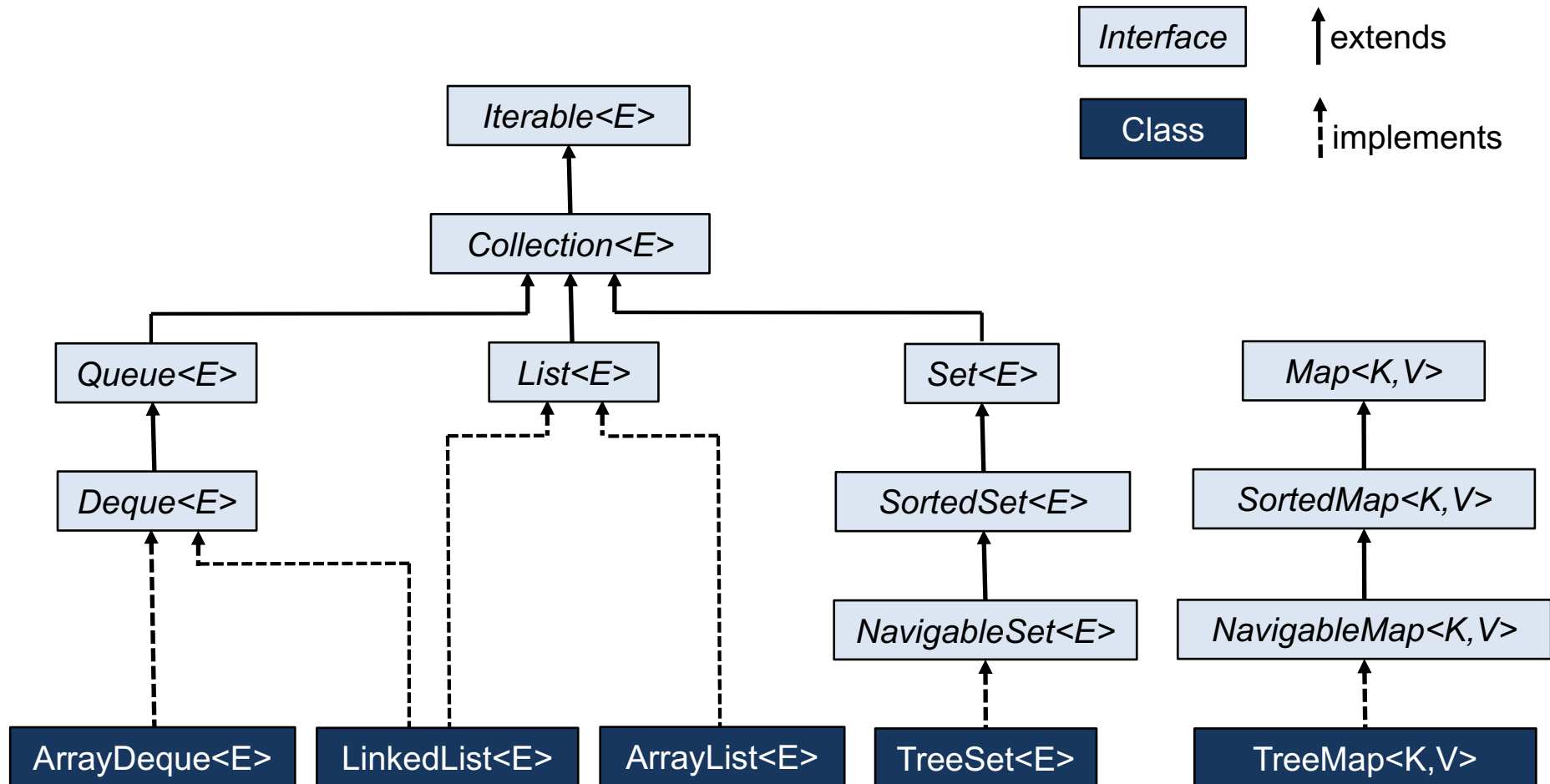


# Java API Extract: Collection, Map, Functional Interfaces and Streams

(JDK 1.2 or later; presentation is not complete!)

