



Iterators & Streams

- Anonymous classes
- Streams
- Lambda Expressions



Assignment: Binary Trees

- ❑ Develop a method returning an iterator for binary trees and binary search trees
 - ❑ Elements will be returned in the order corresponding to a left-to-right recursive descent traversal
 - For a sorted tree, that order returns the elements in ascending order
 - ❑ The iterator will implement the interface `Iterator` of the Java API
 - The interface of binary trees will extend the interface `Iterable`
 - The enhanced for statement can then be used to iterate over the elements of a tree
- ❑ Experiment
 - ❑ Create a search tree containing some of the Fibonacci numbers
 - The elements of the search tree will be objects of the wrapper class `Integer`
 - ❑ Compute the sum of the squares of all Fibonacci numbers in the tree that can be divided by some factor
 - The factor is read from the standard input stream

Task 1

Overview

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- ❑ **Static member classes**
 - ❑ Definition of a class as a static member of another class
- ❑ **Non-static member classes**
 - ❑ Definition of a class as an instance member of another class
- ❑ **Local classes**
 - ❑ Definition of a class as a local element of a method
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 - ❑ Anonymous methods that implement functional interfaces

Static Member Classes

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- ❑ **Classes can be defined as static members of other classes**
 - ❑ Static member classes have access to the private members of their enclosing classes and twin member classes
 - Enclosing classes also have access to the private members of their nested classes
 - ❑ Nested classes introduce a new scope, in which names of members of enclosing classes can be re-used for other purposes
 - A nested class may introduce a new method with the same name and the same argument list as an enclosing method

```
class EnclosingClass {  
  
    private int x;  
  
    protected static class NestedClass {  
        private int y;  
    }  
  
}
```

Static Member Classes

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- ❑ Outside their enclosing class, static member classes are identified by their fully qualified name
 - ❑ The fully qualified name of a nested class consists of the fully qualified name of its enclosing class, followed by its own name
 - Import statements may be used to avoid fully qualified names for nested classes
 - ❑ In the scope of its enclosing class, the fully qualified name of a nested class must not be used as long as there is no ambiguity

Task 2

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Inner Classes

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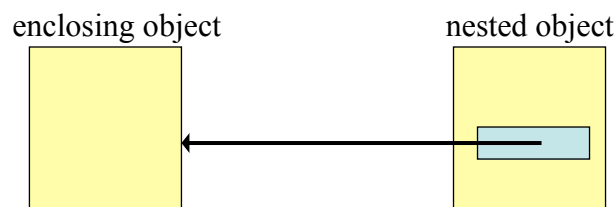
- ❑ Classes can be defined as instance members of other classes
 - ❑ The definition of an inner class cannot include any static members (non-final static variables, static methods or static member classes)
 - Java suggests to introduce static members for inner classes at the level of an enclosing class
 - ❑ Classes defined as instance members of other classes are referred to as inner classes

```
class EnclosingClass {  
  
    private void f();  
    public static void g();  
  
    public class NestedClass {  
        public static int nbInstances;  
        public static void st() { ... }  
    }  
}
```

Inner Classes

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- ❑ Each object of an inner class is at all times associated with an object of its enclosing class
 - ❑ The association is initialized at the time the inner object is constructed, and cannot be changed afterwards
 - The association implies a final instance variable implicitly added to the definition of the inner class
 - ❑ The implicit object of the enclosing class can be denoted in an explicit way using the notation `EnclosingClassName.this`
 - The implicit object of the inner class is denoted `this`, as usual



Inner Classes

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- Objects of an inner class are created by applying the operator **new** against an object of the enclosing class
 - The creation of a new inner object is denoted in its most general form as `enclosingObject.new InnerClassName(...)`
 - An unqualified creation of an inner object applies to the implicit object **this**

```
EnclosingClass enclosingObject = new EnclosingClass();  
  
NestedClass nestedObject =  
    enclosingObject.new NestedClass()
```

