

Basic of Java





Somkiat Puisungnoen

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Intro

Software Craftsmanship

Software Practitioner at สยามช่างนาฏกิจ พ.ศ. 2556

Agile Practitioner and Technical at SPRINT3r

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Java and Bigdata



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Agenda Day 1

- All about Java Programmer mistakes
- Object-Oriented Design
- SOLID
- Workshop



Mistake of Java Programmer



Set JAVA_HOME



How to build and compile ?



Compile and Run

```
$javac -version  
$java -version
```



How to read the Java document

?

<https://docs.oracle.com/javase/8/docs/>



Build tools

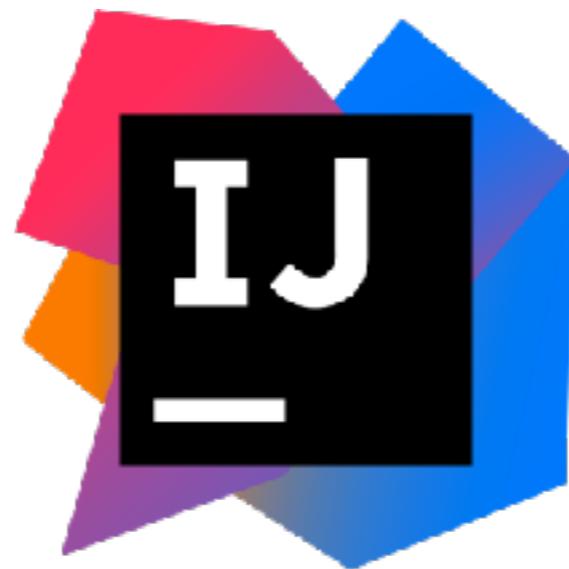


Maven™

 gradle

The Gradle logo consists of a green hexagonal icon with three curved segments in green, yellow, and orange, followed by the word "gradle" in a large, lowercase, green sans-serif font.

IDE WARs



Trust in your code ?



Your code not break anything ?



Write Unit tests

JUnit



Hello with Unit testing



Basic of Java



Basic of Java

Working with String

if-else statement

Looping => for/for each, while and do-while



Basic of Java

if-else statement

Looping => for/for each, while and do-while



Workshop online



CyberDojo

 **cyber-dojo**

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Day 2



Run your code/test in command line



Check before run !!

For Windows OS

```
$echo %JAVA_HOME%
```

For Mac/Linux

```
$echo $JAVA_HOME
```



Run test with maven

\$mvnw clean test



Build JAR file with maven

\$mvnw clean package



Try to compile and win without Apache Maven



Compile

```
$javac -s src/main/java -d your_target  
src/main/java/com/example/demo/HelloDay2.java
```

-s = folder of source code

-d = folder of class files (destination)



Run

```
$java -cp your_target  
com.example.demo.HelloDay2
```

-cp = classpath of class/JAR files



Code Smell & Refactoring

<https://sourcemaking.com/refactoring/smells>



Code Smell



Code Smell



“Bad Code Smells are symptoms of poor design or implementation choices”

[Martin Fowler]



Code Smell Workshop

<https://github.com/emilybache/Tennis-Refactoring-Kata>



Composition over Inheritance

https://en.wikipedia.org/wiki/Composition_over_inheritance



Composition over Inheritance

HAS-A

IS-A



Source code management



Download and Install Git

The screenshot shows the official Git website at <https://git-scm.com/>. At the top, the Git logo is displayed with the tagline "distributed-is-the-new-centralized". A search bar is located in the top right corner. Below the header, there is a brief introduction to Git's distributed nature and its performance advantages over other systems like Subversion and CVS. A call-to-action button "Learn Git in your browser for free with Try Git." is present. To the right, a diagram illustrates the distributed nature of Git with multiple repositories connected by red lines. The main content area features several cards with links to "About", "Documentation", "Downloads", and "Community". On the right side, a large card highlights the "Latest source Release 2.18.0" with a "Release Notes (2018-06-21)" link and a "Download 2.17.1 for Mac" button.

git --distributed-is-the-new-centralized

Search entire site...

Git is a **free and open source** distributed version control system designed to handle everything from small to very large projects with speed and efficiency.

Git is **easy to learn** and has a **tiny footprint with lightning fast performance**. It outclasses SCM tools like Subversion, CVS, Perforce, and ClearCase with features like **cheap local branching**, convenient staging areas, and **multiple workflows**.

Learn Git in your browser for free with [Try Git.](#)

About
The advantages of Git compared to other source control systems.

Documentation
Command reference pages, Pro Git book content, videos and other material.

Downloads
GUI clients and binary releases for all major platforms.

Community
Get involved! Bug reporting, mailing list, chat, development and more.

Latest source Release
2.18.0
Release Notes (2018-06-21)
[Download 2.17.1 for Mac](#)

<https://git-scm.com/>



Git command line

\$git status

\$git init

\$git add <file>

\$git commit -m “Reason to commit”

\$git push <remote> <local branch>

\$git pull <remote> <local branch>

\$git remote add <name> <url>



Create repository at Github

Create a new repository

A repository contains all the files for your project, including the revision history.

Owner Repository name

 up1 / sample ✓

Great repository names are short and memorable. Need inspiration? How about [bookish-octo-tribble](#).

Description (optional)

 **Public**
Anyone can see this repository. You choose who can commit.

 **Private**
You choose who can see and commit to this repository.

Initialize this repository with a README
This will let you immediately clone the repository to your computer. Skip this step if you're importing an existing repository.

Add .gitignore: **None** | Add a license: **None** ⓘ

Create repository



Create already

The screenshot shows a GitHub repository page for 'up1 / sample'. The top navigation bar includes links for Code, Issues (0), Pull requests (0), Projects (0), Wiki, Insights, and Settings. A 'Unwatch' button with a count of 1 is also present. The main content area features a 'Quick setup — if you've done this kind of thing before' section with options to 'Set up in Desktop' or choose between HTTPS and SSH, providing the URL <https://github.com/up1/sample.git>. Below this, a note says 'We recommend every repository include a [README](#), [LICENSE](#), and [.gitignore](#)'. Further down, instructions for creating a new repository on the command line are provided, enclosed in a red box:

```
echo "# sample" >> README.md
git init
git add README.md
git commit -m "first commit"
git remote add origin https://github.com/up1/sample.git
git push -u origin master
```



Working with Git



1. Create repos on your folder

```
$git init
```



2. Add file/folder to git repos

\$git add <filename>

\$git add <folder>



3. Commit your change

```
$git commit -m "<message>"
```



4. Add remote repository

\$git remote add <name> <remote url>

\$git remote add **origin** **https://github.com/up1/sample.git**



5. Push your change to remote repos

```
$git push origin master
```

And check your code at github.com



Day 3



OOP with Harry Potter



Design

Book

BookItem

Order

PriceCalculator

DiscountCalculator



Properties/Behaviors

Book

BookItem

Order

PriceCalculator

DiscountCalculator



Relationships ?

