

Concise Java to Scala

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Packages and Imports

Java	Scala
<code>package name; // must be first thing in file</code>	<code>package name // Can go anywhere</code>
<code>import package.class;</code>	<code>import package.class, import package.object</code>
<code>import package.class.*;</code>	<code>import package.class._</code>
<code>import static package.class;</code>	<code>// All Scala imports are static</code>
<code>// No Java equivalent</code>	<code>import package.{class, object} // Import selected items</code>
<code>// No Java equivalent</code>	<code>import package.{class => name} // Import and rename</code>
<code>// No Java equivalent</code>	<code>import package.{class => _} // Import all except</code>

Classes, Constructors, Setters and Getters

Java	Scala
<pre> class Foo extends Bar implements Baz { private int n; private double x; private String s; public Foo(int n, double x, String s) { this.n = n; this.x = x; this.s = s; } public Foo(int n) { this(2 * n, 0.0, "abc") } public int getN() { return n; } public double getX() { return x; } public void setX(double x) { this.x = x; } } </pre>	<pre> class Foo(val n: Int, var x: Double, s: String) extends Bar with Baz { // The above defines the class and saves the // arguments as instance variables. def this(n: Int) { this(2 * n, 0.0, "abc") } // To create an instance of Foo, // say foo = new Foo(1, 2.0, "abc") // n is val, so it has a getter // To call the getter for foo, say foo.n // x is var, so it has both a getter and a setter // To set foo.x to 3.5, say foo.x = 3.5 // s is neither val nor var, so it has no getter // and no setter } </pre>

Interfaces and Traits

Java	Scala
<pre> interface Bar { double fiddle(int n); int triple(int n); } </pre>	<pre> trait Bar { def fiddle(n: Int): Double def triple(n: Int) = 3 * n } // Traits may contain complete functions // If result type is obvious, no need to declare it </pre>

Types and Type Declarations

Java	Scala
These are primitives: <code>double</code> , <code>float</code> , <code>byte</code> , <code>char</code> , <code>short</code> , <code>int</code> , <code>long</code> , <code>boolean</code>	These are objects (superclass <code>AnyVal</code>): <code>Double</code> , <code>Float</code> , <code>Byte</code> , <code>Char</code> , <code>Short</code> , <code>Int</code> , <code>Long</code> , <code>Boolean</code>
<code>ObjectType<ContentType, ContentType, ...></code>	<code>ObjectType[ContentType, ContentType, ...]</code>
<code>// Use interface in java.util.function</code>	<code>(type, ..., type) => returnType</code>
<code>// No equivalent</code>	<code>type name = type // Gives a name to a type</code>

<code>final int MAX = 100; int count = 0;</code>	<code>val max = 100 -- vals are immutable var count = 0 var count: Int = 0 -- ok to explicitly declare the type</code>
<code>int count;</code>	<code>// No equivalent, variables must have a value</code>
<code>String[] languages = {"C", "C++", "Java", "Scala"};</code>	<code>var languages = Array("C", "C++", "Java", "Scala")</code>
<code>import java.util.LinkedList; ... LinkedList list = new LinkedList(); list.add("C"); list.add("C++"); list.add("Java"); list.add("Scala"); ... // Approximately 70 methods defined on lists</code>	<code>var list = List("C", "C++", "Java", "Scala") // Approximately 170 methods defined on lists</code>
<code>import java.util.HashMap; ... HashMap<String, Int> map = new HashMap<>; map.put("Dick", 8); map.put("Jane", 6); ... age = map.get("Dick");</code>	<code>var map = Map("Dick" -> 8, "Jane" -> 6) ... age = map("Dick")</code>
<code>// Java does not have tuples</code>	<code>("Mary", 12)</code>
<code>null</code>	Scala has <code>null</code> only so it can interact with Java Otherwise use type <code>Option[<i>type</i>]</code> with values <code>Some(<i>value</i>)</code> or <code>None</code>
<code>void // only as a method return type</code>	<code>() // The "unit" value</code>
<code>(x, y) -> (x + y) / 2</code>	<code>(x, y) => (x + y) / 2</code>

