> 36
```

```
(-> uuid  
  (.toString)  
  (.length))
```

```
> 36
```

```
(-> uuid  
  (.toString)  
  (count))
```

```
> 36
```

Java interop

```
(ns imagizer.core  
  (:import [org.im4java.core Info]))
```

```
(new Info "source.jpg")  
(Info. "source.jpg")
```

```
(let [img-info (Info. "source.jpg")]  
  (.getWidth img-info))
```

Why Java interop?

- Good built-in support
- Utilizing whole ecosystem
- But be careful with mutable state
- Use conversion to map instead