

Functional Interface

Interface

- which interface have only one behaviour that functional interface.

```
interface fun {
    void doFun();
}
```

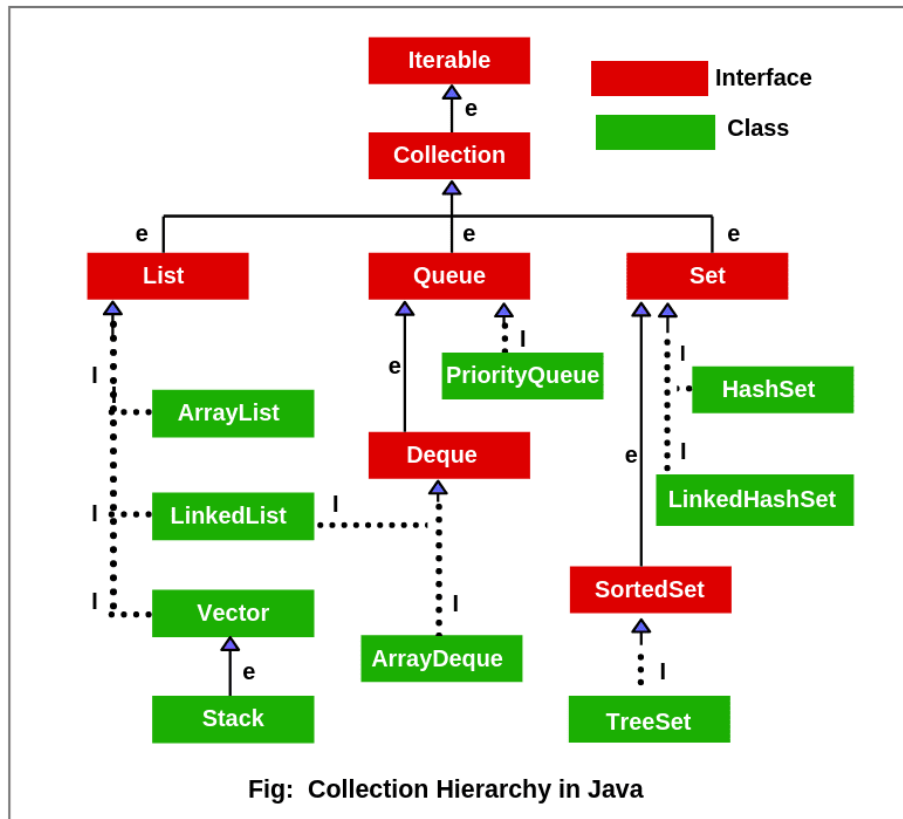
lambda \Rightarrow  \rightarrow Functional Program/method/interface

Total Topic

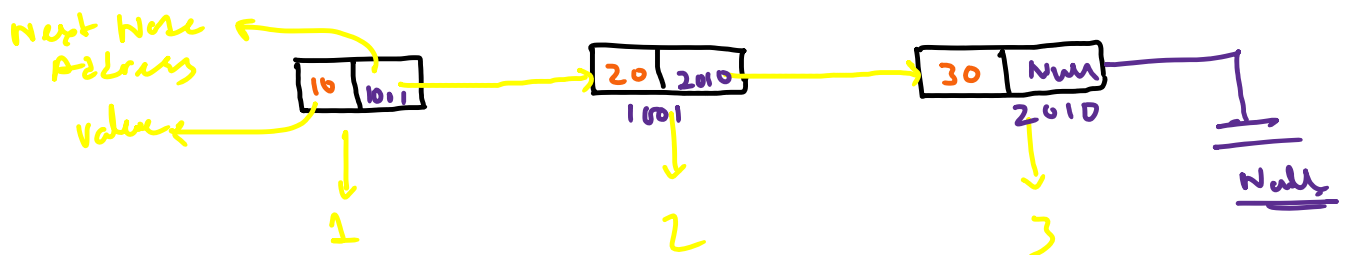
- ✓ 1. data type,
- ✓ 2. type casting,
- ✓ 3. Array.
- ✓ 4. String,
- ✓ 5. Memory.
- ✓ 6. String Pool
- ✓ 7. Operators

- ✓ 8. Binary Operator
- ✓ 9. Switch case
- ✓ 10. if/else/else if [nested if/else]
- ✓ 11. ternary operator
- ✓ 12. Loops [for, foreach, while, do while]
- ✓ 13. Exception handling.
- ✓ 14. Thread.
- 15. Collections
- 16. Stream APIs
- ✓ 17. OOPS
- ✓ 18. Functional Programming.
- ✓ 19. Final keyword.
- ✓ 20. Lambda.

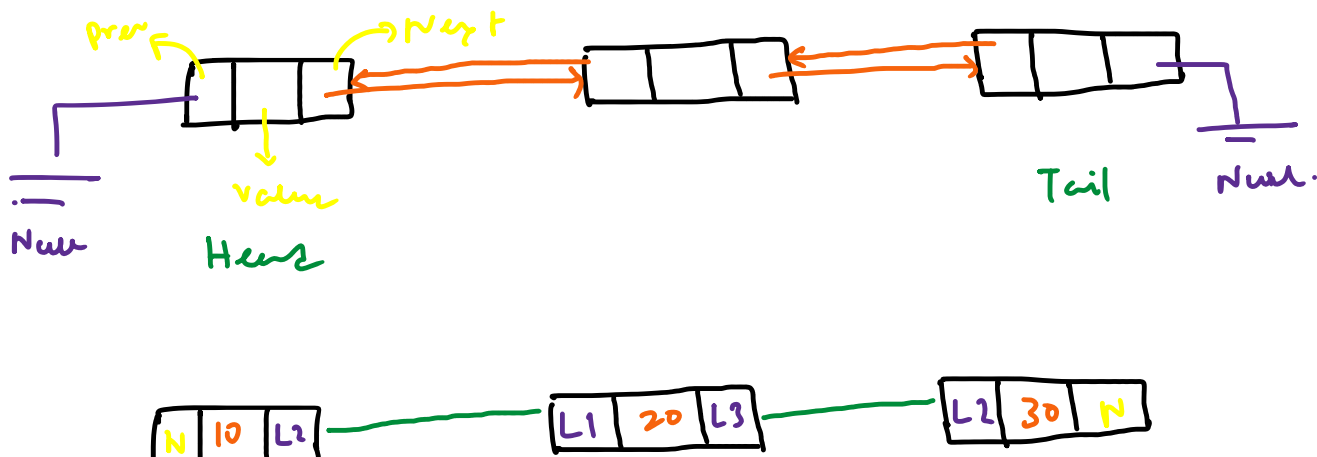
Collection

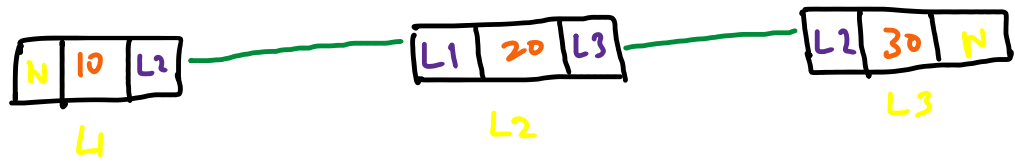


Linked List (Single)



LinkedList (double)





generics

```
class A {
```

```
    void intExample (Integer value) {
```

```
        _____
```

```
    }
```

```
}
```

```
class A<T> {
```

```
    void example (T value) {
```

```
        _____
```

```
    }
```

```
}
```