

# Java Streams: Avoiding Common Programming Mistakes

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# Learning Objectives in this Part of the Lesson

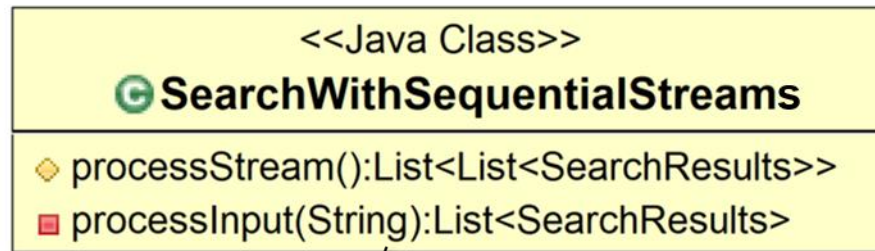
- Know how to apply sequential streams to the SearchStreamGang program
- Recognize how a Spliterator is used in SearchWithSequentialStreams
- Understand the pros & cons of the SearchWithSequentialStreams class
- Learn how to avoid common streams programming mistakes



See [blog.jooq.org/2014/06/13/java-8-friday-10-subtle-mistakes-when-using-the-streams-api](http://blog.jooq.org/2014/06/13/java-8-friday-10-subtle-mistakes-when-using-the-streams-api)

# Learning Objectives in this Part of the Lesson

- Know how to apply sequential streams to the SearchStreamGang program
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- Understand the pros & cons of the SearchWithSequentialStreams class
- Learn how to avoid common streams programming mistakes



*We discuss several examples in this lesson, including SearchWithSequentialStreams.*

See [streamgangs/SearchWithSequentialStreams.java](#)

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# Avoiding Common Streams Programming Mistakes

# Avoiding Common Streams Programming Mistakes

- Don't forget the terminal operation!

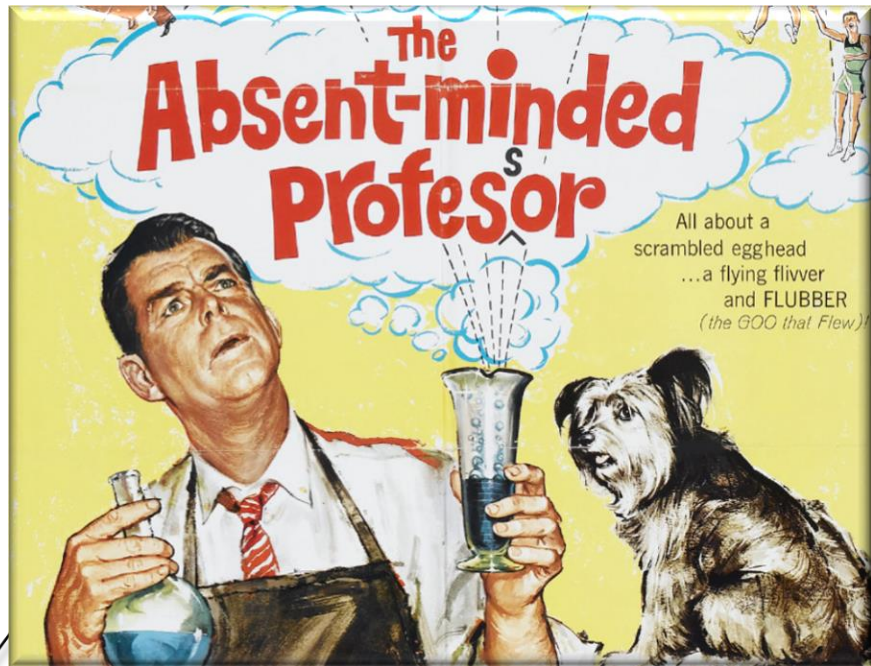
```
List<CharSequence> input =  
    getInput();
```

```
Stream<List<SearchResults>> input  
    .stream()
```

```
    .map(this::processInput);
```

