

Session: 15



Functional Programming in Java

Objectives

- ❖ Explain lambda expressions
- ❖ Describe method references
- ❖ Explain functional interfaces
- ❖ Explain default methods



Lambda expressions are newly introduced in Java 8 to facilitate functional programming.

The logo features a large, black, stylized lambda symbol (λ) positioned above the word "Expressions" in a bold, orange, sans-serif font. The entire logo is contained within a white rounded rectangle.

λ
Expressions

Advantages of Functional Programming:

Easy to Test Programs



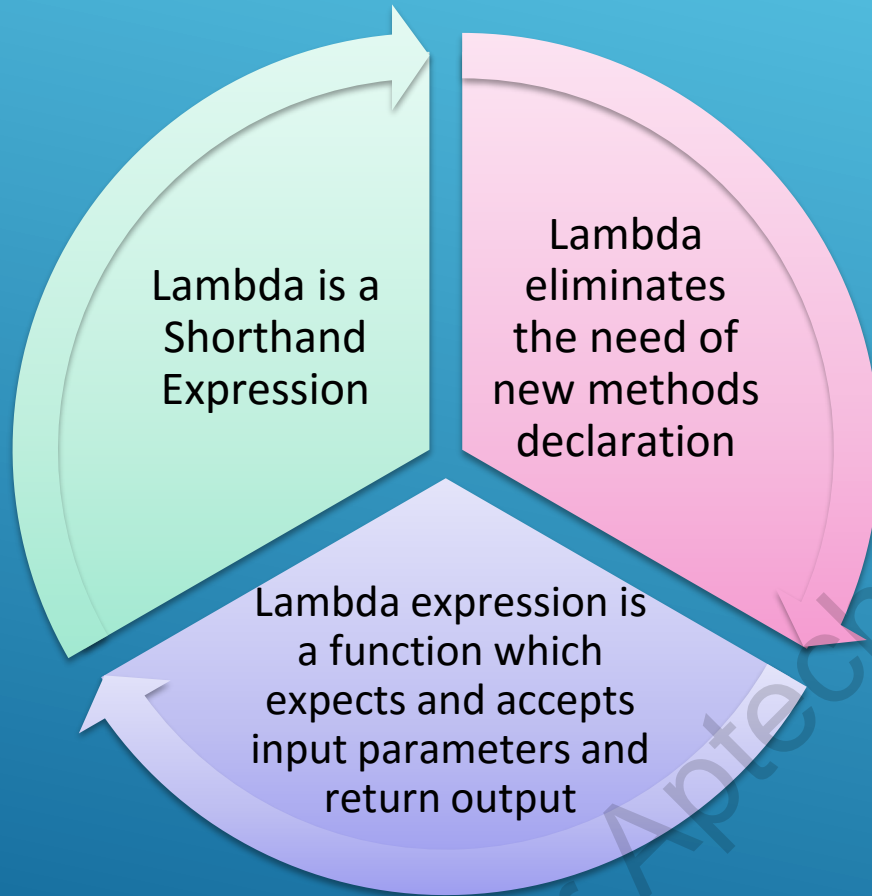
Thread Safe



Modular



Lambda Expressions



Syntax of Lambda Expressions

Syntax:

`parameters → body`

where,

`parameters` are variables

`→` is the lambda operator

`body` is parameter values

Rules for Lambda Expressions

Rules



- Type declarations are optional
- Parentheses around parameters can be omitted
- Curly braces may or may not be present
- Return keyword may or may not be present
- Varied number of statements

Single Method Interface and Lambdas 1/3

- Functional programming creates event listeners.
- Event listeners are defined as Java interfaces.

A single method interface Code Snippet where State is already declared will be:

```
interface StateChangeListener {  
    public void onStateChange(State previousState,  
        State presentState);  
}
```


Single Method Interface and Lambdas 2/3

Code Snippet shows adding an event listener using an anonymous method implementation.

```
public class StateTest {  
    public static void main(String args[]) {  
        StateTest objStateTest = new StateTest();  
        objStateTest.addStateListener(new StateChangeListener() {  
            public void onStateChange(State previousState, State presentState) {  
                // action statements.  
                System.out.println("State change event occurred");  
            }  
        });  
    }  
}
```

Single Method Interface and Lambdas 3/3

Code Snippet shows adding an event listener using a lambda expression.

```
public class StateTest {  
    public static void main(String args[]) {  
        StateTest objStateTest = new StateTest();  
        objStateTest.addStateListener((previousState,  
        presentState) →  
        System.out.println("State change event occurred"));  
    }  
}
```

