

# Interfaces and Lambda Expressions

**Prof. Michele Loreti**

**Programmazione Avanzata**

*Corso di Laurea in Informatica (L31)*

*Scuola di Scienze e Tecnologie*

# Interfaces and Lambda expressions

**Interfaces** are a key feature of object-oriented programming. . .

# Interfaces and Lambda expressions

**Interfaces** are a key feature of object-oriented programming. . .  
. . . they specify what should be done

# Interfaces and Lambda expressions

- Interfaces** are a key feature of object-oriented programming. . .
- . . . they specify what should be done
  - . . . without having to provide an implementation.

# Interfaces and Lambda expressions

- Interfaces** are a key feature of object-oriented programming. . .
- . . . they specify what should be done
  - . . . without having to provide an implementation.

Recently **functional programming** has risen in importance because it is well suited for **concurrent** and **event-driven programming**.

# Interfaces and Lambda expressions

- Interfaces** are a key feature of object-oriented programming. . .
- . . . they specify what should be done
  - . . . without having to provide an implementation.

Recently **functional programming** has risen in importance because it is well suited for **concurrent** and **event-driven programming**.

Java integrates aspects of functional programming in the object-oriented approach.

# Interaces

An **interface** is a mechanism for spelling out a **contract** between two parties:

# Interfaces

An **interface** is a mechanism for spelling out a **contract** between two parties:

- the **supplier of a service**;



# Interfaces

An **interface** is a mechanism for spelling out a **contract** between two parties:

- the **supplier of a service**;
- the **classes** that want their objects to be usable with the service.

# Interfaces

An **interface** is a mechanism for spelling out a **contract** between two parties:

- the **supplier of a service**;
- the **classes** that want their objects to be usable with the service.

**Example:** Consider a service that works on sequences of integers, reporting the average of the first  $n$  values:

```
public static double average(IntSequence seq, int n)
```

# Interfaces

An **interface** is a mechanism for spelling out a **contract** between two parties:

- the **supplier of a service**;
- the **classes** that want their objects to be usable with the service.

**Example:** Consider a service that works on sequences of integers, reporting the average of the first  $n$  values:

```
public static double average(IntSequence seq, int n)
```

Such sequence can take many forms!

For a **sequence of integers** we have to consider, at least, two methods:

# Interfaces at work

For a **sequence of integers** we have to consider, at least, two methods:

- test if there is another element in the list;

# Interfaces at work

For a **sequence of integers** we have to consider, at least, two methods:

- test if there is another element in the list;
- get the next element.

# Interfaces at work

For a **sequence of integers** we have to consider, at least, two methods:

- test if there is another element in the list;
- get the next element.

These **informal descriptions** allow us to derive the following **interface**:

```
public interface IntSequence {  
    boolean hasNext();  
    int next();  
}
```

# Interfaces at work

This interface allow us to implement method `average`:



# Interfaces at work

This interface allow us to implement method average:

```
public static double average(IntSequence seq, int n) {  
    int count = 0;  
    double sum = 0;  
    while (seq.hasNext() && count < n) {  
        count++;  
        sum += seq.next();  
    }  
    return count == 0 ? 0 : sum / count;  
}
```

# Interfaces at work

This interface allow us to implement method average:

```
public static double average(IntSequence seq, int n) {  
    int count = 0;  
    double sum = 0;  
    while (seq.hasNext() && count < n) {  
        count++;  
        sum += seq.next();  
    }  
    return count == 0 ? 0 : sum / count;  
}
```

**We don't know the exact implementation of IntSequence!**

# Implementing an Interface

The classes that want to be usable with the average method must **implement** the IntSequence interface

# Implementing an Interface

The classes that want to be usable with the average method must **implement** the IntSequence interface

```
public class SquareSequence implements IntSequence {  
  
    private int i=0;  
  
    public boolean hasNext() {  
        return true;  
    }  
  
    public int next() {  
        i++;  
        return i*i;  
    }  
  
}
```

## Example: Fibonacci Sequence

```
public class FibonacciSequence implements IntSequence {  
  
    private int a = 1;  
    private int b = 1;  
  
    public boolean hasNext() {  
        return true;  
    }  
  
    public int next() {  
        int res = a;  
        a = b;  
        b = res+a;  
        return res;  
    }  
}
```

## Example: Digit Sequence

```
public class DigitSequence implements IntSequence {
    private int number;
    public DigitSequence( int number ) {
        this.number = number;
    }
    public boolean hasNext() {
        return this.number != 0;
    }
    public int next() {
        int result = this.number % 10;
        this.number /= 10;
        return result;
    }
    public int rest() {
        return this.number;
    }
}
```

# Interface type

Let us consider the following portion of code:

```
IntSequence seq = new DigitSequence(19876);  
double avg = Util.average(seq, 100);
```

# Interface type

Let us consider the following portion of code:

```
IntSequence seq = new DigitSequence(19876);  
double avg = Util.average(seq, 100);
```

The type of variable `seq` is `IntSequence`!