Book

BookItem

Order

PriceCalculator

DiscountCalculator



Develop



Develop

1. Create book class
2. Create Order class
3. Create BookItem class
4. Create Price Calculator
5. Create Discount Calculator



1. Create Book



How to create instance ?

1. With constructor
2. With Creation Method
3. With Builder pattern



Create Book

```
@Test
```

```
public void createBookWithConstructor() {
```

```
    Book book1 = new Book("H1", 8, 2);
```

```
}
```

```
@Test
```

```
public void createBookWithCreationMethod() {
```

```
    Book book1 = Book.createHarryPotterOne();
```

```
    Book book2 = Book.createHarryPotterTwo();
```

```
}
```

```
@Test
```

```
public void createBookWithBuilderPattern() {
```

```
    Book book1 = new BookBuilder()
```

```
        .setPrice(8)
```

```
        .setName("H1")
```

```
        .build();
```

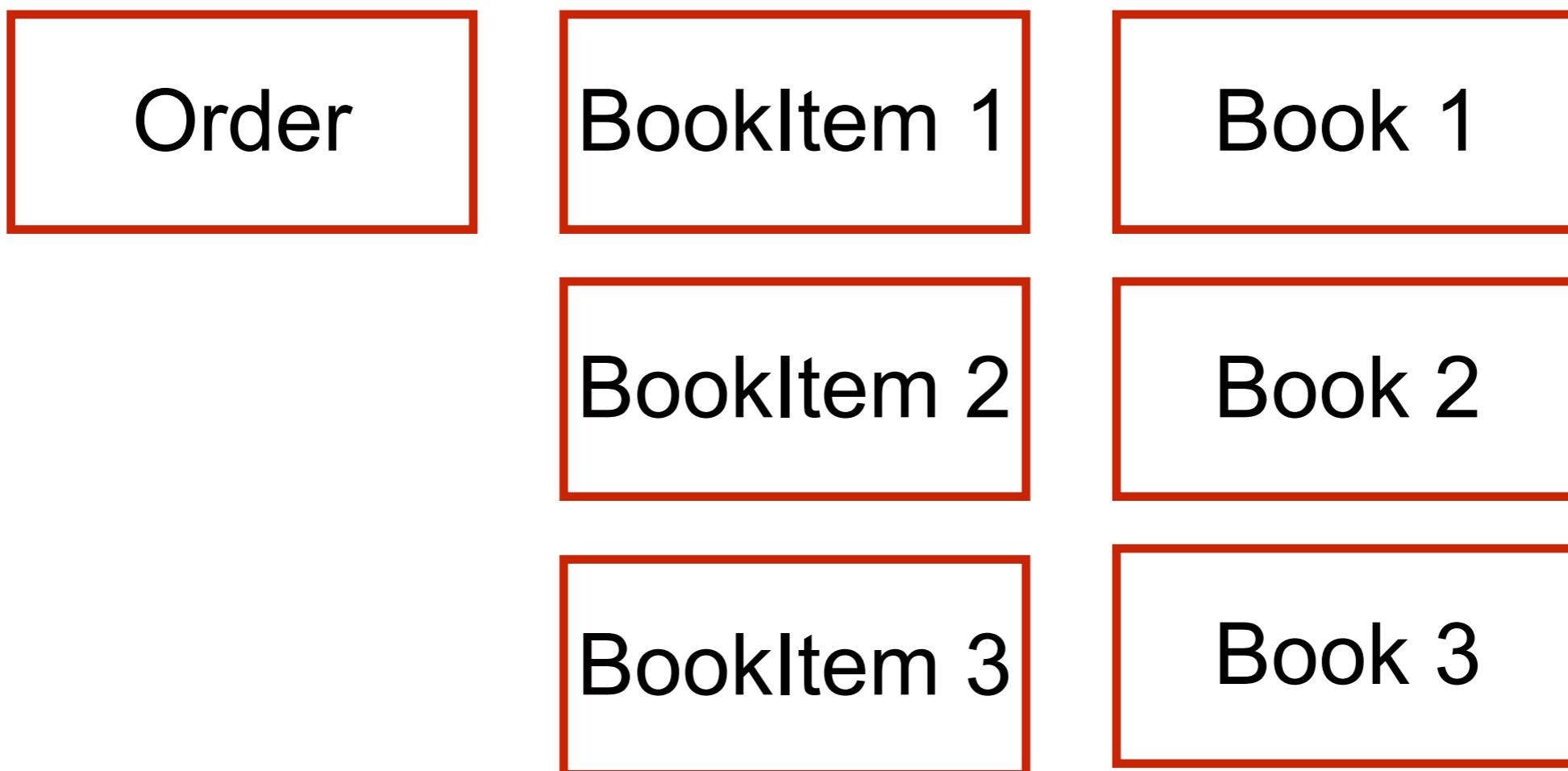


2. Create Order



Create Order

One order can have 0-N item(s)



Start with Empty Order

```
@Test  
public void createEmptyOrder() {  
    Order order = new Order();  
    order.process();  
    assertEquals(0, order.getBookAmount());  
    assertEquals(0, order.getTotalPrice(), 0.00);  
    assertEquals(0, order.getDiscount(), 0.00);  
    assertEquals(0, order.getNetPrice(), 0.00);  
}
```



Order with 1 item

```
@Test  
public void createOrderWithOneBook() {  
    Book book1 = new Book("H1", 8, 2);  
    BookItem bookItem = new BookItem(book1, 1);  
    Order order = new Order();  
    order.addItem(bookItem);  
    order.process();  
  
    assertEquals(1, order.getBookAmount());  
    assertEquals(8, order.getTotalPrice(), 0.00);  
    assertEquals(0, order.getDiscount(), 0.00);  
    assertEquals(8, order.getNetPrice(), 0.00);  
}
```



Order with 2 item = 5%

```
@Test  
public void createOrderWithTwoBook() {  
    Book book1 = new Book("H1", 8, 2);  
    Book book2 = new Book("H2", 8, 2);  
    BookItem bookItem1 = new BookItem(book1, 1);  
    BookItem bookItem2 = new BookItem(book2, 1);  
    Order order = new Order();  
    order.addItem(bookItem1);  
    order.addItem(bookItem2);  
    order.process();  
  
    assertEquals(2, order.getBookAmount());  
    assertEquals(16, order.getTotalPrice(), 0.00);  
    assertEquals("Discount not correct", 16 * 0.05, order.getDiscount(), 0.00);  
    assertEquals(16 - (16 * 0.05), order.getNetPrice(), 0.00);  
}
```



3. Create BookItem



4. Price Calculation



5. Discount Calculation



SOLID principle



SOLID principle



SOLID

Software development is not a Jenga game.