Lambda Parameters 1/3

Types of Lambda Parameters

★ Zero Parameters

★ One Parameter

Description

Parentheses with no comments

Parentheses contains a Value

Types of Lambda Parameters

★ Multiple Parameters

★ Parameters Types

Description

Added within parentheses

Compiler is inconclusive about the parameter type

Lambda Parameters 3/3

Following Code Snippets show different types of parameters for lambdas:

Zero Parameter

```
() → System.out.println("Zero parameter lambda");
```

One Parameter

```
(param) → System.out.println("One parameter: " + param); //with parentheses
```

Multiple Parameters

```
(pA, pB) → System.out.println("Multiple parameters defined: " + pA + ", " + pB);
```

Parameter Types

```
(Phone smartphone) → System.out.println("The smartphone is: " + smartphone.getName());
```

Returning a Value

For returning values from lambda expression, a `return` statement can be added for specific calculations.

```
(pA) → {  
System.out.println("The output will be: " + pA);  
return "result value";// return statement  
}
```

Lambdas as Objects

Java lambda is an object and it can be assigned as a regular object to a variable.

```
public interface SampleComparator {  
    public boolean compare(int iA, int iB);  
}
```

Implementation of lambda where the lambda object is assigned to a variable and passed as an object.

```
SampleComparator sampleComparator = (iA, iB) →  
    return iA>iB;  
boolean result = sampleComparator.compare(3, 6);
```

Code Snippet shows a lambda used to sort strings by length.

```
Arrays.sort(sampleStrArr,  
    (String strA, String strB) → strB.length() -  
    strA.length());
```

Advantages and Uses of Lambda Expressions 1/3

More
readable
code

Rapid fast
coding
specifically in
Collections

Much easier
parallel
processing



Advantages and Uses of Lambda Expressions 2/3

Following Code Snippet shows a complete program utilizing lambda:

```
public class SampleLambda {
    public static void main(String args[]){
        SampleLambda perform = new SampleLambda();
        //to receive results with type declaration
        MathOperation add = (int ab, int xy) → ab + xy;
        // to receive results without type declaration
        MathOperation subtr = (ab, xy) → ab - xy;
        // to receive results with return statement along with curly braces
        MathOperation multi = (int ab, int xy) → { return ab * xy; };
        // to receive results without return statement and curly braces
        MathOperation div = (int ab, int xy) → ab / xy;
        System.out.println("Addition operation with Type declaration : 20 + 5 = " + perform.operate(20, 10, add));
        System.out.println("Subtraction operation without Type declaration: 20 - 5 = " + perform.operate(20, 10, subtr));
        System.out.println("Multiplication with return statement : 20 x 5 = " + perform.operate(20, 10, multi));
        System.out.println("Division operation without return statement : 20 / 5 = " + perform.operate(20, 10, div));
    }
    interface MathOperation {
        int operation(int ab, int xy);
    }
    private int operate(int ab, int xy, MathOperation mathOperation){
        return mathOperation.operation(ab, xy);
    }
}
```

Advantages and Uses of Lambda Expressions 3/3

Following is the output for complete program utilizing lambda:

Output:

```
Addition operation with Type declaration : 20 + 5 = 30  
Subtraction operation without Type declaration: 20 - 5 = 10  
Multiplication with return statement : 20 x 5 = 200  
Division operation without return statement : 20 / 5 = 2
```

Here, the code performs basic math operations using lambda expressions.

Scope for Lambda Expressions

Code Snippet uses lambda expressions with Runnable interface:

```
import static java.lang.System.out;
/**Aptech Java8
 *Scope of Lambda example*/
public class MyWishes {
    Runnable dA = () → out.println(this);
    Runnable dB = () → out.println(toString());
    public String toString() { return "Happy New Year!"; }
    public static void main(String args[]) {
        new MyWishes().dA.run(); //Happy New Year
        new MyWishes().dB.run(); //Happy New Year
    }
}
```

Both the dA and dB lambdas call the toString() method of the MyWishes class. This shows the scope available to the lambda.

Method References 1/4

Refers to constructors or methods.

Following are six types of method references:

`TypeName::static`

Refers to a static method of a class, an `enum`, or an interface

`TypeName.super::instance`

Refers to an instance method from the supertype of an object

`ObjectRef::instance`

Refers to an instance method

`ClassName::instance`

Refers to an instance method of a class

`ClassName::new`

Refers to the constructor from a class

`ArrayTypeName::new`

Refers to the constructor of the specified array type

Methods to determine a file type

Frequent filter of a list of files based on file types can be made by determining a file type.

