

Register for the Exploring IoT Time Series Data webinar today

[Register Now](#)

# Optional in Java 8 Cheat Sheet

by Tomasz Nurkiewicz  MVB · Aug. 19, 13 · Java Zone · Tutorial

`java.util.Optional<T>` in Java 8 is a poor cousin of `scala.Option[T]` and `Data.Maybe` in Haskell. But this doesn't mean it's not useful. If this concept is new to you, imagine :

`Optional`

as a container that may or may not contain some value. Just like all references in Java can point to some object or be

`null`

,

`Option`

may enclose some (non-null!) reference or be empty.

Turns out that the analogy between

`Optional`

and nullable references is quite sensible.

`Optional`

was introduced in Java 8 so obviously it is not used throughout the standard Java library - and never will be for the backward compatibility reasons. But I recommend you at least giving it a try and using it whenever you have nullable references.

`Optional`

instead of plain

`null`

is statically checked at compile time and much more informative as it clearly indicates that a given variable may be present or not. Of course it requires some discipline - you should never assign

`null`

to any variable any more.

Usage of *option* (*maybe*) pattern is quite controversial and I am not going to step into this discussion. Instead I present you with few use-cases of

`null`

and how they can be retrofitted to

`Optional<T>`

. In the following examples given variables and types are used:

```

1 public void print(String s) {
2     System.out.println(s);
3 }
4 String x = //...
5 Optional<String> opt = //...

```

`x` is a String that *may* be `null`, `opt` is never `null`, but may or may not contain some value (*present* or *empty*). There are few ways of creating `Optional`:

```

1 opt = Optional.of(notNull);
2 opt = Optional.ofNullable(mayBeNull);
3 opt = Optional.empty();

```

In the first case

`Optional` *must* contain not `null` value and will throw an exception if `null` is passed. `ofNullable()` will either return empty or present (set) `Optional`. `empty()` always return empty `Optional`, corresponding to `null`. It's a singleton because `Optional<T>` is immutable.

**`ifPresent()` - do something when `Optional` is set**

**ifPresent() - do something when optional is set**

Tedious

if

statement:

```
1  if (x != null) {
2    print(x);
3  }
```

can be replaced with higher-order function

ifPresent()

:

```
1  opt.ifPresent(x -> print(x));
2  opt.ifPresent(this::print);
```

The latter syntax (method reference) can be used when lambda argument (

String x

) matches function formal parameters.

**filter() - reject (filter out) certain optional values.**

Sometimes you want to perform some action not only when a reference is set but also when it meets certain condition:

```
1  if (x != null && x.contains("ab")) {
2    print(x);
3  }
```

This can be replaced with

Optional.filter()

that turns present (set)

Optional

to empty

Optional

if underlying value does not meet given predicate. If input

Optional

was empty, it is returned as-is:

```
1  opt.
2  filter(x -> x.contains("ab")).
3  ifPresent(this::print);
```

This is equivalent to more imperative:

```
1  if(opt.isPresent() && opt.get().contains("ab")) {
    print/opt.get();
  }
```

```
2  print(opt.get());
3  }
```

## `map()` - transform value if present

Very often you need to apply some transformation on a value, but only if it's not

`null`

(avoiding

`NullPointerException`

):

```
1  if (x != null) {
2    String t = x.trim();
3    if (t.length() > 1) {
4      print(t);
5    }
6  }
```

This can be done in much more declarative way using

`map()`

:

```
1  opt.
2    map(String::trim).
3    filter(t -> t.length() > 1).
4    ifPresent(this::print);
```

This becomes tricky.

`Optional.map()`

applies given function on a value inside

`Optional`

- but only if

`Optional`

is present. Otherwise nothing happens and

`empty()`

is returned. Remember that the transformation is type-safe - look at generics here:

```
1  Optional<String> opt = //...
2  Optional<Integer> len = opt.map(String::length);
```

If

`Optional<String>`

is present

`Optional<Integer> len`

is present as well, wrapping length of a

String

. But if

opt

was empty,

map()

over it does nothing except changing generic type.

**orElse() / orElseGet() - turning empty Optional<T> to default T**

At some point you may wish to unwrap

Optional

and get a hold of real value inside. But you can't do this if

Optional

is empty. Here is a pre-Java 8 way of handling such scenario:

```
1 int len = (x != null)? x.length() : -1;
```

With

Optional

we can say:

```
1 int len = opt.map(String::length).orElse(-1);
```

There is also a version that accepts Supplier<T> if computing default value is slow, expensive or has side-effects:

```
1 intlen = opt.  
2 map(String::length).  
3 orElseGet(() -> slowDefault()); //orElseGet(this::slowDefault)
```

**flatMap() - we need to go deeper**

Imagine you have a function that does not accept

null

but may produce one:

```
1 public String findSimilar(@NotNullString s) //...
```

Using it is a bit cumbersome:

```
1 String similarOrNull = x != null? findSimilar(x) : null;
```

With

Optional

it is a bit more straightforward:

```
1 Optional<String> similar = opt.map(this::findSimilar);
```

If the function we

map()

over returns

null

, the result of

map()

is an empty

Optional

. Otherwise it's the result of said function wrapped with (present)