1. Single Responsibility Principle

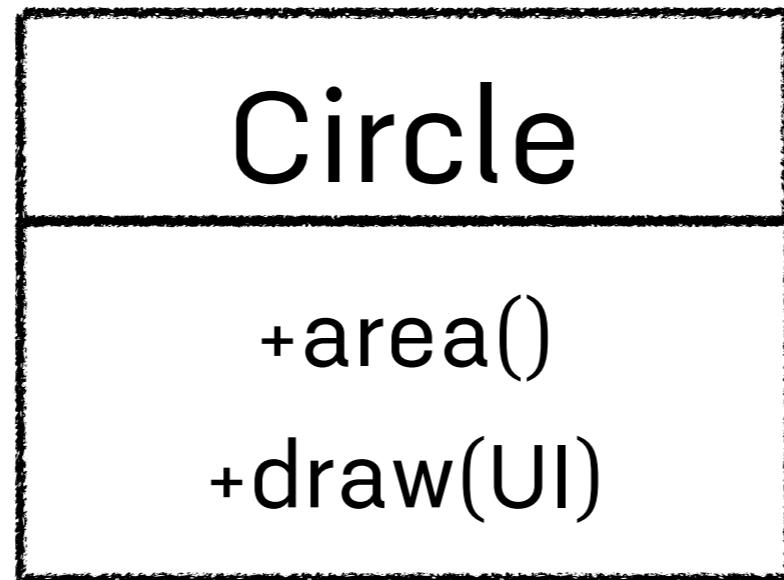


Single Responsibility Principle

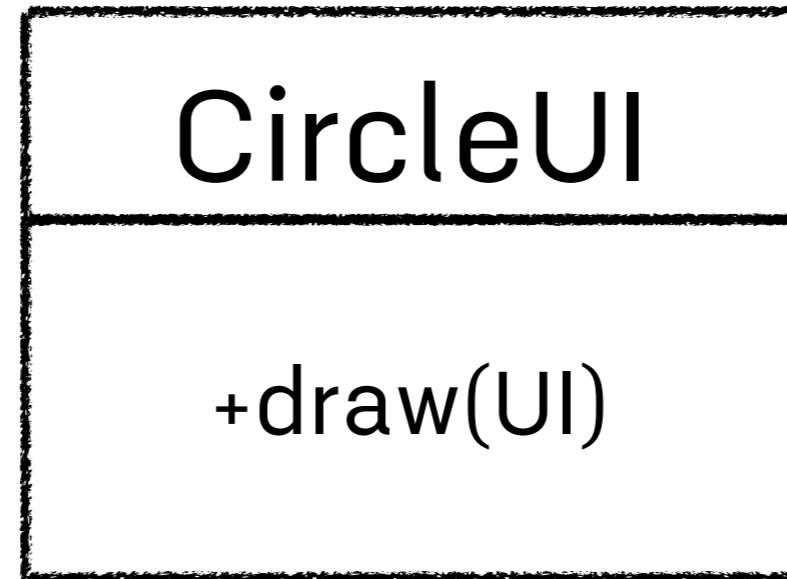
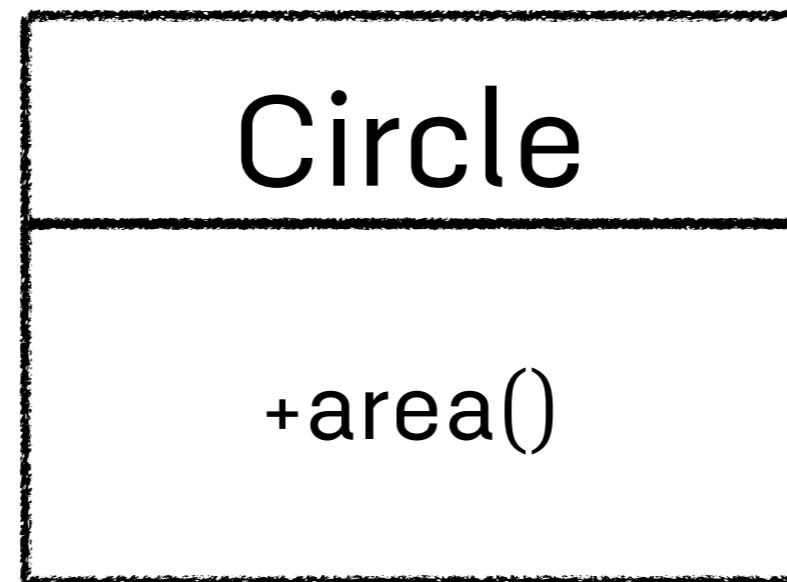
Just because you *can* doesn't mean you *should*.