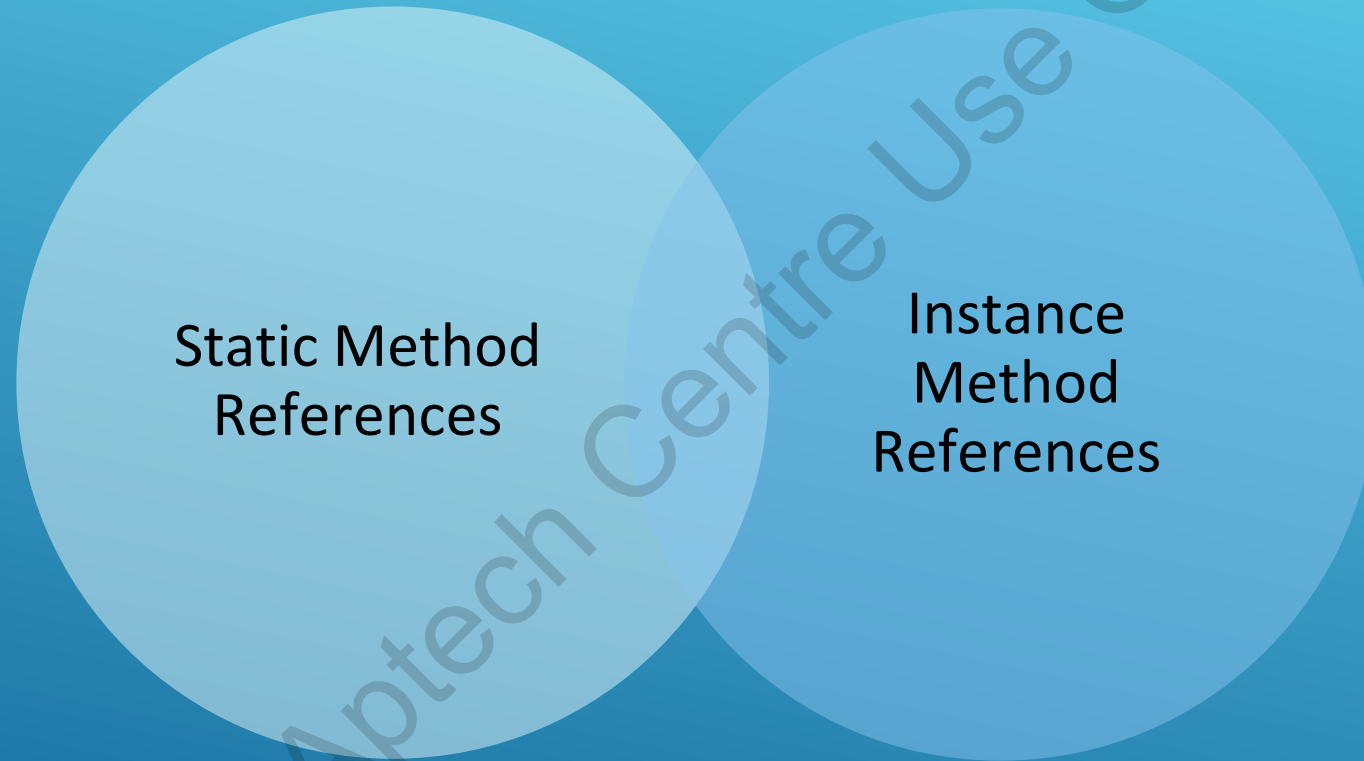
```
public class FileFilters { // to filter files
    public static boolean fileIsJpeg(File file)
    { /*sample code*/ }
    public static boolean fileIsTiff(File file)
    { /*sample code*/ }
    public static boolean fileIsPng(File file)
    { /*sample code*/ }
}
```

File Filtering Case

Method reference can be useful in file filtering cases.
In the following Code Snippet, a method is predefined as `getFiles()` that returns a Stream:

```
Stream<File> Jpegs =  
getFiles().filter(FileFilters::fileIsJpeg);  
Stream<File> Tiffs =  
getFiles().filter(FileFilters::fileIsTiff);  
Stream<File> Pngs =  
getFiles().filter(FileFilters::fileIsPng);
```

Types of Method Reference



Static Method References

Static methods can be defined in an enum, a class, or an interface.

```
import java.util.function.Function;
public class MainTest {
    public static void main(String[] argv) {
        // To retrieve result with a lambda expression
        Function<Integer, String>funcA = x -
        >Integer.toBinaryString(x);
        System.out.println(funcA.apply(11));
        // To retrieve result with a method reference
        Function<Integer, String>funcB =
        Integer::toBinaryString;
        System.out.println(funcB.apply(11));
    }
}
```

Output:

1011

1011

The first lambda expression funcA is created by defining an input value x and providing a lambda expression body. This is the normal way of creating a lambda expression.