Optional

. So far so good but why do we return

null

-able value if we have

Optional

?

```
1 public Optional<String> tryFindSimilar(String s) //...
```

Our intentions are clear but using

map()

fails to produce correct type. Instead we must use

flatMap()

:

```
1 Optional<Optional<String>> bad = opt.map(this::tryFindSimilar);
2 Optional<String> similar = opt.flatMap(this::tryFindSimilar);
```

Do you see double

Optional<Optional<...>>

? Definitely not what we want. If you are mapping over a function that returns

Optional

, use

flatMap

instead. Here is a simplified implementation of this function:

```

1 public<U> Optional<U> flatMap(Function<T, Optional<U>> mapper) {
2     if(!isPresent())
3         return empty();
4     else{
5         return mapper.apply(value);
6     }
7 }
```

**orElseThrow() - lazily throw exceptions on empty** Optional

Often we would like to throw an exception if value is not available:

```

1 public char firstChar(String s) {
2     if(s != null && !s.isEmpty())
3         return s.charAt(0);
4     else
5         throw new IllegalArgumentException();
6 }
```

This whole method can be replaced with the following idiom:

```

1 opt.
2 filter(s -> !s.isEmpty()).
3 map(s -> s.charAt(0)).
4 orElseThrow(IllegalArgumentException::new);
```

We don't want to create an instance of exception in advance because creating an exception has significant cost.

## Bigger example

Imagine we have a

Person

with an

Address

that has a

validFrom

date. All of these can be

null

. We would like to know whether

validFrom

is set and in the past:

```

1 private boolean validAddress(NullPerson person) {
2     if(person != null) {
3         if(person.getAddress() != null) {
4             finalInstant validFrom = person.getAddress().getValidFrom();
5             return validFrom != null && validFrom.isBefore(now());
6         } else
7             return false;
8     } else
9         return false;
10 }

```

Quite ugly and defensive. Alternatively but still ugly:

```

1 return person != null &&
2     person.getAddress() != null &&
3     person.getAddress().getValidFrom() != null &&
4     person.getAddress().getValidFrom().isBefore(now());

```

Now imagine all of these (

person

,

getAddress()

,

getValidFrom()

) are

Optional

s of appropriate types, clearly indicating they may not be set:

```

1 class Person {
2     private final Optional<Address> address;
3     public Optional<Address> getAddress() {
4         return address;
5     }
6     //...
7 }
8 class Address {
9     private final Optional<Instant> validFrom;
10    public Optional<Instant> getValidFrom() {
11        return validFrom;
12    }
13    //...
14 }

```

Suddenly the computation is much more streamlined:

```

1 return person.

```



```

1      .
2      flatMap(Person::getAddress).
3      flatMap(Address::getValidFrom).
4      filter(x -> x.before(now())).
5      isPresent();

```

Is it more readable? Hard to tell. But at least it's impossible to produce

`NullPointerException`

when

`Optional`

is used consistently.

## Converting `Optional<T>` to `List<T>`

I sometimes like to think about

`Optional`

as a collection<sup>1</sup> having either 0 or 1 elements. This may make understanding of

`map()`

and

`flatMap()`

easier. Unfortunately

`Optional`

doesn't have

`toList()`

method, but it's easy to implement one:

```

1  public static<T> List<T> toList(Optional<T> option) {
2      return option.
3      map(Collections::singletonList).
4      orElse(Collections.emptyList());
5  }

```

Or less idiomatically:

```

1  public static<T> List<T> toList(Optional<T> option) {
2      if(option.isPresent())
3          return Collections.singletonList(option.get());
4      else
5          return Collections.emptyList();
6  }

```

But why limit ourselves to

`List<T>`

? What about

Set<T>

and other collections? Java 8 already abstracts creating arbitrary collection via `Collectors` API, introduced for `Stream`s. The API is hideous but comprehensible:

```
1 public static<R, A, T> R collect(Optional<T> option, Collector<? superT, A, R> collector) {  
2     finalA container = collector.supplier().get();  
3     option.ifPresent(v -> collector.accumulator().accept(container, v));  
4     return collector.finisher().apply(container);  
5 }
```

We can now say:

```
1 import static java.util.stream.Collectors.*;  
2 List<String> list = collect(opt, toList());  
3 Set<String> set = collect(opt, toSet());
```

## Summary

`Optional<T>`

is not nearly as powerful as

`Option[T]`

in Scala (but at least it doesn't allow wrapping `null`). The API is not as straightforward as

`null`

-handling and probably much slower. But the benefit of compile-time checking plus readability and documentation value of

`Optional`

used consistently greatly outperforms disadvantages. Also it will probably replace nearly identical `com.google.common.base.Optional<T>` from Guava

1 - from theoretical point of view both *maybe* and *sequence* abstractions are *monads*, that's why they share some functionality

## Like This Article? Read More From DZone


**Java 8 Optional Use Cases**

**Avoiding NullPointerException in Java  
8**

**Optionals: NPEs and Design Practices**

**Free DZone Refcard  
Getting Started With Headless CMS**

Topics: JAVA , JAVA 8 , OPTIONAL

Published at DZone with permission of Tomasz Nurkiewicz , DZone MVB. [See the original article here.](#)   
Opinions expressed by DZone contributors are their own.