

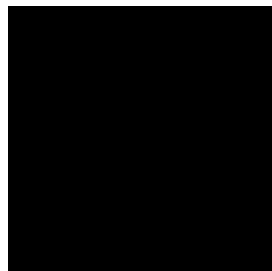
Functional Programming With Java

Why functional programming?

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jessitron@jessitron.com
@jessitron



pluralsight 
hardcore developer training



Sun	Mon	Tue	Wed	Thu	Fri	Sat
30	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	1	2	3

Sun	Mon	Tue	Wed	Thu	Fri	Sat
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28	29	30	31	1	2	3

Sun	Mon	Tue	Wed	Thu	Fri	Sat
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20	21	22	23	24	25	26
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25	26	27	28	29	30	31





Welcome to
functional
programming.

programming =

Thinking



Coding

functional programming =

functional Thinking

+

functional Coding



Java 8

Get Java 8 at
<http://jdk8.java.net/download.html>

This course was created with an
Early Access edition of Java 8.

Java 6

Functions as Values

STORE functions in variables

PASS functions in parameters

RETURN functions from other functions

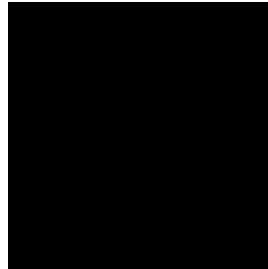
The Calculation Engine

now in Java ~~8!~~ 6!

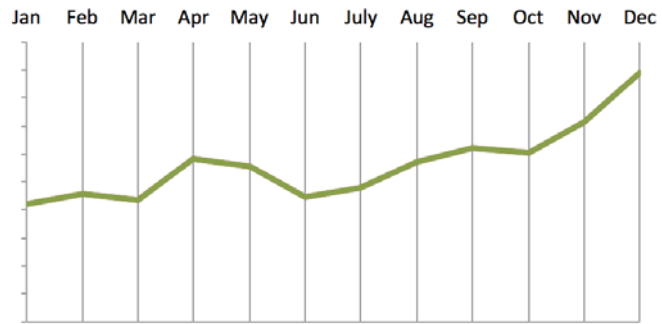
Sales

Incremental Costs

Fixed Costs

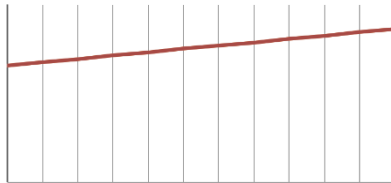


Profit!