The second lambda expression funcB is created by referencing a static method from Integer class.

Instance Method References

```
import java.util.function.Supplier;
public class MainTest{
    public static void main(String[] argv){
        Supplier<Integer>sampleSupA = () ->
            "Aptech".length();
        System.out.println(sampleSupA.get());
        // display result
        Supplier<Integer>sampleSupB=
            "Aptech"::length;
        System.out.println(sampleSupB.get());
        // display result
    }
}
```

Output:

6

6

Functional Interface 1/2

A functional interface is an interface with one method and is used as the type of a lambda expression.

New functional interfaces included in the Java 8 package, `java.util.function`, are:

- **Predicate<T>** - Returns a Boolean value based on input of type T.
- **Supplier<T>** - Returns an object of type T.
- **Consumer<T>** - Performs an action with given object of type T.
- **Function<T, R>** - Gets an object of type T and returns R.
- **BiFunction** - Similar to Function but with two parameters.
- **BiConsumer** - Similar to Consumer but with two parameters.

Functional Interface 2/2

The second line defines a function that represents ' @ ' symbol to a String.

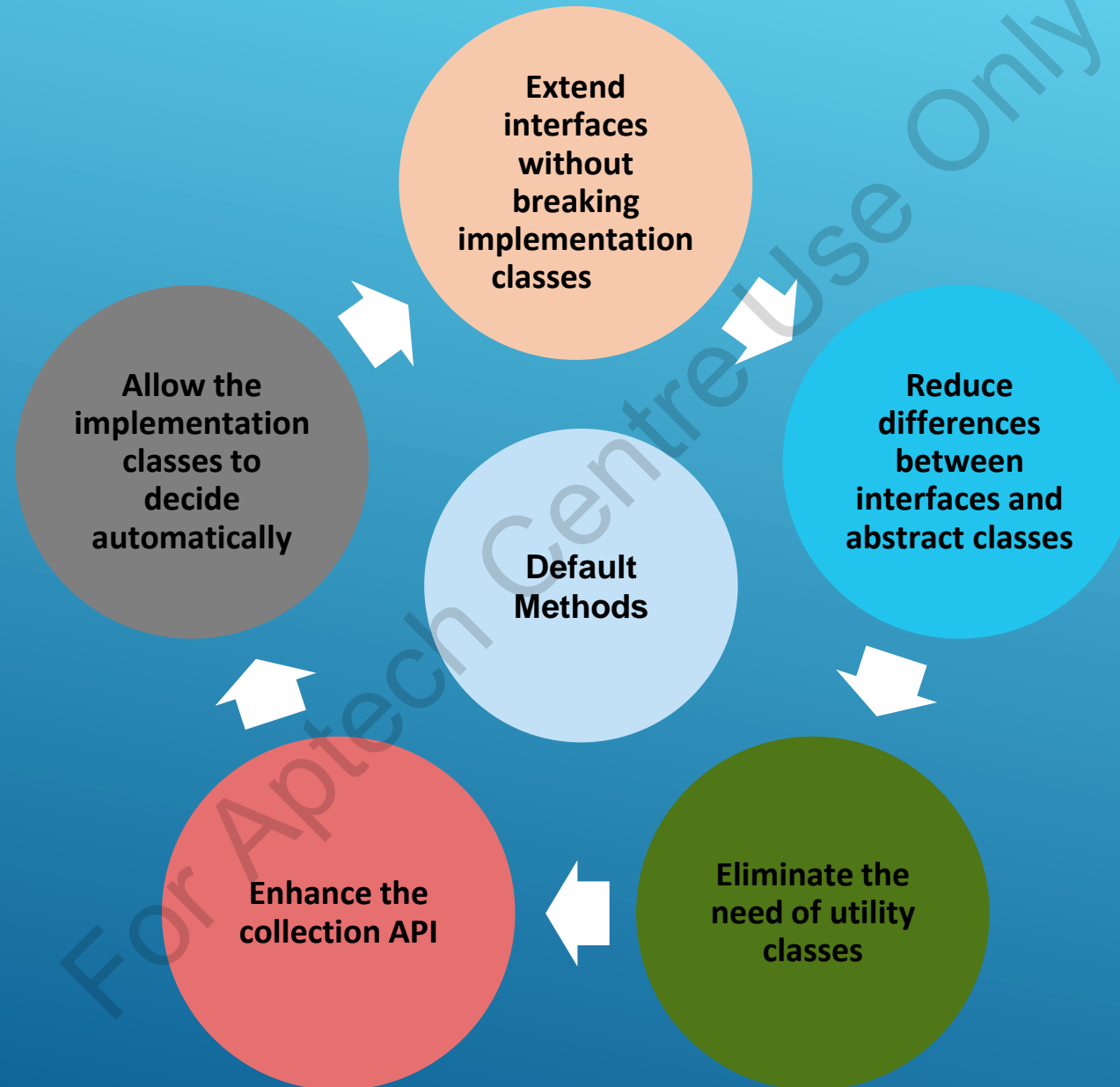
```
//Functional Interface sample use case
Function<String, Integer>sampleLengthA = (name) ->
name.length(); //as int
Function<String, String>atr = (name) -> {return "@" +
name;}; //as string
Function<String, Integer>samplLengthB = String::length;
//as int
```