**MISSING**

*This is an all-to-common beginner mistake..*

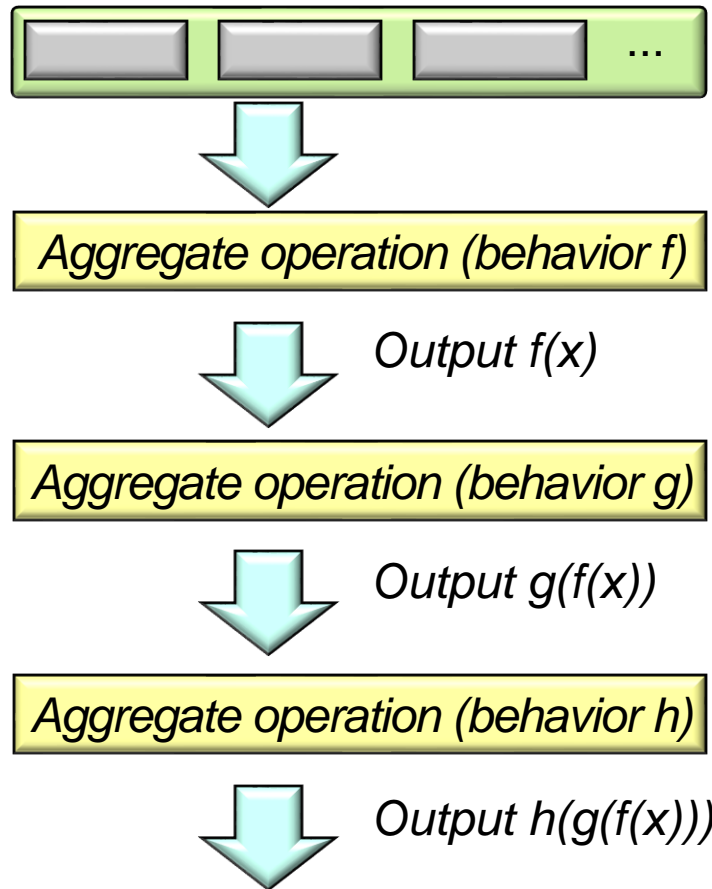


See [streamgangs/SearchWithSequentialStreams.java](#)

# Avoiding Common Streams Programming Mistakes

- Only traverse a stream once

One  
Life  
One  
Chance



# Avoiding Common Streams Programming Mistakes

- Only traverse a stream once

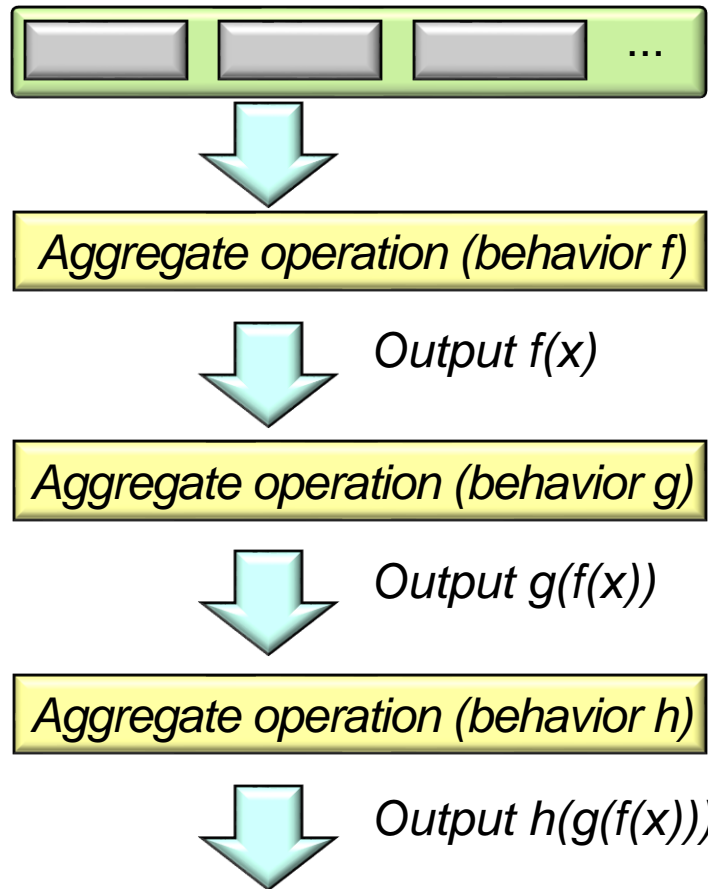
```
List<CharSequence> input =  
    getInput();
```

```
Stream<List<SearchResults>> s = input  
    .stream()
```

```
    .map(this::processInput);
```

```
s.forEach(System.out::println);  
s.forEach(System.out::println);
```