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# Overview of Collection and Map Types



# Iterable<E>, Iterator<E> and ListIterator<E>

---

```
public interface Iterable<E> {  
    Iterator<E> iterator();           // returns an iterator over elements of type E  
    default void forEach(Consumer<? super T> action) // Performs the given action for each element of the Iterable  
}
```

```
public interface Iterator<E> {  
    boolean hasNext();           // returns true if the iteration has more elements  
    E next();                   // returns the next element in the iteration  
    default void remove();       // removes the last element returned by the iteration  
                                // The default implementation throws an instance of UnsupportedOperationException.  
}
```

```
public interface ListIterator<E> extends Iterator<E> {  
    boolean hasPrevious();       // returns true if this list has further elements in the reverse direction  
    E previous();               // returns the previous element in the list  
    void add(E e);               // inserts e into the list immediately before the next element  
    int nextIndex();             // returns the index of the next element in the list  
    int previousIndex();         // returns the index of previous element in the list  
    void set(E e);              // Replaces the last element returned by next() or previous() with the specified element  
}
```

# Collection<E>

```
public interface Collection<E> extends Iterable<E> {

    boolean add(E e);                // adds the element e 1)
    boolean addAll(Collection<? extends E> c);    // adds all of the elements in c to this collection 1)
    boolean remove(Object o);        // removes the element o 1)
    boolean removeAll(Collection<?> c)    // removes all elements of this collection that are contained in c 1)
    boolean retainAll(Collection<?> c);    // removes all elements of this collection that are not contained in c 1)
    void clear();                    // removes all elements

    boolean contains(Object o);        // returns true if o is present
    boolean containsAll(Collection<?> c);    // returns true if all elements of c are present
    boolean isEmpty();                // returns true if no element is present
    int size();                        // returns the number of elements

    Iterator<E> iterator();            // returns an Iterator over the elements
    Object[] toArray();                // copy contents to an Object[]
    <T> T[] toArray(T[] t);            // copy contents to a T[] for any T

    default boolean removeIf(Predicate<? super E> filter)    // Removes all of the elements of this collection
                                                                // that satisfy the given predicate. 1)
    default Stream<E> stream()        // Returns a sequential Stream with this collection as its source.
}
```

<sup>1)</sup> The methods add, addAll, remove, removeAll, retainAll and removeIf return true, if the collection changes as a result of the call.

# List<E>

```
public interface List<E> extends Collection<E> {

    boolean add(E e);                // adds the element e at the end of this list
    void add(int idx, E e);           // adds element e at index idx
    boolean addAll(Collection<? extends E> c); // adds the elements of c at the end of this list
    boolean addAll(int idx, Collection<? extends E> c); // adds contents of c at index idx;
                                                    // returns true if this list changed as a result of the call.

    E set(int idx, E x);              // replaces element e at index idx by x; returns old value.
    E get(int idx);                   // returns element at index idx
    E remove(int idx);                // removes and returns element at index idx

    int indexOf(Object o);             // returns index of first occurrence of o
    int lastIndexOf(Object o);         // returns index of fierst occurrence of o
    List<E> subList(int fromIdx, int toIdx); // returns a view of a portion of the list from fromIdx inclusive to
                                                    // toIdx exclusive

    ListIterator<E> listIterator();    // returns a ListIterator over the elements
    ListIterator<E> listIterator(int index); // returns a ListIterator over the elements initially positioned at index idx

    default void replaceAll(UnaryOperator<E> operator) // Replaces each element of this list with the result of
                                                    // applying the operator to that element.
    default void sort(Comparator<? super E> c)         // Sorts this list according to the order induced by
                                                    // the specified Comparator.
}
```

# Queue<E>

---

```
public interface Queue<E> extends Collection<E> {  
  
    // Methods with boolean or null as return value:  
    boolean offer(E e);    // adds the element e at the end of this queue  
                           // or returns false if this operation is not possible.  
    E peek();             // Retrieves, but does not remove, the head of this queue  
                           // or returns null if this queue is empty.  
    E poll();             // Retrieves and removes the head of this queue,  
                           // or returns null if this queue is empty.  
  
    // Methods that throw an exception if operation is not possible:  
    boolean add(E e);      // adds the element e at the end of this queue.  
    E element();           // Retrieves, but does not remove, the head of this queue.  
    E remove()             // Retrieves and removes the head of this queue.  
}
```

