

Table of Contents

Java 8 - Clear and Quick Guide	1
Functional Interface	1
Lambda Expressions	1
Function and BiFunction Interface	1
Method Reference	1
Functional Interface	1
What is a Functional Interface ?	2
Lambda Expressions	3
What is a Lambda Expression?	3
Why should you use Lambda expressions ?	3
Function and BiFunction Interface	5
Function Interface	5
BiFunction Interface	6



Author: unocode

Email: unocode076@gmail.com

Git: https://github.com/unocode/java_space.git

Youtube Channel: https://www.youtube.com/channel/UCkIL5-6T1eefpG4aB-JVsTw?view_as=subscriber



Help us create more content. Hit the **like button** and **Subscribe** to the channel



With this guide I intend to teach you Java 8 in easy and clear manner.

For better clarity, follow the guide as the content is listed in Table of Contents

Java 8 - Clear and Quick Guide

Functional Interface

Lambda Expressions

Function and BiFunction Interface

Method Reference

Functional Interface

Available from Java 1.8



What you should know before learning **Lambda expressions** is the **Functional Interface**

What is a **Functional Interface** ?

An interface which has **no more than one** abstract method.

Use **@FunctionalInterface** to declare an interface as **functional interface**.

Let's see in practice:

```
package com.ung.java.functionalInterface;

/**
 * @author A.M
 * @since Java 1.8
 */
@FunctionalInterface
public interface Greeting {

    void perform(String message); ①

}

public class GreetingImpl implements Greeting {

    // usage I
    @Override
    public void perform(String message) {

        System.out.println(message);

    }

    // usage II
    public Greeting greeting() {

        return new Greeting() {

            @Override
            public void perform(String message) {

                System.out.println(message);

            }
        };

    }

}
```

```
public class Execute {

    public static void main(String[] args) {

        GreetingImpl greeting = new GreetingImpl();
        greeting.perform("Good Morning"); ②
        greeting.greeting().perform("Good Afternoon"); ③

        Greeting g = new GreetingImpl();
        g.perform("Good Night"); ④

    }
}
```

① Functional interface must have only one abstract method

② Output: Good Morning

③ Output: Good Afternoon

④ Output: Good Night

Lambda Expressions

What is a Lambda Expression?

1. Lambda expression enables functional programming

Why should you use Lambda expressions ?

1. To provide the implementation of Functional interface
2. Less coding.



This is what you need to be aware of while defining lambda expressions

1. Syntax

- **parameter** → *expression body*

2. Characteristics

- **Type declaration** → parameter type are optional
- **Parenthesis around parameter**
 - a. No need to declare a single **parameter** in **parenthesis**.
 - b. **Parentheses** are **required** for **multiple parameters**
- **Curly braces** → ` curly braces ` are optional If the **body** contain's a `single statement`
- Return keyword
 - a. The compiler automatically returns the value if the body has a single expression

- b. **Curly braces** are required to indicate that expression returns a value.

Let's see Lambda expressions in practice:

```
package com.ung.java.lambda;

@FunctionalInterface
public interface Operation {

    int perform(int x,int y);
}

@FunctionalInterface
public interface Greeting {

    String perform(String message);
}

public class Lambda {

    public static int execute (int x,int y, Operation operation) {

        return operation.perform(x, y);
    }

    public static String execute (String message, Greeting greeting) {

        return greeting.perform(message);
    }

}

public class Execute {

public static void main(String[] args) {

    // With optional parameter type
    Operation addition = (x,y)->x+y;

    // With parameter type
    Operation subtraction = (int x,int y)->x-y;

    // With curly braces
    Operation multiplication = (x,y)->{return x+y;};

    // Without curly braces and return statement
    Operation division = (int x,int y)->x/y;

    Greeting greeting = (message)-> {return message;};
}
```

```
System.out.println("addition: "+ Lambda.execute(8, 2, addition));

System.out.println("subtraction: "+ Lambda.execute(8, 2, subtraction));

System.out.println("multiplication: "+ Lambda.execute(8, 2, multiplication));

System.out.println("division: "+ Lambda.execute(8, 2, division));

System.out.println("greeting: "+ Lambda.execute("Good morning",greeting));

    }
}
```

Function and BiFunction Interface



java.util.function package contains several **functional interfaces** for general purpose, mostly used by the JDK, but also available to be used by user code as well. In this guide, I will quickly show you how to use two functional interfaces of this package. I expect that by understanding this two functional interfaces you will be able to easily work with other **functional interfaces of java.util.function package**.

Function Interface

Syntax:

Interface `Function<T,R>`

Parameters:

T → the argument to the function

R → the result of the function

EARTH

```

public class FunctionExample {

    public static void main(String[] args) {

        Planet planet = new Planet();

        //function with apply method
        Function<List<Planet>, Boolean> isEarth = planets -> planets.get(2).getName()
.equals("EARTH");

        System.out.println("is earth: "+ isEarth.apply(planet.getPlanets()));

        //function with andThen and apply method
        Function<Boolean, Planet> showDetails = check -> planet.getFeatures(check);

        System.out.println("Earth fearures: "+isEarth.andThen(showDetails).apply
(planet.getPlanets()));

    }
}

```

BiFunction Interface

Syntax:

Interface BiFunction<T,U,R>

Parameters:

T - the first argument to the function

U - the second argument to the function

R - the result of the function

Let's see BiFunction Interface in practice:

```

/**
 * Let's see some java Bifunction Interfaces
 *
 * @author A.M
 *
 */
public class BiFunctionExample {

    public static void main(String[] args) {

        // 1. BiFunction with apply

```

```

    BiFunction<String, String, String> person = (name,username)->name.concat
(username);

    String fullname = person.apply("John", " Doe");

    System.out.println("After apply: "+fullname);

    // 2. BiFunction with andThen
    Function<String, String> location = address -> address.contains("John") ?
address : null;
    String address = person.andThen(location).apply("Hauer Landstr 20", " John");

    System.out.println("andThen: "+address);

    // 3. BiFunction with compute

    System.out.println("Initial countries: "+ Planet.getCountries());

    BiFunction<Integer, String, String> newCountry = (key, country) -> country ==
null ? Planet.defaultCountry : country;

    Planet.getCountries().compute(1, newCountry);
    Planet.getCountries().compute(2, newCountry);
    Planet.getCountries().compute(5, newCountry);

    System.out.println("----- ");
    System.out.println("After compute : "+ Planet.getCountries());

    //4. BiFunction with computeIfPresent
    newCountry = (key, country) -> country.concat(Planet.defaultCountry);
    Planet.getCountries().computeIfPresent(4, newCountry);
    Planet.getCountries().computeIfPresent(7, newCountry);

    System.out.println("----- ");
    System.out.println("After computeIfPresent: "+ Planet.getCountries());

    // 5. with merge(key, value, BiFunction)

    BiFunction<String, String, String> merge = (key, country) -> country.concat
(Planet.defaultCountry);
    Planet.getCountries().merge(1, " Peru ", merge);
    Planet.getCountries().merge(2, " Brazil ", merge);
    Planet.getCountries().merge(4, " Mexico ", merge);

    // add if key does not exist
    Planet.getCountries().merge(8, " UK ", merge);

    System.out.println("HashMap using merge() => " + Planet.getCountries());

}

```

```
}
```



Author: unocode

Email: unocode076@gmail.com

Git: https://github.com/unocode/java_space.git

Youtube Channel: https://www.youtube.com/channel/UCkIL5-6T1eefpG4aB-JVsTw?view_as=subscriber



Help us create more content. Hit the **like button** and **Subscribe** to the channel