Example



Example



2. Open-Closed Principle



Example

DrawingEditor

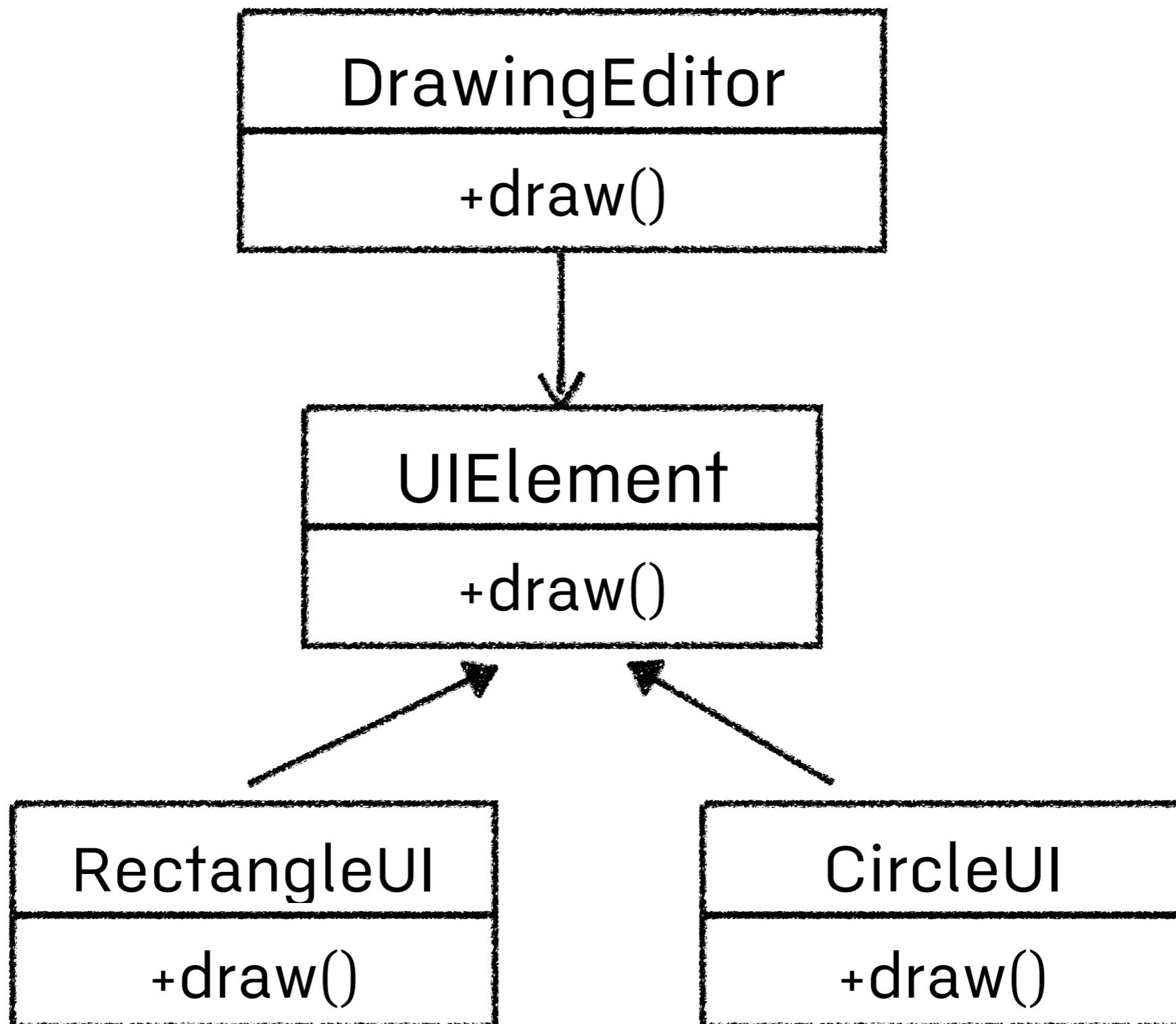
+draw()

-drawCircle()

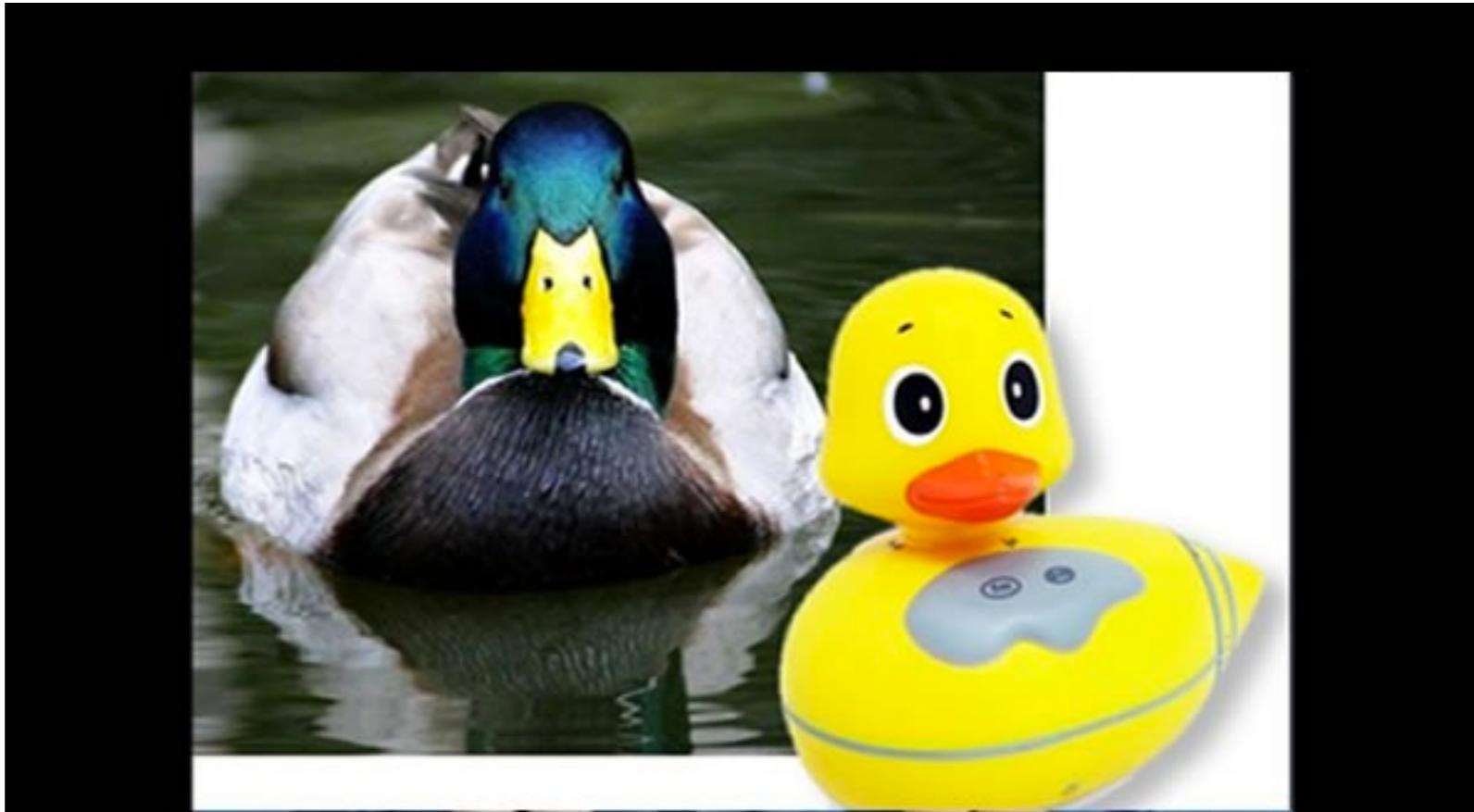
-drawRectangle()