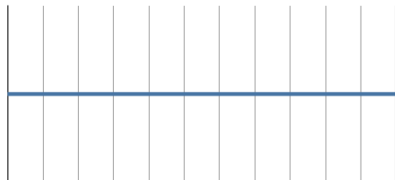


Sales

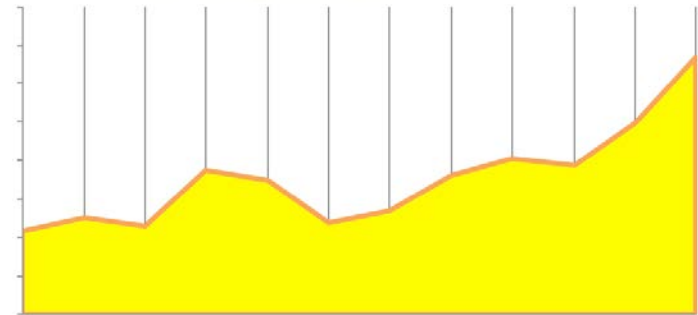
Incremental Costs

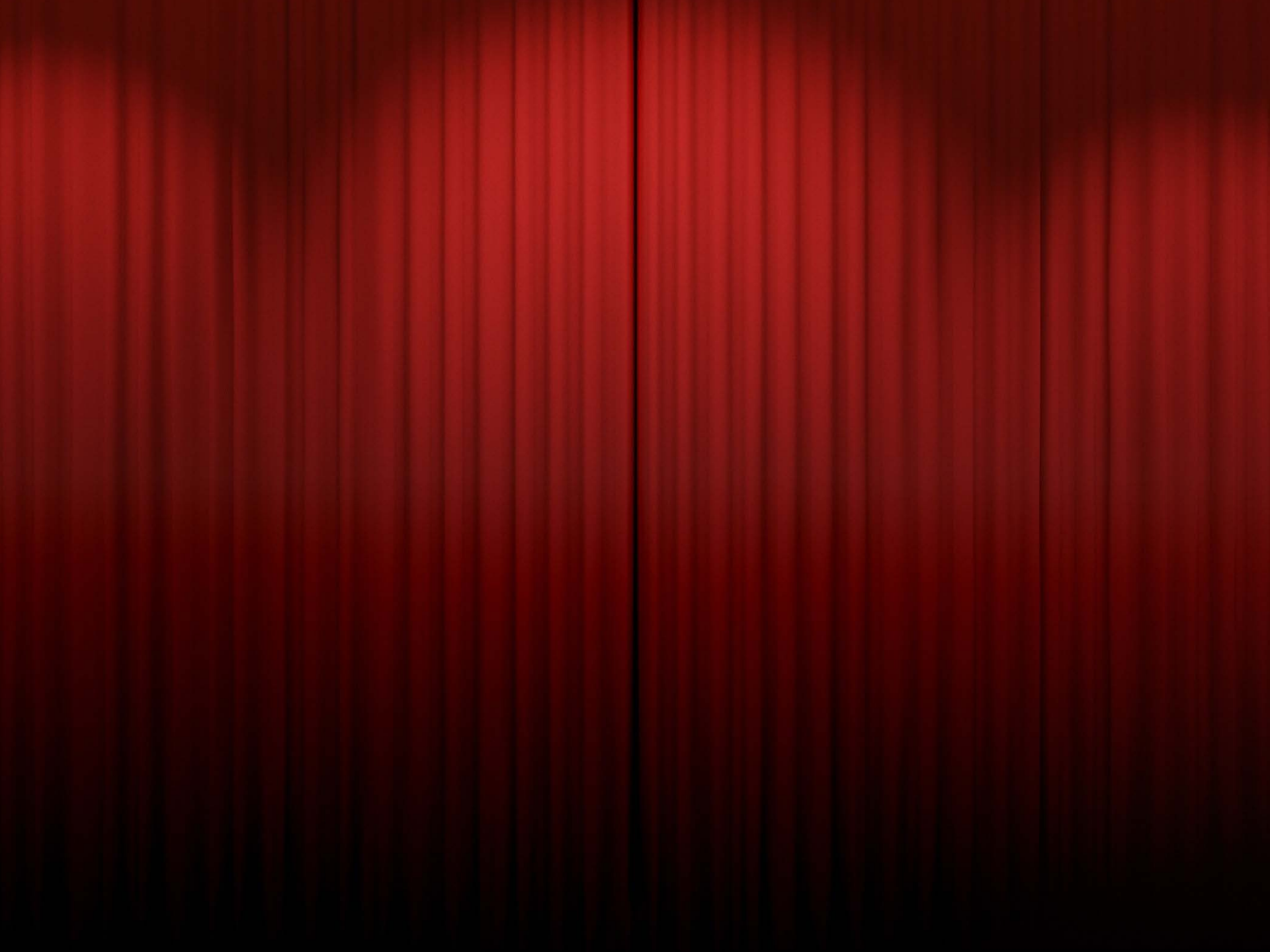


Fixed Costs



Profit!







Functions:

