



Inner Class Access

- An inner class (ex: anon observer class) can access..
all variables & methods visible in the enclosing scope
- Including:
 - Local variables & parameters;
must be final (or effectively final)
 - Fields & methods of containing object.
 - Fields & methods of inner class
- How?
 - Inner class automatically creates a reference to containing object and needed local variables.

Inner Class and Final Local Variables

- Why can inner class access only final local variables?
 - *final variable: var does not change*
inner class runs much later than containing function
 - So **parameters and local variables no longer exist.** **But, Java makes copy of needed local variables/parameters.**
 - Called *capturing variables*
 - If variable not final, Java does not know which value to capture.
- Effectively Final
 - Detects if a variable..
is not changed after initialized
 - Effectively final OK for capturing variable.

```
void foo(int x) {  
    // Don't change x!  
    // x = 42;  
    model.addObserver(new Observer() {  
        @Override  
        public void event() {  
            System.out.println("VAL: " + x);  
        }  
    });  
}
```

if initialized x then change x —> error later
Observer is interface

Lambda Expression

- Awkward to create anon classes for small interfaces
 - Lambda expressions can be used instead when..
interface has only one method

Use an anon-inner class:

```
void foo(int x) {  
    myModel.addObserver(new DaObserver() {  
        @Override  
        public void dataChanged(int newVal) {  
            System.out.println(newVal);  
        }  
    });  
}
```

Use a lambda expression:

Syntax:
arg -> statement

```
void foo() {  
    myModel.addObserver(  
        (newVal) -> System.out.println(newVal)  
    );  
}
```

Lambda Notes

- **Compactness**
 - **Functional interface**: an interface with one method
 - Prefer lambda expressions over anonymous classes for functional interfaces: they are way shorter!
- **Clarity**
 - Lambdas **don't state the type of their argument**:
So, name parameters carefully
 - Don't express long operations as lambdas.

Method References

- Situation

You are using a lambda expression to just call a function, passing along all the parameters

```
obj.register( x -> procssEvent(x) );
```

- Solution

Use a method reference:

[reference the method name without arguments or lambda](#)

```
obj.register( this::procssEvent );
```

Method Reference

```
class Client {  
    public void regObserver() {  
        Model model = new Model();
```

```
  
        // Option 1: Anonymous Class  
        model.addObserver(new Observer() {  
            @Override  
            public void event(String description) {  
                handleEvent(description);  
            }  
        });
```

```
  
        // Option 2: Lambda  
        model.addObserver(msg -> handleEvent(msg));
```

```
  
        // Option 3: Method Reference  
        model.addObserver(this::handleEvent);
```

```
    }
```

```
    private void handleEvent(String description) {  
        System.out.println(description);  
    }
```

```
}
```

```
interface Observer {  
    void event(String description);  
}  
class Model {  
    public void addObserver(Observer obs) {  
        // ...  
    }  
}
```

Streams

Streams

- Stream
 - a sequence of objects supporting a pipeline of operations
 - *Think of it like a parade.*
- Stream Pipeline
 - Combine stream operations to process elements in a stream
 - Can be done in parallel
 - *Think of it like doing something to each vehicle in a parade.*
- Example

```
List<Double> heights_m =  
    Arrays.asList(10.0, 30.0, 20.0, 60.0, 50.0);  
  
heights_m.stream()  
    .map(x -> x * x)  
    .forEach(x -> System.out.println(x));
```

```
100.0  
900.0  
400.0  
3600.0  
2500.0
```

Pipelines

- About Streams
 - Streams process elements of a collection (or generating func.)
 - Streams don't change the data structure, they operate on the elements
- Stream Pipeline built out of:
 - source stream: Provides the stream
 - intermediate operations: Operates on stream; returns stream
 - terminal operation: Collects result as desired for return

```
List<Double> heights_m =  
    Arrays.asList(10.0, 30.0, 20.0, 60.0, 50.0);  
  
heights_m.stream()  
    .map(x -> x * x)  
    .forEach(x -> System.out.println(x));
```

