

Release von Java 8

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andrena
OBJECTS

Experts in agile software engineering

Intro

Demo

SortierungDemo1-9.java

Functional Interface

= Interface mit genau einer Methode

Beispiele:

- Comparator
- Runnable
- Callable
- FileFilter

Lambda-Ausdruck

= Anonyme Implementierung eines Functional Interface

```
Comparator<Person> comparator = new Comparator<Person>() {  
    @Override  
    public int compare(Person a, Person b) {  
        return a.getNachname().compareTo(b.getNachname());  
    }  
};
```

```
Comparator<Person> comparator  
    = (a, b) -> a.getNachname().compareTo(b.getNachname());
```

Lambda-Schreibweise

Parameterliste	->	Body
(Person a, Person b)	->	{ return a.getNachname().compareTo(b.getNachname()); }
(a, b)	->	{ return a.getNachname().compareTo(b.getNachname()); }
(a, b)	->	a.getNachname().compareTo(b.getNachname())
a	->	a.getNachname()
()	->	a.getNachname()

Methoden-Referenzen

Schema	Beispiel	Äquivalenter Lambda-Ausdruck
Klasse::statischeMethode	Math::abs	x -> Math.abs(x)
Klasse::instanzMethode	Person::getNachname	p -> p.getNachname()
variable::instanzMethode	einePerson::getNachname	() -> einePerson.getNachname()
Klasse::new	Person::new	() -> new Person()

Default-Methoden

= An Interface deklarierte Methode mit Default-Implementierung

Vorteil: Implementierungen müssen nicht angepasst werden

Beispiele:

- `List::sort`
- `Iterable::forEach`
- `Comparator::reversed`

@FunctionalInterface

- Annotation für Interfaces
- Compiler überprüft, ob das Interface genau eine abstrakte Methode deklariert

Compile-Fehler:

```
@FunctionalInterface
interface MyInterface {
    void firstMethod();
    void secondMethod();
}
```

Invalid '@FunctionalInterface' annotation; MyInterface is not a functional interface

Statische Methoden in Interfaces möglich

Beispiel:

```
Comparator.comparing(Person::getNachname);
```

Fragen zur Intro?

java.util.function

Standard Functional Interfaces

Vier Familien von Functional Interfaces

```
interface Function<T,R> {  
    R apply(T t);  
}
```

```
interface Supplier<T> {  
    T get();  
}
```

```
interface Predicate<T> {  
    boolean test(T t);  
}
```

```
interface Consumer<T> {  
    void accept(T t);  
}
```

Demo

PersonFunctionalDemo1-2.java

Vier Familien von Functional Interfaces

```
interface Function<T,R> {  
    R apply(T t);  
}
```

```
interface Supplier<T> {  
    T get();  
}
```

```
interface Predicate<T> {  
    boolean test(T t);  
}
```

```
interface Consumer<T> {  
    void accept(T t);  
}
```

```
Function<Person, String> function  
    = p -> p.getNachname();
```

Vier Familien von Functional Interfaces

```
interface Function<T,R> {  
    R apply(T t);  
}
```

```
interface Supplier<T> {  
    T get();  
}
```

```
interface Predicate<T> {  
    boolean test(T t);  
}
```

```
interface Consumer<T> {  
    void accept(T t);  
}
```

```
Predicate<Person> predicate  
    = p -> "Müller".equals(p.getNachname());
```


Vier Familien von Functional Interfaces

```
interface Function<T,R> {  
    R apply(T t);  
}
```

```
interface Supplier<T> {  
    T get();  
}
```

```
interface Predicate<T> {  
    boolean test(T t);  
}
```

```
interface Consumer<T> {  
    void accept(T t);  
}
```

```
Supplier<Person> supplier  
    = () -> new Person("Albrecht", "Müller")
```

Vier Familien von Functional Interfaces

```
interface Function<T,R> {  
    R apply(T t);  
}
```

```
interface Supplier<T> {  
    T get();  
}
```

```
interface Predicate<T> {  
    boolean test(T t);  
}
```

```
interface Consumer<T> {  
    void accept(T t);  
}
```

```
Consumer<Person> consumer  
    = p -> personen.add(p);
```