Meaning

evaluation has no outside effect

Mechanism

independent of any object instance



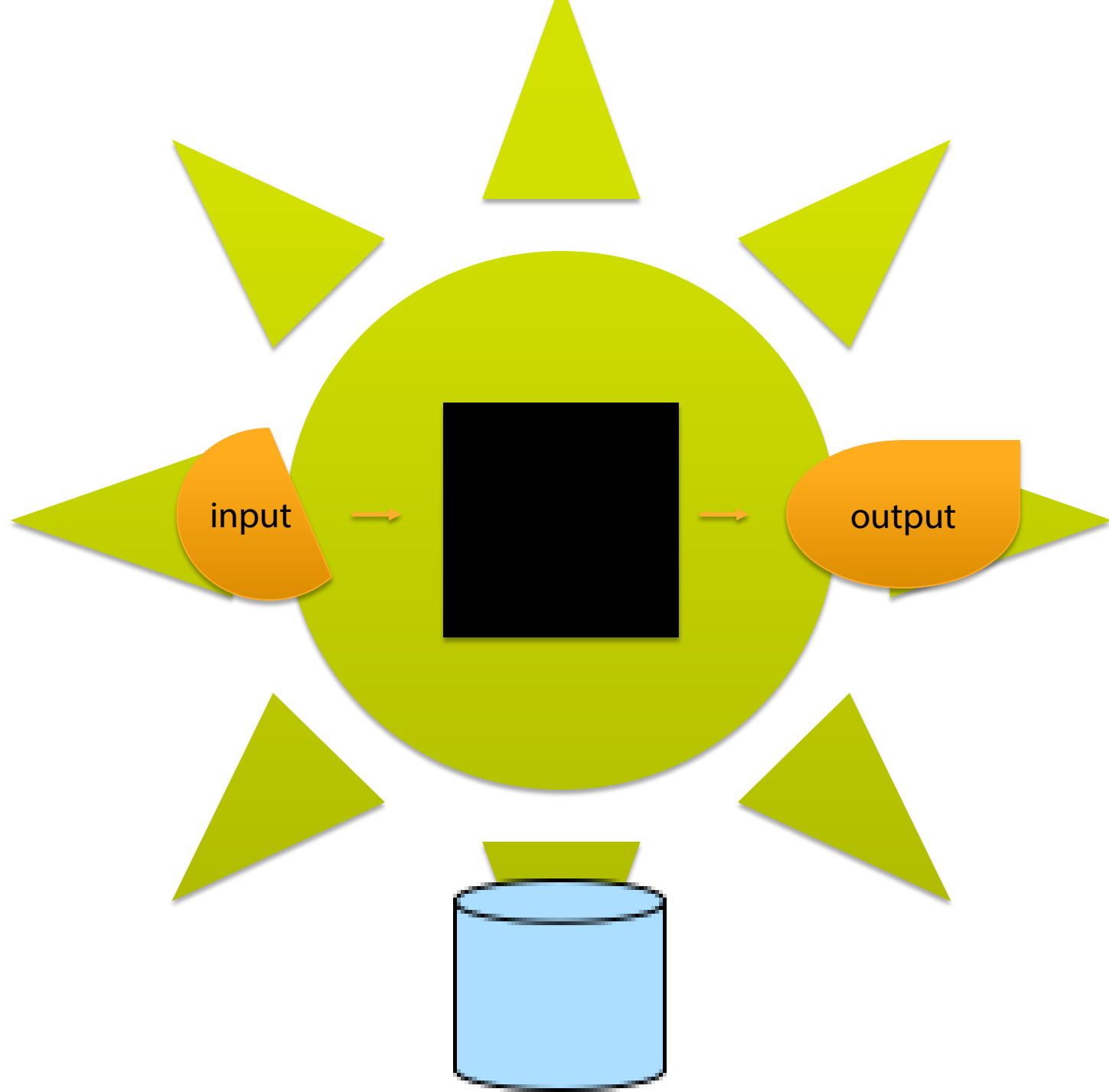
**access global
state**

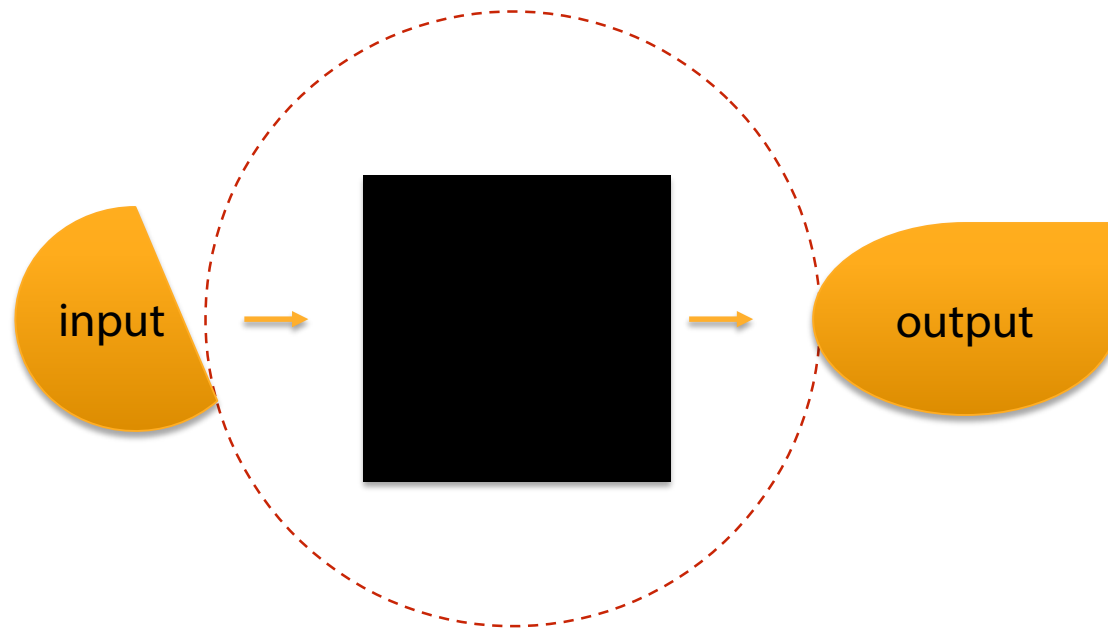


**modify
input**



**change the
world**





testable!

predictable!