Inner Classes

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- In the body of the inner class, instance methods and static methods of the enclosing class are applicable
 - Instance methods of the enclosing class can be invoked
 - in a qualified way (`EnclosingClassName.this.f()`)
 - or unqualified (`f()`)
 - Unqualified invocations are only possible if no ambiguities arise
 - Static methods of the enclosing class can be invoked
 - in a qualified way (`EnclosingClassName.g()`)
 - or unqualified (`g()`)

Inner Classes

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```
class EnclosingClass {  
    public void enclMethod();  
    public static void staticMethod();  
    public class NestedClass {  
        public void nestedMethod() {  
            enclMethod(); EnclosingClass.this.enclMethod();  
            staticMethod(); EnclosingClass.staticMethod();  
        }  
    }  
}
```

Task 3

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- ❑ Lambda Expressions
 - Anonymous methods that implement functional interfaces

Local Classes

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- ❑ Classes can be defined as local elements of methods of other classes
 - ❑ Local classes typically implement an interface or extend a class, whose definition is more widely accessible
- ❑ Objects of a class local to an instance method have an implicit reference to the prime object of the method
 - By definition, the referenced object is an instance of the enclosing class
 - ❑ Objects of classes local to the body of static methods do not have an implicit reference
- ❑ Local classes have access to final local variables and final formal arguments of their enclosing method
 - ❑ Since Java 8, local classes also have access to effectively final local variables or formal arguments
 - Such variables or arguments are not explicitly qualified final, but their contents does not change during the execution of the method

Local Classes

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```
class EnclosingClass {  
  
    public void g(int x, final int y) {  
  
        class LocalClass implements SomeInterface {  
  
            public void nestedMethod() {  
                y = 100;  
                System.out.println(x);  
            }  
  
        }  
  
        SomeInterface some = new LocalClass();  
        ...  
    }  
}
```

Task 4

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Anonymous Classes



- ❑ The definition of a class and the construction of a single object can be combined in an anonymous class
 - ❑ Anonymous classes always implement an interface or extend an existing class
 - The definition of that interface or that superclass is typically more widely accessible
 - Because only a single object is needed, the nested class must not be given a name
- ❑ The definition of an anonymous class combined with the creation of an object is an expression
 - ❑ For interfaces, the entire construct has the general form:
`new InterfaceName() {...}`
 - No arguments can be involved in the construction, because interfaces do not have any constructors
 - ❑ For classes, the general form is:
`new ClassName (args) { ... }`
 - The name of the class identifies the superclass; the arguments must correspond to one of the constructors of that superclass

