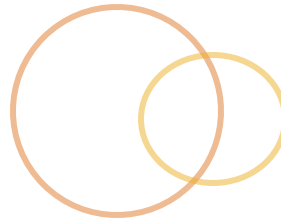
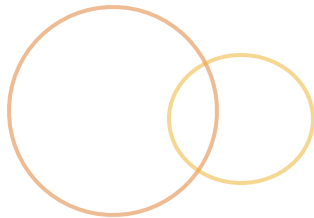
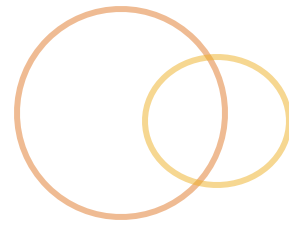


What's New in Java



Presentation Topics



In this presentation, we will cover:

- 🕒 Language Features

- 🕒 API Additions

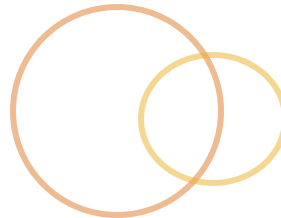
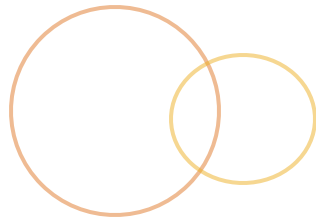
Objectives



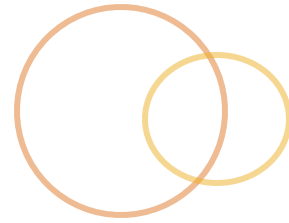
When we are done, you should be:

- 🕒 Familiar with current state of Java
- 🕒 Aware of new features

Language Features



Literal Improvements



Binary literals

```
int mask = 0b101010101010;
```

With underscores for clarity

```
int mask = 0b1010_1010_1010;  
long big = 9_223_783_036_967_937L;
```

Simplification of Strings



- ◎ Strings are constants - And - treated like primitives (at least from a coding perspective)
- ◎ But until Java 7 – weren't supported in switch statements

```
String a = "Hello";  
.  
.  
.  
switch(a) {  
    case "hello":  
    case "Hello":  
    case "HELLO"  
        //do something  
        break;  
    default:  
        //do something else  
        break;  
}
```

Simplification of Generics



- Current way of declaring and initializing a type-safe collection

```
List<String> list = new ArrayList<String>();
```

- Compiler should be “smart enough” to infer type from declaration

- New syntax

```
List<String> list = new ArrayList<>();
```

Simplification of try/catch



- There's a lot of try/catch/finally boiler-plate code out there
- Why not let the compiler generate it for you?

```
FileInputStream fis;  
try {  
    fis = new FileInputStream("/tmp/myfile.txt");  
    ...  
} catch(IOException ioe) {  
    ...  
} finally {  
    fis.close()  
}
```

New way

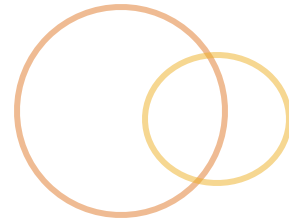
```
try (InputStream fis = new FileInputStream("/tmp/myfile.txt")) {  
    ...  
}
```


Simplification of try/catch



Do we really need all those catches?

```
try {  
    ...  
} catch (ClassNotFoundException cnfe) {  
    doSomethingClever(cnfe);  
    throw cnfe;  
} catch (InstantiationException ie) {  
    log(ie);  
    throw ie;  
} catch (NoSuchMethodException nsme) {  
    log(nsme);  
    throw nsme;  
} catch (InvocationTargetException ite) {  
    log(ite);  
    throw ite;  
}  
  
try {  
    ...  
} catch (ClassCastException e) {  
    doSomethingClever(e);  
    throw e;  
} catch (InstantiationException |  
         NoSuchMethodException |  
         InvocationTargetException e) {  
    log(e);  
    throw e;  
}
```



◎ `java.lang.String`

- ◎ Better support for `CharSequence`
- ◎ Built-in support for `format`
- ◎ `isEmpty()`

◎ `java.lang.StringBuilder`

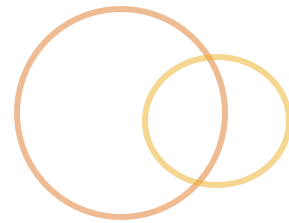
- ◎ More efficient implementation of `StringBuffer`
- ◎ Mutable String



New methods in Thread

- ◎ `getStackTrace`
- ◎ `getAllStackTraces`
- ◎ `getId`
- ◎ `getState`
- ◎ `set/getDefaultExceptionHandler`
- ◎ `set/getUncaughtExceptionHandler`

java.util.Arrays



New methods in Arrays to provide same functionality Arrays have in other languages

- deepHashCode ()

- deepEquals

- toString

- deepToString

java.util.Collections



New methods in Collections:

- 🕒 checkCollection/Set/List...
- 🕒 emptySet/List/Map
- 🕒 reverseOrder
- 🕒 frequency
- 🕒 disjoint
- 🕒 newSetFromMap
- 🕒 asLifoQueue

Collections Framework



New set of collection interfaces

- 🕒 Deque / BlockingDeque – double ended queue
 - 🕒 Head operations: add / get / remove / peek
 - 🕒 Tail operations: add / get / remove / peek
- 🕒 BlockingDeque – deque with blocking
- 🕒 NavigableSet / NavigableMap / ConcurrentNavigableMap
 - 🕒 Sorted Collection with better navigation methods
 - 🕒 Lower, floor, ceiling, higher
 - 🕒 headSet/headMap, tailSet/tailMap, subSet/subMap

Collections Framework

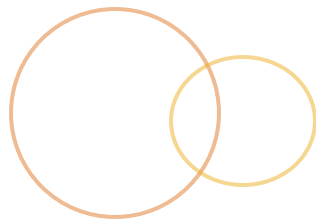


◎ New concrete implementations

- ◎ `ArrayDeque`
- ◎ `ConcurrentSkipListSet`
- ◎ `ConcurrentSkipListMap`
- ◎ `LinkedBlockingDeque`

◎ A Skip List

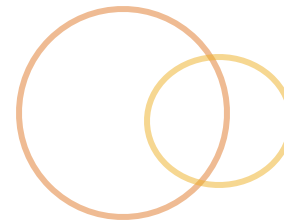
- ◎ Data structure for storing a sorted list
- ◎ Uses a hierarchy of linked lists
- ◎ Lookup is $\log n$



New classes in 1.6

- ◎ `java.net.CookieManager`
- ◎ `java.net.CookiePolicy`
- ◎ `java.net.CookieStore`
- ◎ `java.net.HttpCookie`
- ◎ `java.net.IDN`
- ◎ `java.net.InMemoryCookieStore`
- ◎ `java.net.InterfaceAddress`
- ◎ `java.net.NetworkInterface`

java.nio.file



New Package in 1.7

- Contains ~36 classes like
 - `java.nio.file.Path`
 - `java.nio.file.Filesystem`
 - `java.nio.file.attribute`
 - `java.nio.file.Files`
 - `Java.nio.file.WatchService`

java.util.concurrent



13 New classes for 1.7

- ◎ `java.util.concurrent.ConcurrentLinkedDeque`
- ◎ `java.util.concurrent.ForkJoinPool`
- ◎ `java.util.concurrent.ForkJoinTask`
- ◎ `java.util.concurrent.ForkJoinWorkerThread`
- ◎ `java.util.concurrent.LinkedTransferQueue`
- ◎ `java.util.concurrent.locks/AbstractQueuedLongSynchronizer`
- ◎ `java.util.concurrent.locks/AbstractQueuedSynchronizer`
- ◎ `java.util.concurrent.Phaser`
- ◎ `java.util.concurrent.RecursiveAction`
- ◎ `java.util.concurrent.RecursiveTask`
- ◎ `java.util.concurrent.ScheduledThreadPoolExecutor`
- ◎ `java.util.concurrent.ThreadLocalRandom`
- ◎ `java.util.concurrent.TransferQueue`

Core Platform – Scripting



◎ JSR 223 – Scripting for the Java Platform

- ◎ Java Applications can host scripting engines

- ◎ Defined as a service

 - ◎ Scripting engines can be discovered through “service discovery” mechanism

 - ◎ Scripting engine should be contained as a JAR

 - ◎ Includes Mozilla Rhino as its JavaScript engine

◎ Currently implementations include

- AWK
- BeanShell
- FreeMarker
- Groovy
- JavaScript
- Jython
- Jruby
- and more...

Scripting Example – Embedded JS



```
1  package examples.platform;
2
3  +import ...
6
7  +/** ... */
18 public class EmbeddedJSEExample {
19
20     public static void main(String[] args) {
21         ScriptEngineManager factory = new ScriptEngineManager();
22         ScriptEngine engine = factory.getEngineByName("JavaScript");
23
24         try {
25             engine.eval("print('Hello Scripting World')");
26         } catch (ScriptException e) {
27             System.err.println("Error processing JS: " + e);
28         }
29     }
30 }
31 }
```

Core Platform – Scripting



- ◎ Scripting support is full featured
 - ◎ Embedded – like example
 - ◎ External file – load in file and have engine evaluate it
 - ◎ Variables, functions, and methods
 - ◎ Java constructs including classes and interfaces
- ◎ For more information see:
 - ◎ <http://java.sun.com/developer/technicalArticles/J2SE/Desktop/scripting/>
 - ◎ http://java.sun.com/javase/6/docs/technotes/guides/scripting/programmer_guide/index.html
 - ◎ <http://jcp.org/en/jsr/detail?id=223>