Operators

Java	Scala
<code>! ~ * / % + - << >> >>> < > <= >= == != & ^ && </code>	<code>! ~ * / % + - << >> >>> < > <= >= == != & ^ && </code>
<code>= + -= *= /= %<= >= >>= &= ^= !=</code>	<code>= + -= *= /= %<= >= >>= &= ^= !=</code>
<code>c ? x : y</code>	<code>if c then x else y</code>
<code>++ --</code>	<code>// Deliberately omitted from Scala</code>

Statements and Expressions

Strictly speaking, Scala does not have statements, only expressions. However, many of the following Scala expressions return `()`, the "unit" value. In this table I use "statement" to indicate that `()` is returned.

Java	Scala
<code>{ <i>statements</i> }</code>	<code>{ <i>expressions</i> } // value is last expression evaluated</code>
<code>if (<i>condition</i>) <i>statement</i> else if (<i>condition</i>) <i>statement</i> else <i>statement</i></code>	<code>if (<i>condition</i>) <i>expression</i> else if (<i>condition</i>) <i>expression</i> else <i>expression</i>// value is last expression evaluated</code>
<code>while (<i>condition</i>) <i>statement</i> do { <i>statements</i> } while (<i>condition</i>)</code>	<code>while (<i>condition</i>) <i>statement</i> do { <i>statements</i> } while (<i>condition</i>)</code>
<code>for (<i>initialization</i>; <i>test</i>; <i>increment</i>) <i>statement</i></code>	<code>for (<i>generators/guards</i>) <i>statement</i> // generators are <i>variable <- sequence</i> // for <i>sequence</i> use <i>list</i>, <i>array</i>, <i>min</i> to <i>max</i>, <i>min</i> until <i>max</i> // guards are <i>if condition</i> // must begin with a generator</code>
<code>continue break</code>	<code>// No immediate Scala equivalent // Can be implemented (slowly) with Exceptions // Consider using a filter instead</code>
<code>// No Java equivalent</code>	<code><i>expression</i> match { case <i>pattern1</i> => <i>expression1</i> case <i>pattern2</i> if <i>condition</i> => <i>expression2</i> ... case <i>patternN</i> => <i>expressionN</i></code>

	<pre> } /* Patterns can be literal values, variables, underscores, sequences, tuples, options, typed patterns, name of a case class, or regular expressions */ </pre>
<pre> return; </pre>	<pre> return value // must supply a value // If used, function must declare return type </pre>
<pre> try { statements } catch (ExceptionType variable) { statements } ... catch (ExceptionType variable) { statements } finally { statements } } </pre>	<pre> try { expressions } catch { case name: Exception => { expressions } ... case name: Exception => { expressions } } finally { statements } // Consider having the expressions return an Option type </pre>

Method/Function Definitions

Java	Scala
<pre> returnType methodName(type arg, ..., type arg) {...} // Methods must be declared at top level within a class </pre>	<pre> def functionName(arg: Type, ..., arg: Type): returnType = {...} /* returnType may be omitted if function is not recursive and does not contain return statements */ </pre>
<pre> void methodName(type arg, ..., type arg) {...} </pre>	<pre> def functionName(arg: Type, ..., arg: Type): returnType {...} // Note the absence of = </pre>
<pre> returnType methodName(type arg, ..., type... arg) {...} // Last argument is received as an array </pre>	<pre> def functionName(arg: Type, ..., arg: Type*): returnType = {...} // Last argument is received as a Seq </pre>
<pre> // Java does not have default arguments // Both Java and Scala may have overloaded methods </pre>	<pre> def functionName(..., arg: Type=value): returnType = {...} // Rightmost arguments may have default values </pre>
<pre> // Java does not have named arguments </pre>	<pre> // You can call with named arguments, as // functionName(name=value, ...) </pre>