Examples

<pre>class Student implements Comparable<Student> { private String name; private double gpa; private int creditHours; // ... constructor, getters, // compareTo(), } List<Student> students = Arrays.asList(new Student("Bill", 1.68, 52), new Student("Alice", 3.5, 40), new Student("Doris", 4.01, 102), new Student("Charlie", 3.8, 12));</pre>	<pre>// Terminal Operation: forEach // (Assume sout() is System.out.println(...)) students.stream() .forEach(std -> sout(std.getName())); // Intermediate Operation: filter students.stream() .filter(std -> std.getGpa() >= 3.5) .forEach(std -> sout(std.getName())); // Terminal Operation: count long numFailing = students.stream() .filter(std -> std.getGpa() < 1.0) .count(); // Terminal Operation: collect List<Student> honourRoll = students.stream() .filter(std -> std.getGpa() >= 3.5) .collect(Collectors.toList()); List<Student> studentsWithL = students.stream() .filter(std -> std.getName().contains("l")) .collect(Collectors.toList()); // Intermediate Operation: sorted() List<Student> sorted = students.stream() .sorted() .collect(Collectors.toList());</pre>
---	--

Pipeline Operations

- Intermediate Operations

- filter: Keep only wanted elements

```
int n = students.stream().filter(std -> std.getGpa() >= 3.5).count();
```

- sorted: Reorder stream elements

```
List<Student> sorted =
```

```
    students.stream().sorted().collect(Collectors.toList());
```

- map: Apply a transformation to each element (later)

- Terminal Operations

- count(): # elements

```
int num = students.stream().count();
```

- collect(): To a type

```
List<Student> sts = stds.stream().filter(...).collect(Collectors.toList());
```

- forEach(): Do on each

```
stds.stream().filter(...).forEach(s -> System.out.println(s.getName()));
```

Examples: Map & Reduce

// Map (intermediate) - Transform value or type

// Map to change the value

```
List<Double> heights_m = Arrays.asList(10.0, 30.0, 20.0, 60.0, 50.0);
final double INCHES_PER_M = 39.3701;
List<Double> heights_inch = heights_m.stream()
    .map( m -> m * INCHES_PER_M)
    .collect(Collectors.toList());
```

// Map to change the type

```
List<String> honourRoleNames = students.stream()
    .filter(std -> std.getGpa() >= 3.5)
    .map(std -> std.getName())
    .collect(Collectors.toList());
```

// Reduce (terminal) - Combine elements

// Takes stream of type Z and returns one element of type Z

```
String message = "Student names: " + students.stream()
    .map(std -> std.getName())
    .reduce("", (ans, name) -> ans + "," + name);
```

// This is the same as:

```
String messageJoin = "Student names: " + students.stream()
    .map(std -> std.getName())
    .collect(Collectors.joining(", "));
```

int, long, double Streams

- Streams operate on a sequence of objects
 - IntStream/LongStream/DoubleStream operate on [a sequence of primitives](#)

```
// mapToInt() and sum()
int allHours = students.stream()
    .mapToInt( std -> std.getCreditHours() )
    .sum();

// Max/Min/Avg may fail if stream is empty, so they return an Optional
// Must call "orElse()" on the optional to get a default value
double maxGpa = students.stream()
    .mapToDouble( std -> std.getGpa() )
    .max().orElse(0);

// IntStream.range() to generate a stream
int sumEvens = IntStream.range(0, 100)
    .filter(x -> x % 2 == 0)
    .sum();
```

Stream Tips

- [Stream API is fluent](#)
 - Each intermediate stream operation returns a stream, so can chain operations together in one statement.
- Use streams when they simplify your code
 - Overuse makes code very hard to read
 - Use helper methods to simplify your code and add semantic value to otherwise complex statements
- Naming functions
 - Plural name for functions which return a stream: `students()`, `courses()`,...

Summary

- Inner classes can access effectively final local variables.
- Lambda expressions replace most anonymous classes.
- Method references replace some lambdas
- Streams and stream pipelines replace some iteration:
 - intermediate operations transform/filter elements
 - terminal operations collect elements at end
- Fluent API: Functions return same type of object as their class (allows chaining)