Vier Familien von Functional Interfaces

```
interface Function<T,R> {  
    R apply(T t);  
}
```

```
interface Supplier<T> {  
    T get();  
}
```

```
interface Predicate<T> {  
    boolean test(T t);  
}
```

```
interface Consumer<T> {  
    void accept(T t);  
}
```

java.util.streams

R.I.P. For-Loop

Demo

StreamDemo1Intro.java

java.util.stream.Stream



java.util.stream.Stream



Demo

StreamDemo2Lazyness.java

java.util.stream.Stream

Stateless

- Jedes Element wird für sich betrachtet
- `filter`
- `map`
- `reduce`

Stateful

- Es müssen alle Elemente gesamt betrachtet werden
- `distinct`
- `sorted`

Short-Circuiting

- Nicht alle Elemente müssen betrachtet werden
- `anyMatch`
- `limit`

Demo

StreamDemo4PipelinesShortcuts.java

java.util.stream.Stream

- Sicht auf die Daten
 - vgl. Iterator
- Möglicherweise unbegrenzt
- Nur einmal verwendbar
- Sequentiell oder parallel

Demo

StreamDemo5Endless.java

StreamDemo3NoReuseOfStreams.java

StreamDemo6Parallel.java

StreamDemo7Parallel.java

Stream Erzeugen

- `collection.stream`
- `Stream.generate(Supplier)`
- `Stream.iterate(seed, Function)`
- `stream.parallel`
- `IntStream.range`
- `Random.ints` / `Random.longs` / `Random.doubles`
- `pattern.splitAsStream`
- `bufferedReader.lines`
- `jarFile.stream` / `zipFile.stream`
- `Files.walk` / `Files.list` / `Files.lines`

Suchen

- `filter`
- `anyMatch`
- `allMatch`
- `noneMatch`

Transformieren

- `map`
- `flatMap`
- `reduce`
- `collect`

Sortieren

- `distinct`
- `sorted`
- `min`
- `max`

Abkürzen

- `limit`
- `skip`

Konsumieren

- `forEach`
- `count`
- `findFirst`
- `findAny`

Primitive Streams

- `mapToInt`
- `mapToLong`
- `mapToDouble`

java.util.stream.Collectors

`toList`

- Erzeugt Liste
- Varianten: `toSet`, `toCollection`

`joining`

- String-Konkatenation

`groupingBy`

- Erzeugt `Map<K, List<V>>`
- Keys über `Function<K, V>`

Demo

StreamDemo9Collector.java

Primitive Streams

Interfaces

- `IntStream`, `LongStream`, `DoubleStream`

SummaryStatistics

- `min`, `max`, `sum`, `count`, `average`

Operationen

- `IntSupplier`, `IntConsumer`, `IntPredicate`, `IntFunction`
- `Long...`
- `Double...`

java.util.Optional<T>

Error: SomeException: message

at ...

at ...

at ...

at ...

Caused by: java.lang.NullPointerException

at ...

at ...

at ...

at ...