**access global
state**



**modify
input**



**change the
world**

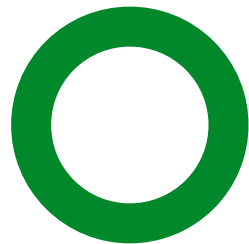
Data In, Data Out



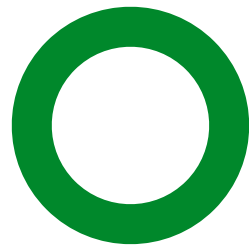
surprise

s

Data In, Data Out



**static
methods**



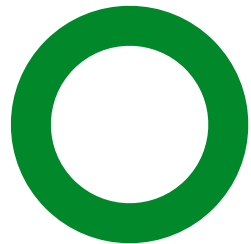
**@FunctionalInterface
e**



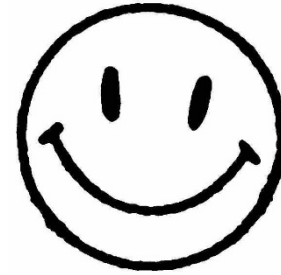
**type
safety**



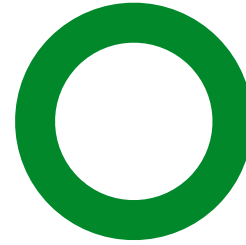
**propertie
s**



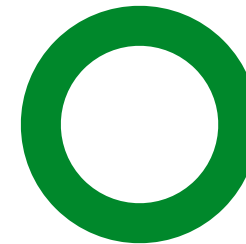
**duplicatio
n**



**hierarch
y**



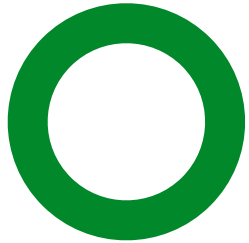
**simple
r**



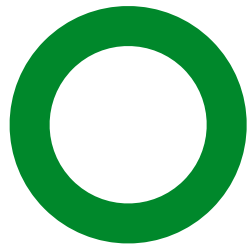
**easy to
add**



duplication



**clear
naming**



**type
safety**



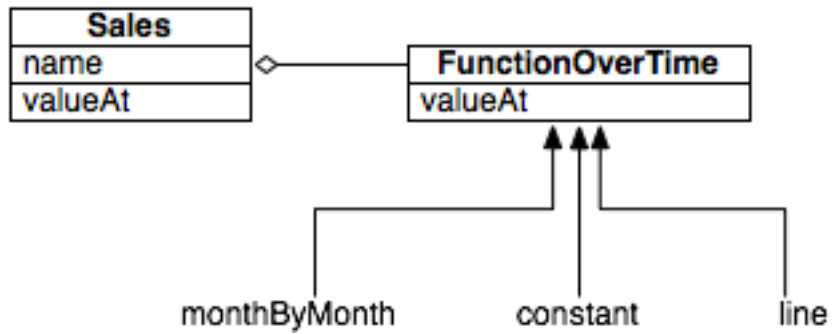
duplication



**deep
inheritance**

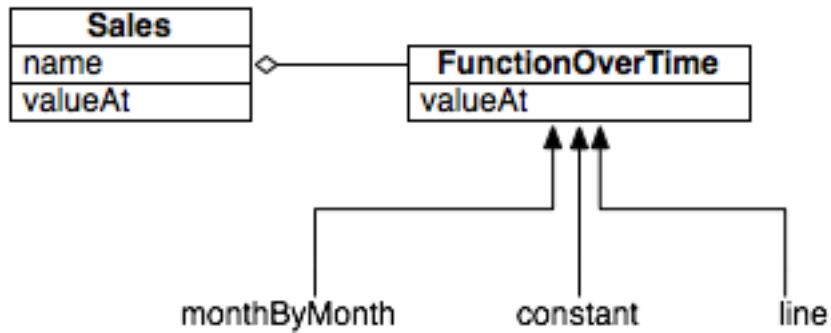
Strateg

y



Strategy

y

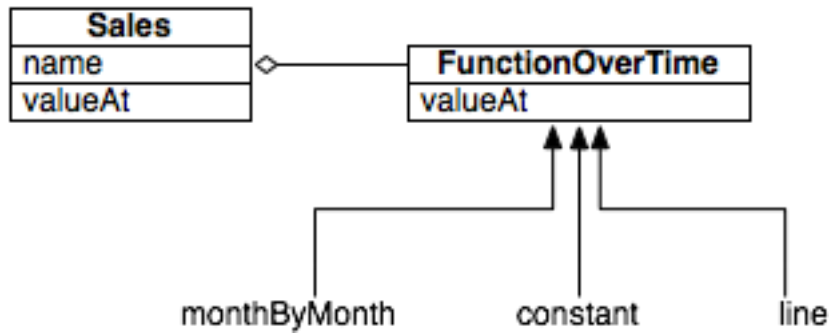


```
public interface FunctionOverTime {
    public Double valueAt(final Integer time);
}
```

```
new FunctionOverTime() {
    @Override
    public Double valueAt(final Integer time) {
        return array[time - 1];
    }
}
```

Strategy

y



Function<Integer, Double>