Example



3. Liskov Substitution Principle

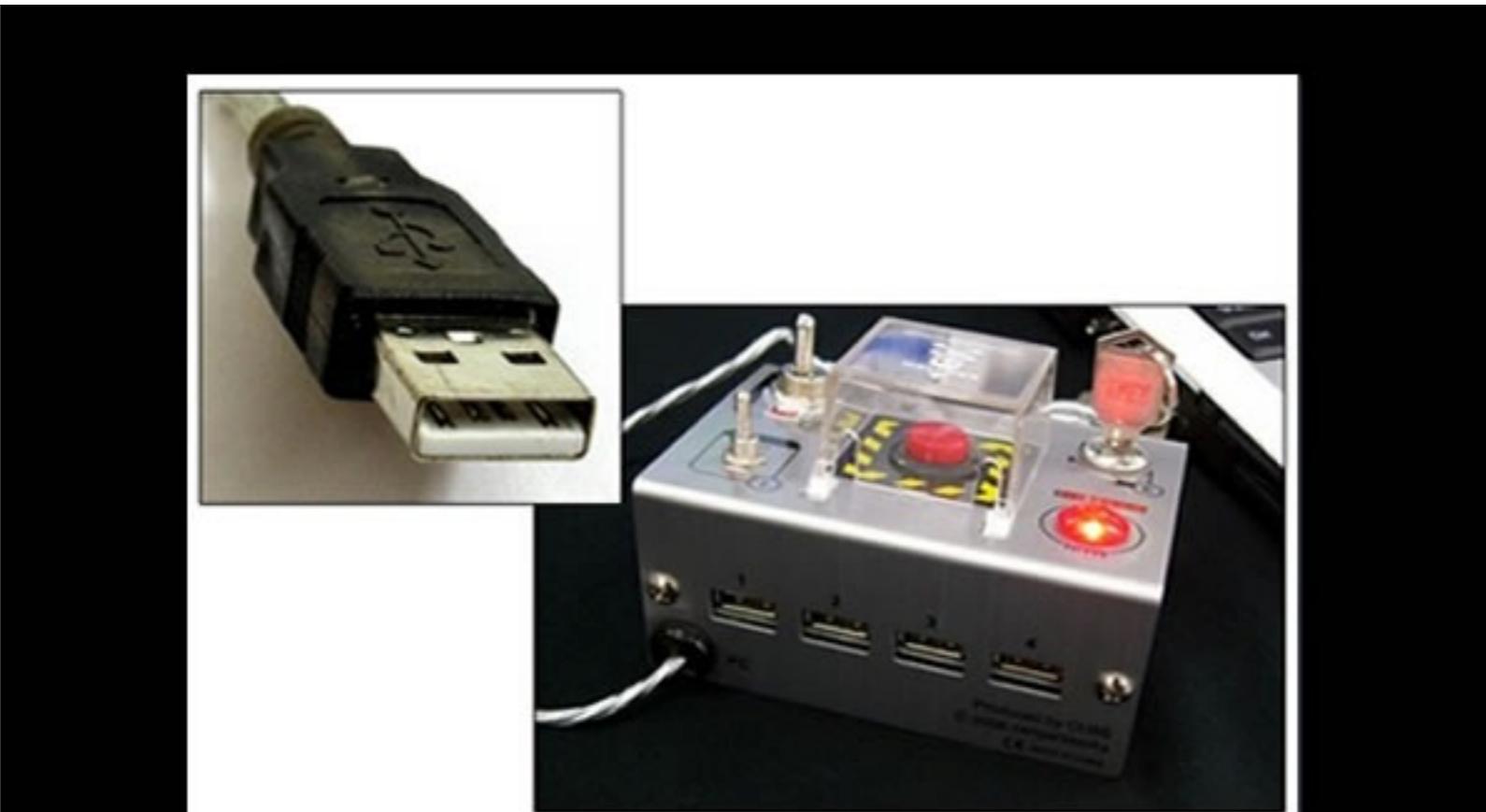


Liskov Substitution Principle

If it looks like a duck and quacks like a duck but needs batteries,
you probably have the wrong abstraction.