*Duplicate calls are invalid!*



# Avoiding Common Streams Programming Mistakes

- Only traverse a stream once

```
List<CharSequence> input =  
    getInput();
```

```
Stream<List<SearchResults>> s = input  
    .stream()
```

```
    .map(this::processInput);
```

```
s.forEach(System.out::println);
```

```
s.forEach(System.out::println);
```

*Throws `java.lang.IllegalStateException`*



*Aggregate operation (behavior f)*



*Output  $f(x)$*

*Aggregate operation (behavior g)*



*Output  $g(f(x))$*

*Aggregate operation (behavior h)*



*Output  $h(g(f(x)))$*

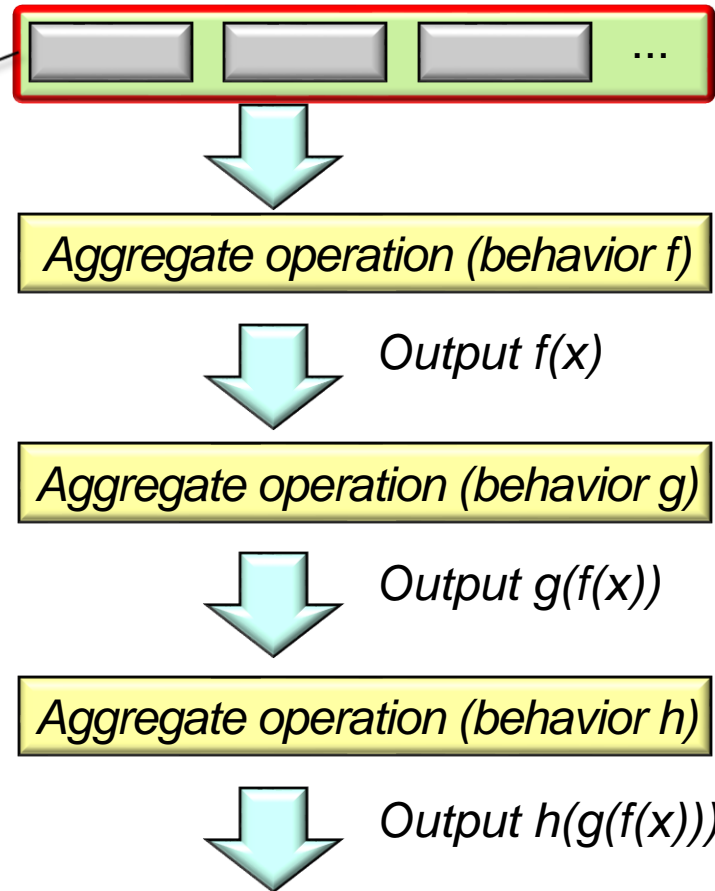
See [docs.oracle.com/javase/8/docs/api/java/lang/IllegalStateException.html](https://docs.oracle.com/javase/8/docs/api/java/lang/IllegalStateException.html)



# Avoiding Common Streams Programming Mistakes

- Only traverse a stream once

*To traverse a stream again you need to get a new stream from the data source*



# Avoiding Common Streams Programming Mistakes

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- Don't modify the backing collection of a stream

```
List<Integer> list = IntStream  
    .range(0, 10)  
    .boxed()  
    .collect(toList());
```

```
list  
    .stream()  
    .peek(list::remove)  
    .forEach(System.out::println);
```