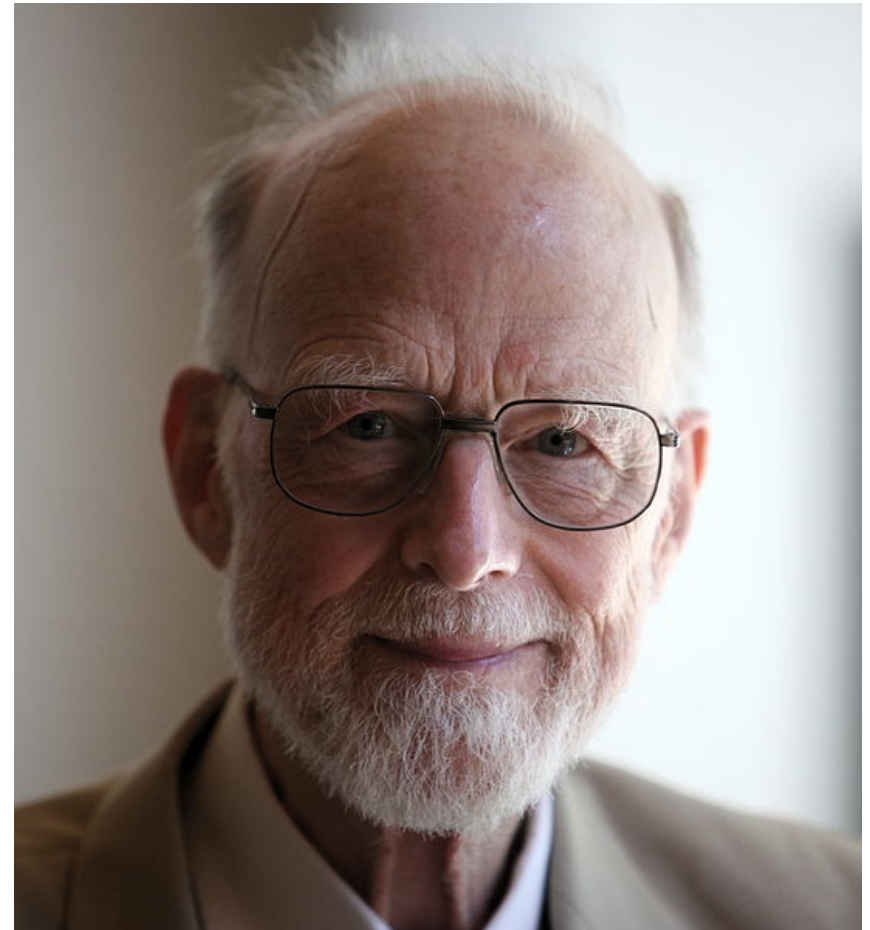
The Billion Dollar Mistake

Tony Hoare, Erfinder von
QuickSort, Turing Award
Winner:

*I call it my billion-dollar
mistake. It was the invention
of the null reference in 1965.*

Quelle:

<http://qconlondon.com/london-2009/presentation/Null+References%3A+The+Billion+Dollar+Mistake>



Problem: Was ist die Semantik von „null“?

Was kann `map.get(key) == null` bedeuten?

Mögliche Antworten:

- Der key ist nicht in der map enthalten.
- Der key ist enthalten und der zugehörige Wert ist `null`.

Demo

OptionalDemo.java

java.time

Date/Time-API, Versuch #3

java.time

- Immutable
- Threadsafe (auch Formatter!)
- Brücken zur alten Welt
 - `java.util.Date: from(Instant), toInstant`
 - `java.util.Calendar: toInstant`
- Warum nicht Joda-Time?
 - http://blog.joda.org/2009/11/why-jsr-310-isn-joda-time_4941.html

java.time

Maschine

- Instant

`java.util.Date`

Menschenlesbar

- LocalDate
- LocalTime
- LocalDateTime

- Enum:
DayOfWeek
- Enum: Month
- MonthDay
- Year
- YearMonth

Mit Zeitzonen

- ZonedDateTime
- OffsetDateTime
- OffsetTime

`java.util.Calendar`

java.time

Maschine

- Instant

`java.util.Date`

Menschenlesbar

- LocalDate
- Year
- YearMonth

Mit Zeitzone

• Zone
• OffsetTime

`java.util.Calendar`

Where possible, it is recommended to use a simpler class without a time-zone. The widespread **use of time-zones** tends to **add considerable complexity** to an application.