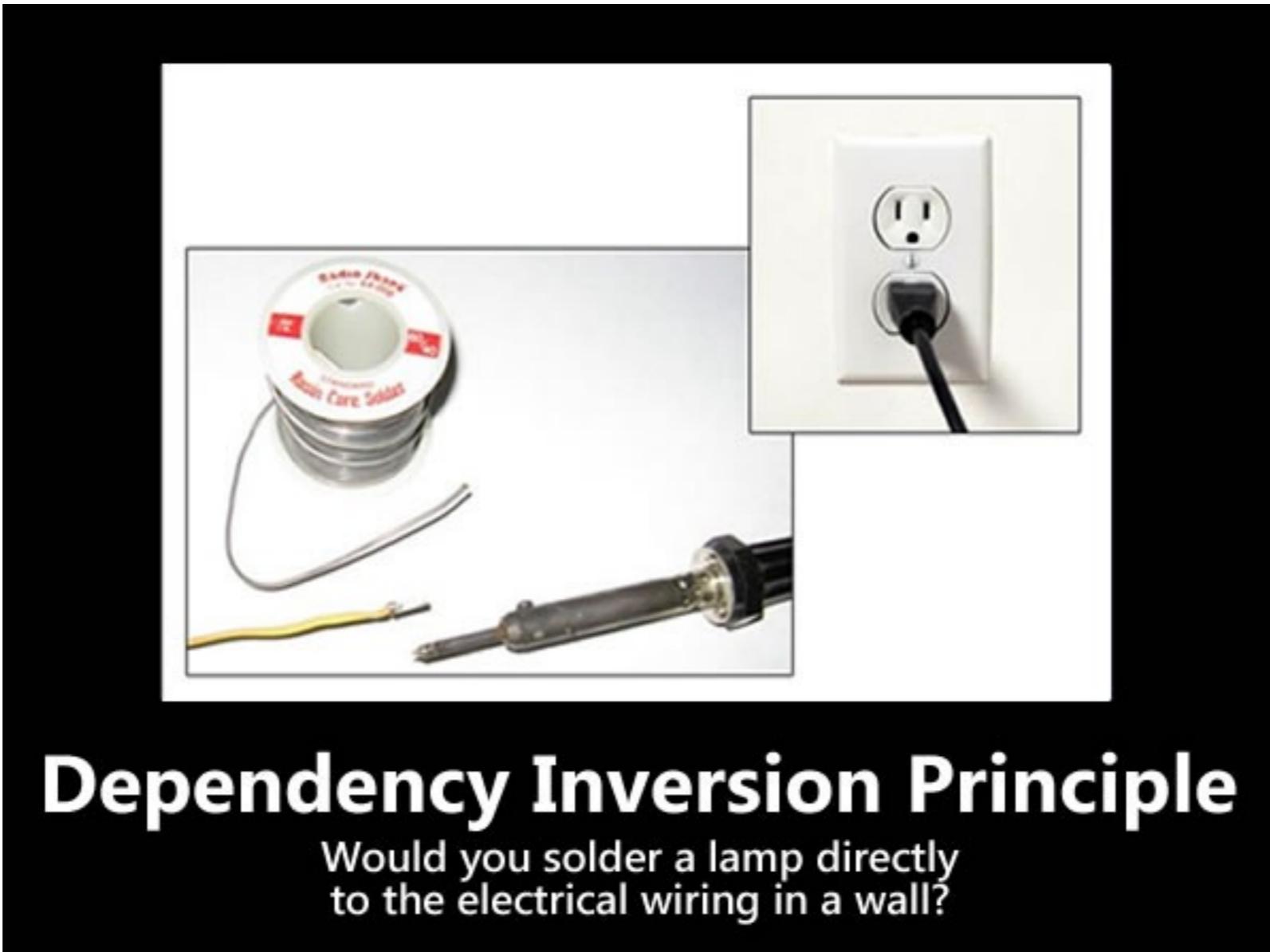
4. Interface Segregation Principle



Interface Segregation Principle
You want me to plug this in *where?*



5. Dependency Inversion Principle

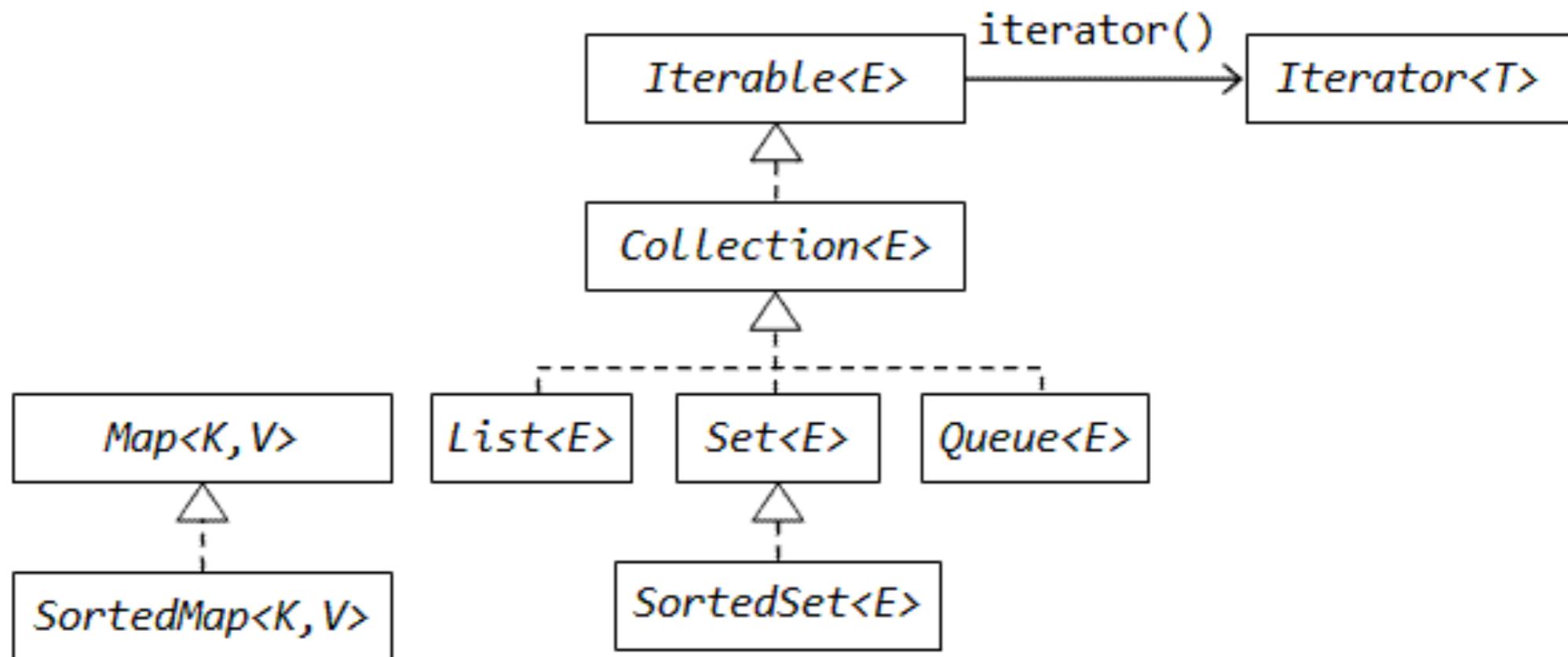


Java Collection Framework

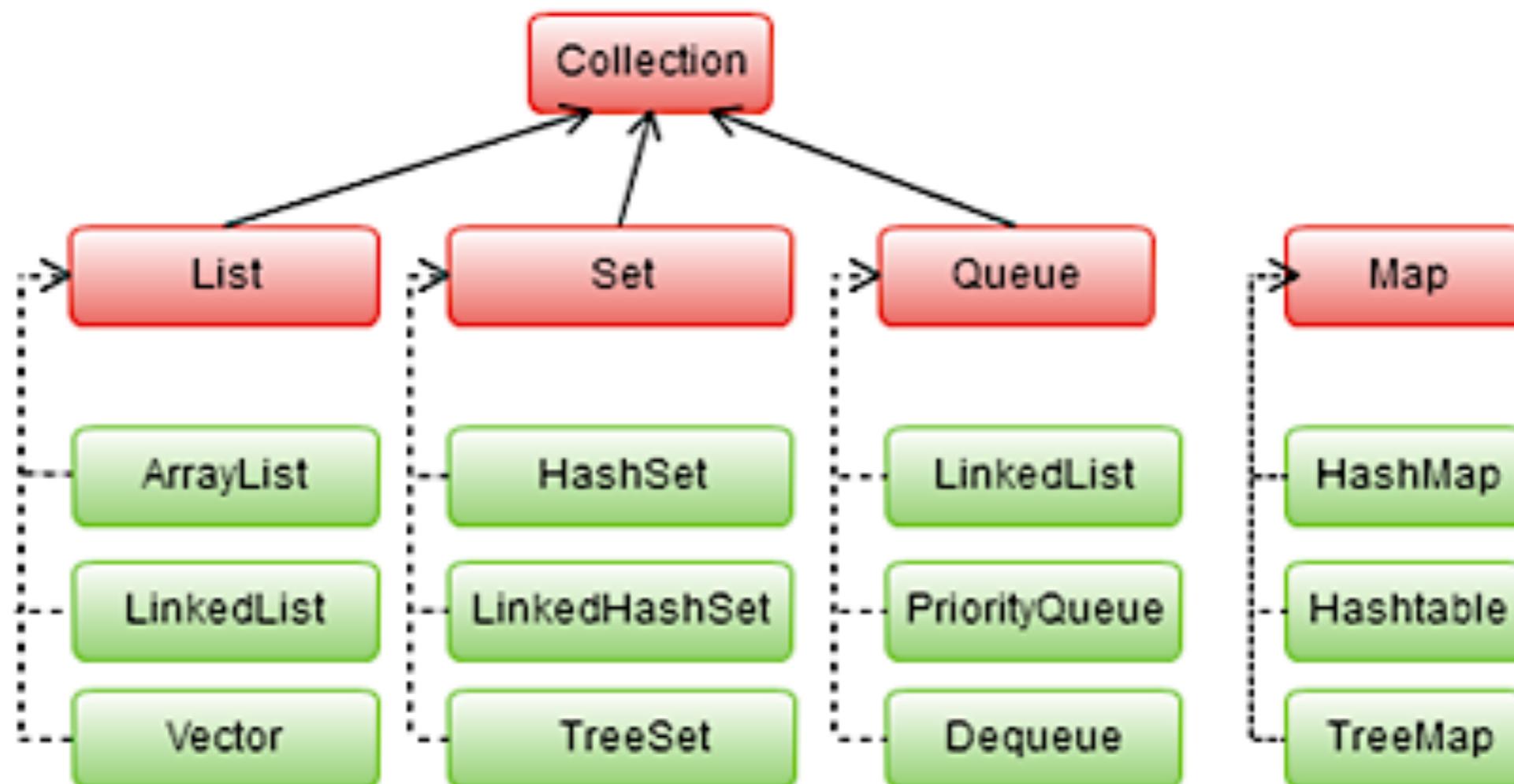
<https://docs.oracle.com/javase/8/docs/technotes/guides/collections/overview.html>



Java Collection Framework



Java Collection Framework



Notable Java collections libraries

Fastutil

<http://fastutil.dl.unimi.it/>

Fast & compact type-specific collections for Java
Great default choice for collections of primitive types, like int or long. Also handles big collections with more than 2^{31} elements well.

Guava

<https://github.com/google/guava>

Google Core Libraries for Java 6+
Perhaps the default collection library for Java projects. Contains a magnitude of convenient methods for creating collection, like fluent builders, as well as advanced collection types.

Eclipse Collections

<https://www.eclipse.org/collections/>

Features you want with the collections you need
Previously known as gs-collections, this library includes almost any collection you might need: primitive type collections, multimap, bidirectional maps and so on.

JCTools

<https://github.com/JCTools/JCTools>

Java Concurrency Tools for the JVM.
If you work on high throughput concurrent applications and need a way to increase your performance, check out JCTools.

What can your collection do for you?

Collection class	Thread-safe alternative	Your data				Operations on your collections					