Default Methods

Default methods are Virtual Extensions that contains default implementations of `forEach()` method.

```
class Test{
public static void main(String args[]){
Book book = new Novel();
book.print();
}
}
interface Book {
default void print(){
System.out.println("This is a book");
}
static void turnPages(){
System.out.println("Turning pages.");
}
}
interface Journal {
default void print(){
System.out.println("This is a journal");
}
}
class Novel implements Book, Journal {
public void print(){
Book.super.print();
Journal.super.print();
Book.turnPages();
System.out.println("This is a novel");
} }
}
```

Features of Default Methods



Default Method and Regular Method

Default method contains `default` modifier - that is the main difference between a regular method and default method.

```
public class Java8Tester {  
    public static void main(String args[]){  
        Gadget gadget = new SmartGadget();  
        gadget.print();  
    }  
}  
  
interface Gadget {  
    default void print(){  
        System.out.println("This is a Gadget!");  
    }  
    static void call(){  
        System.out.println("With Calling feature!");  
    }  
}  
  
interface TextMessage {  
    default void print(){  
        System.out.println("With Text Messaging feature!");  
    }  
}  
  
class SmartGadget implements Gadget, TextMessage {  
    public void print(){  
        Gadget.super.print();  
        TextMessage.super.print();  
        Gadget.call();  
        System.out.println("It is a Smartphone!");  
    }  
}
```

Output:

```
This is a Gadget!  
With calling feature!  
With Text Messaging  
feature!  
It is a Smartphone!
```

Multiple Defaults 1/3

Multiple Defaults are multiple interfaces contained within Java class. Java throws a compilation error if two or more interfaces defining the same default method.

```
public interface Green {  
    default void defaultMethod() {  
        System.out.println("Green default method");  
    }  
}  
  
public interface Red {  
    default void defaultMethod() {  
        System.out.println("Red default method");  
    }  
}  
  
public class Impl implements Green, Red {  
}
```

Multiple Defaults 2/3

Compiling the previous Code Snippet will result in an error. In order to fix this, provide explicit default method implementation.

```
public class Impl implements Green, Red{  
    public void defaultMethod() {  
        ...  
    }  
}
```


Multiple Defaults 3/3

Further, to invoke default implementation provided by any of super interfaces, the code can be as follows:

```
public class Impl implements Green, Red {  
    public void defaultMethod() {  
        // remaining code...  
        Green.super.defaultMethod();  
    }  
}
```

Static Methods on Interfaces 1/2

Static Methods on Interfaces

- ★ Easy to organize and access helper method in libraries
- ★ Eliminates the need of a separate class

Description

For example, the new Stream interface contains many static methods

Parentheses contains a value

Static Methods on Interfaces 2/2

All method declarations in an interface, including static methods, are implicitly `public`.

```
public interface ProductInfo {  
    ...  
    static ProductId getProductId (String  
    ProductString) {  
        ...  
    }  
    ...  
}
```

Summary

- ❖ Functional programming emphasizes that utilization of functions and writing code that does not change state.
- ❖ Using functional programming, you can pass functions as parameters to other functions and return them as values.
- ❖ A lambda expression is a compact expression that does not require a separate class/function definition. It facilitates functional programming.
- ❖ Depending on the parameters being passed to the lambda expression, you will use/omit parentheses.
- ❖ Default method is a new feature in Java 8 that allows default implementation for methods in an interface.
- ❖ In addition to default methods, static methods can be defined in interfaces that makes it easy to organize and access helper methods in libraries.