java.time

Duration

- Sekunden
- Nanosekunden

Period

- Jahre
- Monate
- Tage

Links

Download

- <http://www.oracle.com/technetwork/java/javase/downloads/index.html>

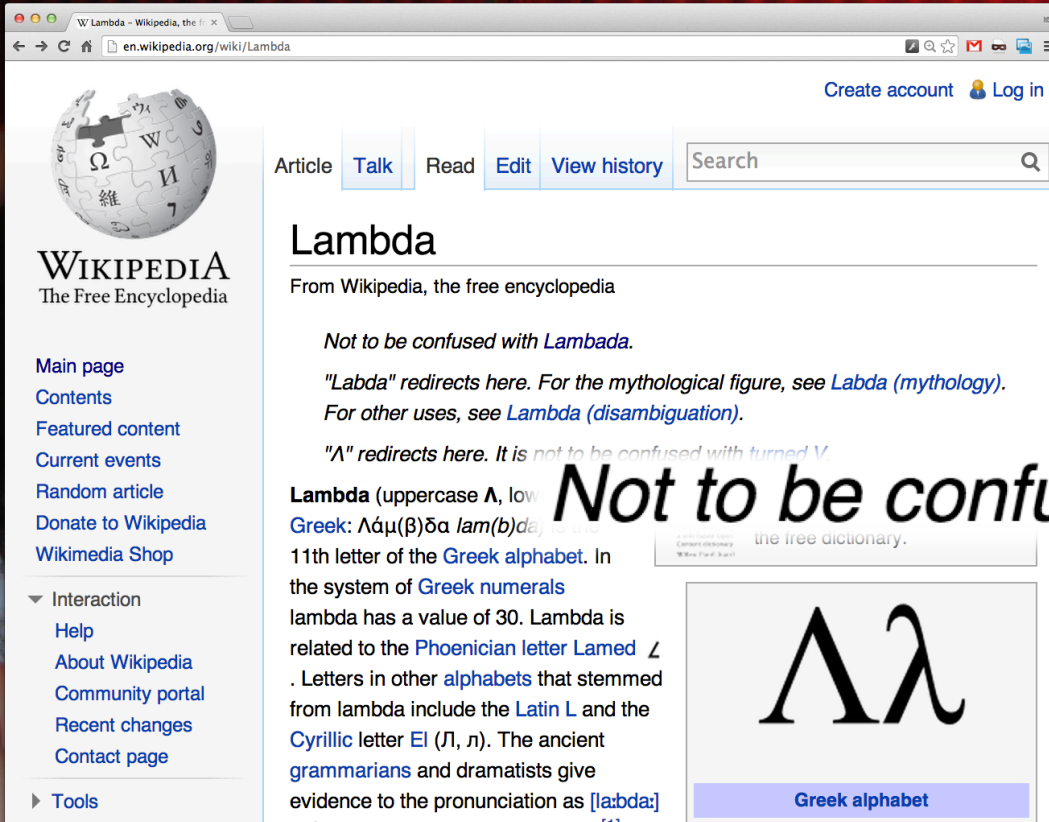
Eclipse-Support

- <http://www.eclipse.org/downloads/java8/>

JavaDoc

- <http://download.java.net/jdk8/docs/api/java/util/function/package-summary.html>
- <http://download.java.net/jdk8/docs/api/java/util/stream/package-summary.html>
- <http://download.java.net/jdk8/docs/api/java/util/stream/Stream.html>
- <http://download.java.net/jdk8/docs/api/java/time/package-summary.html>

Take it for a spin...



W Lambda - Wikipedia, the free encyclopedia

en.wikipedia.org/wiki/Lambda

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Lambda

From Wikipedia, the free encyclopedia

Not to be confused with Lambada.

"Labda" redirects here. For the mythological figure, see Labda (mythology). For other uses, see Lambda (disambiguation).

"Λ" redirects here. It is not to be confused with turned V.

Lambda (uppercase **Λ**, lowercase **λ**; **Greek**: **λάμ(β)δα** *lam(b)da*) is the 11th letter of the **Greek alphabet**. In the system of **Greek numerals** lambda has a value of 30. Lambda is related to the **Phoenician letter Lamed** **𐤋**. Letters in other alphabets that stemmed from lambda include the **Latin L** and the **Cyrillic letter El** (**Л, л**). The ancient grammarians and dramatists give evidence to the pronunciation as [laːbdaː] (cf. [lambdaː] in [1]).

Not to be confused with Lambada.

Λ λ

Greek alphabet

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