# Avoiding Common Streams Programming Mistakes

- Don't modify the backing collection of a stream

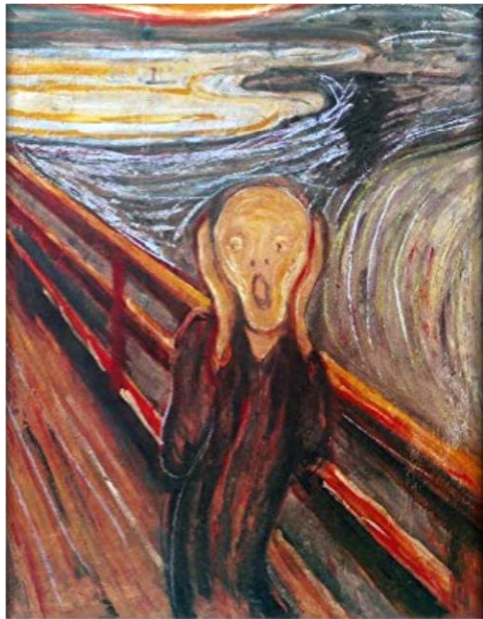
```
List<Integer> list = IntStream  
    .range(0, 10)  
    .boxed()  
    .collect(toList());
```

*Create a list of ten integers in range 0..9*

```
list  
    .stream()  
    .peek(list::remove)  
    .forEach(System.out::println);
```

# Avoiding Common Streams Programming Mistakes

- Don't modify the backing collection of a stream



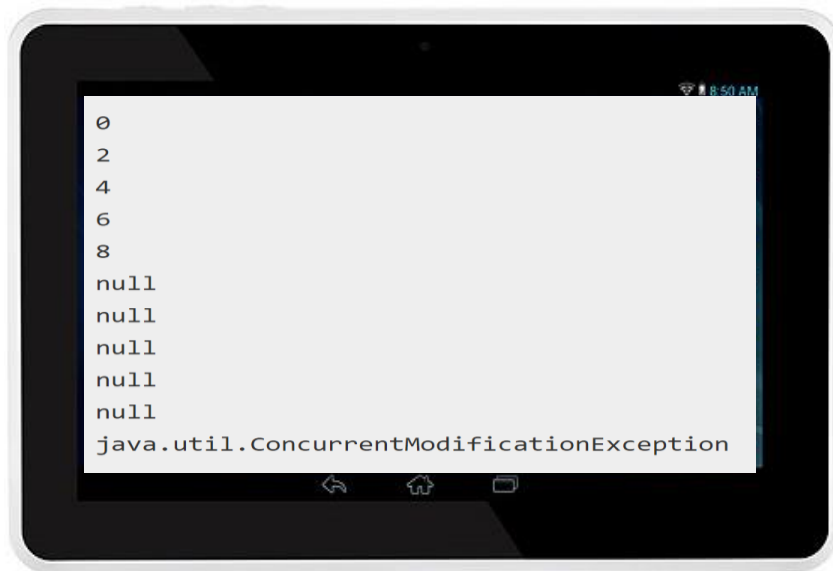
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```

```
list  
    .stream()  
    .peek(list::remove)  
    .forEach(System.out::println);
```

*If a non-concurrent collection is modified while it's being operated on the results will be chaos & insanity!!*