# Deque<E>

```
public interface Deque<E> extends Queue<E> {  
    // Deque operations with boolean or null as return value:  
    boolean offerFirst(E e);  
    E peekFirst();  
    E pollFirst();  
    boolean offerLast(E e);  
    E peekLast();  
    E pollLast();  
  
    // Deque operations that throw an exception if operation is not possible:  
    void addFirst(E e);  
    E getFirst();  
    E removeFirst();  
    void addLast(E e);  
    E getLast();  
    E removeLast();  
  
    // Stack operations:  
    void push(E e);    // equivalent to addFirst(e)  
    E pop();           // equivalent to removeFirst()  
    E peek();          // equivalent to peekFirst(e)  
  
    // Others:  
    boolean removeFirstOccurrence(Object o);  
    boolean removeLastOccurrence(Object o);  
}
```

# Set<E>, SortedSet<E> and NavigableSet<E>

```
public interface Set<E> extends Collection<E> {  
}
```

```
public interface SortedSet<E> extends Set<E> {  
    Comparator<? super E> comparator();  
    SortedSet<E> subSet(E fromElementInclusive, E toElementExclusive);    // returns a range view.  
    SortedSet<E> headSet(E toElementExclusive );                        // returns a range view.  
    SortedSet<E> tailSet(E fromElementInclusive);                        // returns a range view.  
    E first();  
    E last();  
}
```

```
public interface NavigableSet<E> extends SortedSet<E> {  
    E lower(E e);    // greatest element less than e, or null if there is no such element  
    E higher(E e);   // least element greater than e, or null if there is no such element  
    E floor(E e);    // greatest element less than or equal to e, or null if there is no such element  
    E ceiling(E e);  // least element greater than or equal to e, or null if there is no such element  
    E pollFirst();  
    E pollLast();  
    NavigableSet<E> descendingSet();    // returns a reverse-order view.  
    Iterator<E> descendingIterator();   // returns a reverse-order iterator.  
    NavigableSet<E> subSet(E fromElement, boolean fromInclusive, E toElement, boolean toInclusive);  
    NavigableSet<E> headSet(E toElement, boolean inclusive);  
    NavigableSet<E> tailSet(E fromElement, boolean inclusive);  
}
```



# Map<K,V>

```
public interface Map<K, V> {  
  
    V put(K key, V value);           // adds or replaces a key-value-pair.  
                                     // returns the old value if the key was present; otherwise null  
  
    void putAll(Map<? extends K, ? extends V> m);    // puts all key-value-pairs of m in this map.  
  
    void clear();                    // removes all key-value-pairs  
    V remove(Object key);            // removes key-value-pair. Returns the value with which key was associated, or null  
  
    V get(Object key);               // returns the value corresponding to key, or null if key is not present  
    boolean containsKey(Object key); // returns true if key is present in the map  
    boolean containsValue(Object value); // returns true if value is present in the map  
    boolean isEmpty();              // true if no key-value-pair is present  
    int size();                     // number of key-value-pairs  
  
    Set<Map.Entry<K, V>> entrySet(); // returns a Set view of the key-value-pairs  
    Set<K> keySet();                // returns a Set view of the keys  
    Collection<V> values();         // returns a Collection view of the values  
  
    default void forEach(BiConsumer<? super K, ? super V> action)  
        // Performs the given action for each entry in this map  
        // until all entries have been processed or the action throws an exception.  
  
    default void replaceAll(BiFunction<? super K, ? super V, ? extends V> function)  
        // Replaces each entry's value with the result of invoking the given function on that  
        // entry until all entries have been processed or the function throws an exception.  
  
}
```

# Map.Entry<K,V> and SortedMap<K,V>

---

```
public interface Map.Entry<K, V> {
```

```
    K getKey()                // Returns the key corresponding to this entry.
```

```
    V getValue()              // Returns the value corresponding to this entry.
```

```
    int hashCode()             // Returns the hash code value for this map entry.
```

```
    V setValue(V value)       // Replaces the value corresponding to this entry with the specified value.
```

```
}
```

```
public interface SortedMap<K, V> extends Map<K, V> {
```

```
    Comparator<? super K> comparator();
```

```
    SortedMap<K, V> subMap(K fromKeyInclusive, K toKeyExclusive);    // returns a range view.
```

```
    SortedMap<K, V> headMap(K toKeyExclusive);                      // returns a range view.
```

```
    SortedMap<K, V> tailMap(K fromKeyInclusive);                    // returns a range view.
```

```
    K firstKey();
```

```
    K lastKey();
```

```
}
```