		Individual elements	Key-value pairs	Duplicate element support	Primitive support	FIFO	Sorted	LIFO	Perform 'contains' check	By key	By value
HashMap	ConcurrentHashMap	✗	✓	✗	✗	✗	✗	✗	✓	✓	✗
HashBiMap (Guava)	Maps.synchronizedBiMap (new HashBiMap())	✗	✓	✗	✗	✗	✗	✗	✓	✓	✓
ArrayListMultimap (Guava)	Maps.synchronizedMultiMap (new ArrayListMultimap())	✗	✓	✓	✗	✗	✗	✗	✓	✓	✗
LinkedHashMap	Collections.synchronizedMap (new LinkedHashMap())	✗	✓	✗	✗	✓	✗	✗	✓	✓	✗
TreeMap	ConcurrentSkipListMap	✗	✓	✗	✗	✗	✓	✗	✓*	✓*	✗
Int2IntMap (Fastutil)		✗	✓	✗	✓	✗	✗	✗	✓	✓	✓
ArrayList	CopyOnWriteArrayList	✓	✗	✓	✗	✓	✗	✓	✗	✗	✓
HashSet	Collections.newSetFromMap (new ConcurrentHashMap<>())	✓	✗	✗	✗	✗	✗	✗	✓	✗	✓
IntArrayList (Fastutil)		✓	✗	✓	✓	✓	✓	✓	✓	✗	✓
PriorityQueue	PriorityBlockingQueue	✓	✗	✓	✗	✗	✓**	✗	✗	✗	✗
ArrayDeque	ArrayBlockingQueue	✓	✗	✓	✗	✓**	✗	✓**	✗	✗	✗

* $O(\log n)$ complexity, while all others are $O(1)$ - constant time

** when using Queue interface methods: offer() / poll()

How fast are your collections?

Collection class	Random access by index / key	Search / Contains	Insert
ArrayList	$O(1)$	$O(n)$	$O(n)$
HashSet	$O(1)$	$O(1)$	$O(1)$
HashMap	$O(1)$	$O(1)$	$O(1)$
TreeMap	$O(\log(n))$	$O(\log(n))$	$O(\log(n))$

Remember, not all operations are equally fast. Here's a reminder of how to treat the Big-O complexity notation:

$O(1)$ - constant time, really fast, doesn't depend on the size of your collection

$O(\log(n))$ - pretty fast, your collection size has to be extreme to notice a performance impact

$O(n)$ - linear to your collection size: the larger your collection is, the slower your operations will be