# Avoiding Common Streams Programming Mistakes

- Don't modify the backing collection of a stream



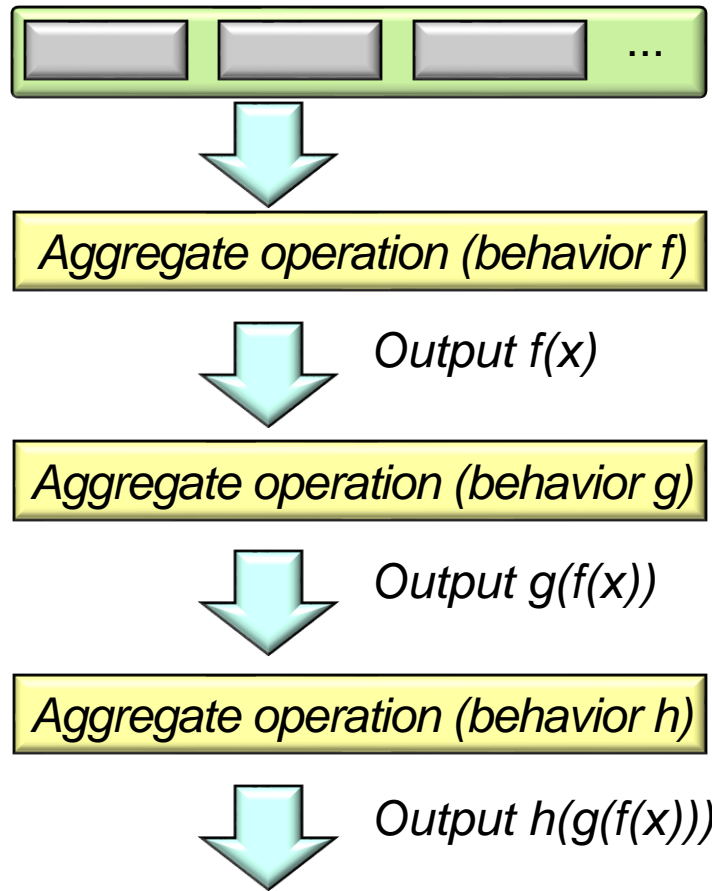
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```

```
list  
    .stream()  
    .peek(list::remove)  
    .forEach(System.out::println);
```

*Modifying a list while it's been iterated/  
spliterated through will yield weird results!*

# Avoiding Common Streams Programming Mistakes

- Remember that a stream holds no non-transient storage

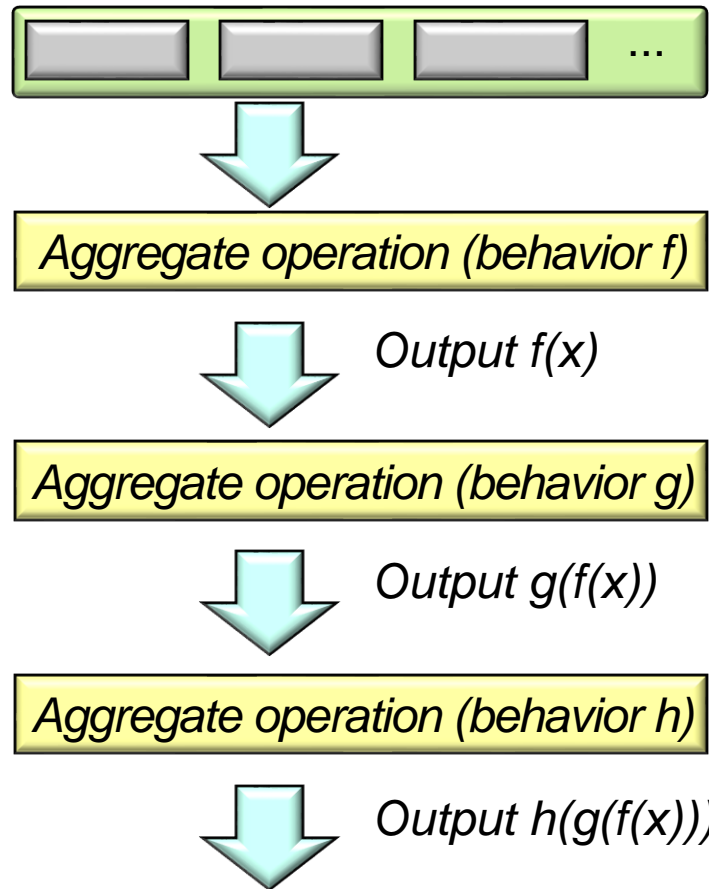


# Avoiding Common Streams Programming Mistakes

- Remember that a stream holds no non-transient storage



*Apps are responsible for persisting any data that must be preserved*



See [dzone.com/articles/database-crud-operations-in-java-8-streams](https://dzone.com/articles/database-crud-operations-in-java-8-streams)

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# End of Java Streams: Avoiding Common Programming Mistakes