(time) -> array[time - 1];



Functions as Values

STORE functions in variables

PASS functions in parameters

RETURN functions from other functions

Functions as Values

(also known as)

First-class Functions

Higher-order Programming

Lambda Expression

`(time) -> array[time - 1];`



Lambda Expression

(time) -> **array**[time - 1];


Lambda

can see nearby variables
cannot change them!

~~Closure~~

can change nearby variables

Data In, Data Out



**access global
state**



**modify
input**



**change the
world**

Data In, Data Out (also known as)

Referential Transparency

FunctionOverTime c = (time) -> ; 15.0

"The result is " + c(100)

Data In, Data Out (also known as)

Referential Transparency

"The result is " + 15.0

Data In, Data Out
(also known as)

Referential Transparency

Pure Functions



**side
effects**

Data In, Data Out

Functions

Data In, Data Out **Programs**

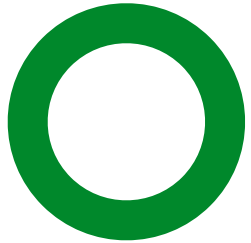
Functional Programming:

Meaning

think about evaluation before execution

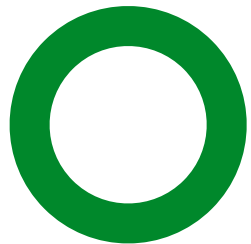
Mechanism

treat functions as values



readabl

e



reliabl

e



Fast!



Easy!

Java 8!