BROUGHT TO YOU BY
JRebel

http://files.zeroturnaround.com/pdf/zt_java_collections_cheat_sheet.pdf



Types of Error in Java

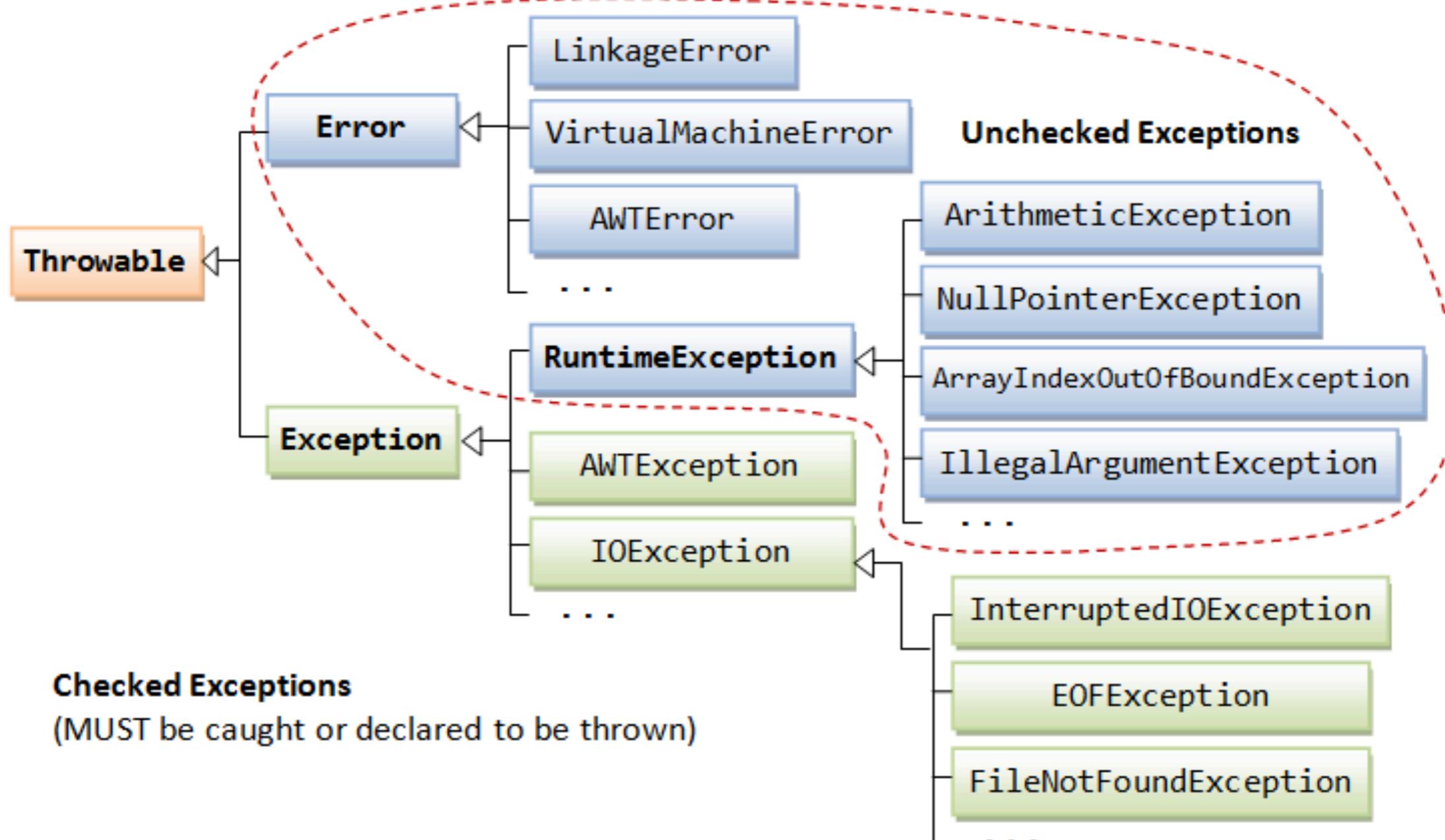


Types of Errors

- Compile-time errors
- Runtime errors
- Logical errors



Exception classes



Features in Java 8



Java 5 (Tiger) in 2005

Largest change of Java

Generic

Enhance for-loop

Annotation

Type-safe enumeration

Concurrency enhancement (AtomicInteger)



10 years later ...



Java 8 is Massive changes !!



Java 8 Best Practices Cheat Sheet



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Default methods

Evolve interfaces & create traits

```
// Default methods in interfaces
@FunctionalInterface
interface Utilities {
    default Consumer<Runnable> m() {
        return (r) -> r.run();
    }

    // default methods, still functional
    Object function(Object o);
}

class A implements Utilities { // implement
    public Object function(Object o) {
        return new Object();
    }

    // call a default method
    Consumer<Runnable> n = new A().m();
}
}
```

Traits: 1 default method per interface
Don't enhance functional interfaces
Only conservative implementations

Lambdas

Syntax:

```
(parameters) -> expression
(parameters) -> { statements; }
```

```
// takes a Long, returns a String
Function<Long, String> f = (l) -> l.toString();

// takes nothing gives you Threads
Supplier<Thread> s = Thread::currentThread;

// takes a string as the parameter
Consumer<String> c = System.out::println;

// use them with streams
new ArrayList<String>().stream();

// peek: debug streams without changes
peek(e -> System.out.println(e));

// map: convert every element into something
map(e -> e.hashCode());

// filter: pass some elements through
filter(e -> ((e.hashCode() % 2) == 0));

// collect all values from the stream
collect(Collectors.toCollection(TreeSet::new))
```

java.util. Optional

A container for possible null values

```
// Create an optional
Optional<String> optional =
Optional.ofNullable(a);

// process the optional
optional.map(s -> "RebellLabs:" + s);

// map a function that returns Optional
optional.flatMap(s -> Optional.ofNullable(s));

// run if the value is there
optional.ifPresent(System.out::println);

// get the value or throw an exception
optional.get();

// return the value or the given value
optional.orElse("Hello world!");

// return empty Optional if not satisfied
optional.filter(s -> s.startsWith("RebellLabs"));
```

Rules of Thumb

Expressions over statements
Refactor to use method references
Chain lambdas rather than growing them

Fields - use plain objects
Method parameters, use plain objects
Return values - use Optional
Use `orElse()` instead of `get()`

http://files.zeroturnaround.com/pdf/zt_java8_best_practices.pdf



Day 4



Day 5



Java Developer should learn 2018

<https://dzone.com/articles/5-things-java-programmer-should-learn-in-2018>



Coding everyday (2 hours)



Participate coding challenges



Try new version of Java



Learn Java performance tuning



Learn Spring Framework



Write Unit tests



Profiling your app once a month



Learn new JVM languages