# NavigableMap<K,V>

```
public interface NavigableMap<K, V> extends SortedMap<K, V> {

    Map.Entry<K,V> pollFirstEntry();
    Map.Entry<K,V> pollLastEntry();
    Map.Entry<K,V> firstEntry();
    Map.Entry<K,V> lastEntry();

    Map.Entry<K,V> lowerEntry(K k);           // greatest entry less than k (or null)
    Map.Entry<K,V> higherEntry(K k);          // least entry greater than k (or null)
    Map.Entry<K,V> floorEntry(K k);           // greatest entry less than or equal to k (or null)
    Map.Entry<K,V> ceilingEntry(K k);         // least entry greater than or equal to k (or null)
    K lowerKey(K key);                        // greatest key less than k (or null)
    K higherKey(K key);                       // least key greater than k (or null)
    K floorKey (K key);                       // greatest key less than or equal to k (or null)
    K ceilingKey (K key);                     // least key greater than or equal to k (or null)

    NavigableMap<K, V> descendingMap();        // returns a reverse-order view of the map.
    NavigableSet<K> descendingKeySet();        // returns a reverse-order navigable key set view.
    NavigableSet<K> navigableKeySet();        // returns a forward-order navigable key set view.

    NavigableMap<K, V> subMap(K fromKey, boolean fromInclusive, K toKey, boolean toInclusive);
    NavigableMap<K, V> headMap(K toKey, boolean inclusive);
    NavigableMap<K, V> tailMap(K fromKey, boolean inclusive);
}
```

# TreeSet<E> and TreeMap<K,V>

---

```
public class TreeSet<E> implements NavigableSet<E> {  
  
    public TreeSet() {...}  
    public TreeSet(Comparator<? super E> comparator) {...}  
    public TreeSet(Collection<? extends E> c)  
    public TreeSet(SortedSet<E> s) {...}  
}
```

```
public class TreeMap<K, V> implements NavigableMap<K, V> {  
  
    public TreeMap() {...}  
    public TreeMap(Comparator<? super K> comparator) {...}  
    public TreeMap(Map<? extends K, ? extends V> m) {...}  
    public TreeMap(SortedMap<K, ? extends V> m) {...}  
}
```

# Comparable<E> and Comparator<E>

---

```
public interface Comparable<E> {  
    int compareTo(E x);           // returns a negative integer, zero, or a positive integer as this object is  
                                   // less than, equal to, or greater than object x.  
}
```

```
@FunctionalInterface  
public interface Comparator<E> {  
    int compare(E x, E y);         // returns a negative integer , zero, or a positive integer as object x is  
                                   // less than, equal to, or greater than object y.  
  
    default Comparator<E> reversed() // returns a comparator that imposes the reverse ordering of this comparator.  
  
    static <E,U extends Comparable<? super U>> Comparator<T> comparing(Function<? super E, ? extends U> keyExtractor)  
                                   // Accepts a function that extracts a Comparable sort key from a type E,  
                                   // and returns a Comparator<E> that compares by that sort key.  
}
```

# Predicate<T> and BiPredicate<T>

```
@FunctionalInterface
public interface Predicate<T> {

    boolean test(T t) // Evaluates this predicate on the given argument.

    default Predicate<T> and(Predicate<? super T> other) // Returns a composed predicate that represents a short-
                                                         // circuiting logical AND of this predicate and another.

    default Predicate<T> negate() // Returns a predicate that represents the logical negation
                                  // of this predicate.

    default Predicate<T> or(Predicate<? super T> other) // Returns a composed predicate that represents a short-
                                                        // circuiting logical OR of this predicate and another.

}
```

```
@FunctionalInterface
public interface BiPredicate<T, U> {

    boolean test(T t, U u) // Evaluates this predicate on the given arguments.

    default BiPredicate<T,U> and(BiPredicate<? super T,? super U> other) // Returns a composed predicate that represents a short-
                                                                           // circuiting logical AND of this predicate and another.

    default BiPredicate<T,U> negate() // Returns a predicate that represents the logical negation
                                      // of this predicate.

    default Predicate<T> or(BiPredicate<? super T,? super U> other) // Returns a composed predicate that represents a short-
                                                                      // circuiting logical OR of this predicate and another.

}
```