Anonymous Classes

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```
new SomeInterface() {  
  
    public void interfaceMethod () {  
        ...  
    }  
}  
  
new SomeClass(arg1, arg2, ...) {  
  
    public void classMethod () {  
        ...  
    }  
}
```

Task 5+6+7

Overview

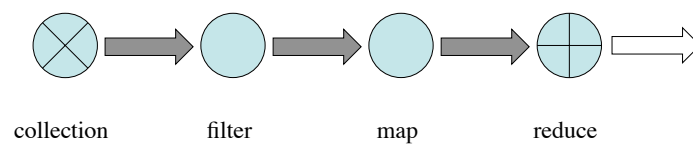
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Streams

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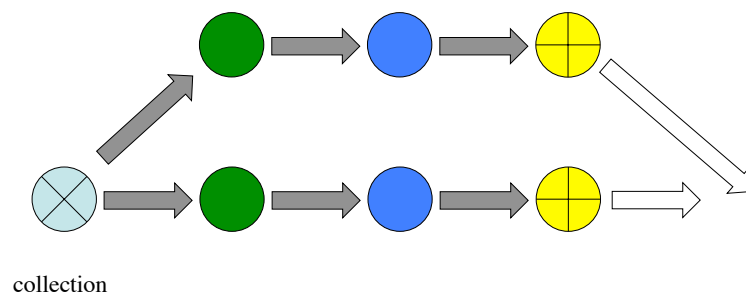
- Streams offer facilities to set up pipelines in which objects are manipulated in successive steps
 - Objects flow into the stream and are manipulated
 - Intermediate computations push their objects into another stream
 - Final computations deliver their result
 - Streams differ from collections in that they do not store their elements
 - Streams support a functional style of programming



Parallel Streams

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- Parallel streams set up several pipelines in which objects flow concurrently
 - The Java Virtual Machine may use the number of cores (processors) in deciding how many pipelines to set up



Stream Methods

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- ❑ Intermediate methods keep the stream open for further processing
 - ❑ `Stream<T> filter(Predicate<? super T> pred)`
 - Return a stream of all elements in this stream that satisfy the predicate
 - ❑ `<R> Stream<R> map(Function<? super T, ? extends R> mapper)`
 - Return a stream of the results of applying the given function to all elements in this stream
- ❑ Terminal methods finish the processing of the stream
 - ❑ `boolean allMatch(Predicate<? super T> predicate)`
 - Return whether all elements in this stream satisfy the predicate
 - ❑ `void forEach(Consumer<? super T> action)`
 - Perform the action on each element in this stream
 - ❑ `Optional<T> reduce(BinaryOperator<T> accumulator)`
 - Return a reduction of the elements of this stream using the given accumulator

External versus Internal Iteration

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- ❑ External iteration
 - ❑ The client is offered instruments to iterate over collections of objects
 - Optimizations are the client's responsibility
- ❑ Internal iteration
 - ❑ The client offers snippets of code to be executed at various stages of the computation
 - Library methods control the iteration and are able to work out optimizations such as lazy evaluation, short-circuit evaluation and parallel execution

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Functional Interfaces

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- ❑ **Functional interfaces define exactly one abstract method**
 - ❑ Lots of existing interfaces in the Java API are functional
 - Examples are `Runnable`, `Comparable<T>` and `ActionListener`
 - ❑ In Java 8, interfaces in general may in addition introduce a series of default methods
 - A default method is a method in an interface with an implementation
 - ❑ Functional interfaces may in addition override methods defined at the level of the root class `Object`
- ❑ **The annotation `@FunctionalInterface` can be used to qualify interfaces as being functional**
 - ❑ The annotation is not required for an interface to be functional
 - Interfaces with the annotation are checked to have only one abstract method

Standard Functional Interfaces



- ❑ The package `java.util.function` offers several predefined functional interfaces
 - ❑ `Predicate<T>` to check whether some object `t` satisfies some condition
 - Method: `boolean test(T t)`
 - ❑ `Function<T, R>` to compute some result `r` out of a given object `t`
 - Method: `R apply(T t)`
 - ❑ `Consumer<T>` to invoke a void method against a given object `t`
 - Method: `void accept(T t)`
 - ❑ `Supplier<T>` to produce some object `t`
 - Method: `T get()`
- ❑ Lots of both specialized and more general versions of the basic functional interfaces exist
 - ❑ Examples are `BiFunction<T, U, R>` and `DoubleFunction<R>`

Lambda expressions



- ❑ A lambda expression is some kind of anonymous function
 - ❑ Its definition starts with a comma-separated list of formal arguments enclosed in parenthesis
 - Each formal argument involves a type and a name for the argument
 - ❑ The body of a lambda expression is either a single expression or a piece of code enclosed in curly brackets
 - An arrow (`->`) separates the argument list from the body
- ❑ Lambda expressions can be assigned to variables of a functional interface type
 - ❑ The lambda expression provides the implementation of the single method of the functional interface

```
(Long a, Long b) -> a+b
```

```
(Long amount) -> { System.out.println(amount); }
```

Lambda Expressions: Shorthand

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- Types of arguments may be omitted in argument lists of lambda expressions
 - The enclosing parenthesis may be omitted for lambda expressions with a single argument
- A single void statement as the body of a lambda expression must not be enclosed in curly brackets

```
(Long a, Long b) -> a+b
```

```
(Long amount) -> + System.out.println(amount) +
```

Capturing Lambda Expressions

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- Lambda expressions have access to final local variables and final formal arguments of their enclosing method
 - Accessible local variables are either explicitly qualified **final** or they must be effectively final
 - Variables and arguments are effectively final if their value is not changed in the body of their method
- Lambda expressions that access non-static variables defined outside their body are said to be “capturing”
 - Non-capturing lambda expressions may be compiled in a more efficient way

Task 9