# Function<T,R>, BiFunction<T,U,R>, UnaryOperator<T>, BinaryOperator<T>

```
@FunctionalInterface
public interface Function<T,R> {
    R apply(T t)          // Applies this function to the given argument.
    default <V> Function<T,V> andThen(Function<? super R,? extends V> after)
        // Returns a composed function that first applies this function to its input,
        // and then applies the after function to the result.
    default <V> Function<V,R> compose(Function<? super V,? extends T> before)
        // Returns a composed function that first applies the before function to its input,
        // and then applies this function to the result.
}
```

```
@FunctionalInterface
public interface BiFunction<T, U,R> {
    R apply(T t, U u)      // Applies this function to the given arguments.
    default <V> BiFunction<T,U,V> andThen(Function<? super R,? extends V> after)
        // Returns a composed function that first applies this function to its input,
        // and then applies the after function to the result.
}
```

```
@FunctionalInterface
public interface UnaryOperator<T> extends Function<T,T> { }
```

```
@FunctionalInterface
public interface BinaryOperator<T> extends Function<T,T,T> { }
```

# Consumer<T>, BiConsumer<T,U> and Supplier<T>

---

```
@FunctionalInterface
public interface Consumer<T> {
    void accept(T t)          // Performs this operation on the given argument.
    default Consumer<T> andThen(Consumer<? super T> after)
                               // Returns a composed Consumer that performs, in sequence,
                               // this operation followed by the after operation.
}
```

```
@FunctionalInterface
public interface BiConsumer<T, U> {
    void accept(T t, U u)     // Performs this operation on the given arguments.
    default BiConsumer<T,U> andThen(BiConsumer<? super T,? super U> after)
                                   // Returns a composed BiConsumer that performs,
                                   // in sequence, this operation followed by the after operation.
}
```

```
@FunctionalInterface
public interface Supplier<T> {
    T get()                   // Gets a result.
}
```



# Creating Streams (1)

---

- Streams can be obtained from [collections, arrays and files](#), e.g.:

<b>default</b> Stream<T> stream() <b>default</b> Stream<T> parallelStream()	Default methods from <a href="#">Collection&lt;T&gt;</a> . Returns a sequential and parallel stream, respectively, with this collection as its source.
<b>static</b> <T> Stream<T> stream(T[ ] a)	Static method from <a href="#">Arrays</a> . Returns a sequential Stream with the specified array a as its source.
Stream<String> lines()	Method from <a href="#">BufferedReader</a> . Returns a Stream, the elements of which are lines read from this BufferedReader.

- Random streams can be obtained from [class Random](#), e.g.:

DoubleStream doubles()	Returns an effectively unlimited stream of pseudorandom double values, each between zero (inclusive) and one (exclusive).
IntStream ints()	Returns an effectively unlimited stream of pseudorandom int values.

# Creating Streams (2)

---

- Different **static factory methods** from the stream classes `Stream<T>`, `IntStream`, `DoubleStream`, `LongStream` etc. in `package java.util.stream`, e.g.:

<b>static</b> <code>&lt;T&gt; Stream&lt;T&gt; empty()</code>	Returns an empty sequential stream.
<b>static</b> <code>&lt;T&gt; Stream&lt;T&gt; of(T ... values)</code>	Returns a sequential ordered stream whose elements are the specified values.
<b>static</b> <code>&lt;T&gt; Stream&lt;T&gt; generate(Supplier&lt;T&gt; s)</code>	Returns an infinite sequential unordered stream where each element is generated by the provided Supplier <code>s</code> : <code>s(), s(), s(), ...</code>
<b>static</b> <code>&lt;T&gt; Stream&lt;T&gt; iterate(T seed, UnaryOperator&lt;T&gt; f)</code>	Returns an infinite sequential ordered Stream produced by iterative application of a function <code>f</code> to an initial element <code>seed</code> , producing a Stream consisting of <code>seed, f(seed), f(f(seed)), ...</code>
<b>static</b> <code>IntStream range(int startInclusive, int endExclusive)</code>	Returns a sequential ordered <code>IntStream</code> from <code>startInclusive</code> (inclusive) to <code>endExclusive</code> (exclusive) by an incremental step of 1.

# Intermediate Stream Operations

- Intermediate stream operations are defined in [package java.util.stream](#).
- Some intermediate methods from [Stream<T>](#), e.g.:

<code>Stream&lt;T&gt; filter(Predicate&lt;? super T&gt; predicate)</code>	Returns a stream consisting of the elements of this stream that match the given predicate.
<code>&lt;R&gt; Stream&lt;R&gt; map(Function&lt;? super T,? extends R&gt; m)</code>	Returns a stream consisting of the results of applying the given function m to the elements of this stream.
<code>&lt;R&gt; Stream&lt;R&gt; flatMap(Function&lt;? super T, ? extends Stream&lt;? extends R&gt;&gt; mapper)</code>	Returns an stream consisting of the results of replacing each element of this stream with the contents of a mapped stream produced by applying the provided function mapper to each element.
<code>Stream&lt;T&gt; peek(Consumer&lt;? super T&gt; action)</code>	Returns a stream consisting of the elements of this stream, additionally performing the provided action on each element.
<code>Stream&lt;T&gt; sorted() Stream&lt;T&gt; sorted(Comparator&lt;? super T&gt; comparator)</code>	Returns a stream consisting of the elements of this stream, sorted according to natural order or according to the provided Comparator.
<code>Stream&lt;T&gt; distinct()</code>	Returns a stream consisting of the distinct elements of this stream.
<code>Stream&lt;T&gt; skip(long n)</code>	Returns a stream consisting of the remaining elements of this stream after discarding the first n elements of the stream.
<code>Stream&lt;T&gt; limit(long n)</code>	Returns a stream consisting of the elements of this stream, truncated to be no longer than n in length.

# Terminal Stream Operations (1)

- Terminal operations are defined in `package java.util.stream`.
- Logical operations from `Stream<T>` (with short-circuit evaluation), e.g.:

<b>boolean</b> <code>anyMatch(Predicate&lt;? super T&gt; predicate)</code>	Returns whether any elements of this stream match the provided predicate. Returns false if this stream is empty.
<b>boolean</b> <code>allMatch(Predicate&lt;? super T&gt; predicate)</code>	Returns whether all elements of this stream match the provided predicate. Returns true if this stream is empty.
<b>boolean</b> <code>noneMatch(Predicate&lt;? super T&gt; predicate)</code>	Returns whether no elements of this stream match the provided predicate. Returns true if this stream is empty.

- Reduction operations from `Stream<T>`, e.g.:

<code>T reduce(T id, BinaryOperator&lt;T&gt; op)</code>	Performs a reduction on the elements of this stream, using the provided identity value <code>id</code> and an associative accumulation function <code>op</code> , and returns the reduced value. A stream $x_0, x_1, x_2, \dots$ is reduced to $(\dots(((id \text{ op } x_0) \text{ op } x_1) \text{ op } x_2) \text{ op } \dots$
<b>long</b> <code>count()</code>	Returns the count of elements in this stream.
<code>Optional&lt;T&gt; min(Comparator&lt;? super T&gt; comparator)</code> <code>Optional&lt;T&gt; max(Comparator&lt;? super T&gt; comparator)</code>	Returns the minimum or maximum element of this stream according to the provided <code>Comparator</code> . A <code>Optional&lt;T&gt;</code> is a container object which may or may not contain a non-null value. If a value is present, <code>isPresent()</code> will return true and <code>get()</code> will return the value.

# Terminal Stream Operations (2)

---

- Some reduction operations from `IntStream`, e.g.:

<b>int</b> count() <b>int</b> sum() OptionalInt min(), OptionalInt max(), OptionalDouble average()	Returns the number, the sum, the minimum, the maximum and the average of this stream, respectively. An OptionalInt is a container object which may or may not contain a int value. If a value is present, <code>isPresent()</code> will return true and <code>getAsInt()</code> will return the value. OptionalDouble is defined analogously.
--	---

- Collect operation from `Stream<T>`:

<code>collect(collector)</code>	Accumulates stream values in mutable containers like the classes of the Java Collections Framework.  For example, to collect all values of a String stream into a List, it can be written: <code>List&lt;String&gt; aList = stringStream.collect(Collectors.toList());</code>  Analogously, a String stream can be collected into a set: <code>Set&lt;String&gt; aSet = stringStream.collect(Collectors.toSet());</code>
---------------------------------	--

- `forEach` operation from `Stream<T>`:

<b>void</b> <code>forEach(Consumer&lt;? super T&gt; action)</code>	Performs an action for each element of this stream.
--	---