# Interface type

Let us consider the following portion of code:

```
IntSequence seq = new DigitSequence(19876);  
double avg = Util.average(seq, 100);
```

The type of variable `seq` is `IntSequence`!

**Terminology:** `S` is a **supertype** of `T` (the **subtype**) when any value of `T` can be assigned to a variable of type `S` (without cast).

# Interface type

Let us consider the following portion of code:

```
IntSequence seq = new DigitSequence(19876);  
double avg = Util.average(seq, 100);
```

The type of variable `seq` is `IntSequence`!

**Terminology:** `S` is a **supertype** of `T` (the **subtype**) when any value of `T` can be assigned to a variable of type `S` (without cast).

Occasionally, you may need to convert a variable of **supertype** in a specific **subtype** with the cast operation!

# Interface type

Let us consider the following portion of code:

```
IntSequence seq = new DigitSequence(19876);  
double avg = Util.average(seq, 100);
```

The type of variable `seq` is `IntSequence`!

**Terminology:** `S` is a **supertype** of `T` (the **subtype**) when any value of `T` can be assigned to a variable of type `S` (without cast).

Occasionally, you may need to convert a variable of **supertype** in a specific **subtype** with the cast operation! **It is dangerous and in general Wrong!**

# Interface type

Let us consider the following portion of code:

```
IntSequence seq = new DigitSequence(19876);  
double avg = Util.average(seq, 100);
```

The type of variable `seq` is `IntSequence`!

**Terminology:** `S` is a **supertype** of `T` (the **subtype**) when any value of `T` can be assigned to a variable of type `S` (without cast).

Occasionally, you may need to convert a variable of **supertype** in a specific **subtype** with the cast operation! **It is dangerous and in general Wrong!**

If **really needed** use `instanceof` to check the correctness of the operation.

# Extending Interfaces

An interface can extend another, requiring or providing additional methods on top of the original ones.

# Extending Interfaces

An interface can extend another, requiring or providing additional methods on top of the original ones.

## Example:

```
public interface Closeable {  
    void close();  
}
```

# Extending Interfaces

An interface can extend another, requiring or providing additional methods on top of the original ones.

## Example:

```
public interface Closeable {  
    void close();  
}
```

```
public interface Channel extends Closeable {  
    boolean isOpen();  
}
```

# Implementing Multiple Interfaces

A class can implement any number of interfaces.



# Implementing Multiple Interfaces

A class can implement any number of interfaces.

All the methods defined in all the implemented interfaces must be provided.

# Implementing Multiple Interfaces

A class can implement any number of interfaces.

All the methods defined in all the implemented interfaces must be provided.

**Warning:** handle possible clash of names!

# Constants



An interface can contain definitions of constants.

# Constants

An interface can contain definitions of constants.

Each field defined in the interface is automatically considered as `public static final`.

# Constants

An interface can contain definitions of constants.

Each field defined in the interface is automatically considered as `public static final`.

These fields can be accessed via the standard `.` notation.

# Constants

An interface can contain definitions of constants.

Each field defined in the interface is automatically considered as `public static final`.

These fields can be accessed via the standard `.` notation.

## Example:

```
SwingConstants.NORTH
```

# Methods in the Interface

In the previous versions of Java all methods in an interface was **abstract** (that is without body).

# Methods in the Interface

In the previous versions of Java all methods in an interface was **abstract** (that is without body).

In the latest version of Java an interface can contain three kinds of methods with a **concrete** implementation:

- static;



# Methods in the Interface

In the previous versions of Java all methods in an interface was **abstract** (that is without body).

In the latest version of Java an interface can contain three kinds of methods with a **concrete** implementation:

- static;
- default;

# Methods in the Interface

In the previous versions of Java all methods in an interface was **abstract** (that is without body).

In the latest version of Java an interface can contain three kinds of methods with a **concrete** implementation:

- static;
- default;
- private methods.

# Static Methods

It may be convenient to equip interfaces with **static methods** (like the **factory methods**) that provide generic functionalities for a given type.

```
public interface IntSequence {  
  
    ...  
  
    static IntSequence digitsOf(int n) {  
        return new DigitSequence(n);  
    }  
  
}
```

# Default Methods

Starting from Java 1.9, we can provide a **default** implementation for any interface method:

# Default Methods

Starting from Java 1.9, we can provide a **default** implementation for any interface method:

```
public interface IntSequence {  
    default boolean hasNext() { return true; }  
    int next();  
    ...  
}
```

# Default Methods

Starting from Java 1.9, we can provide a **default** implementation for any interface method:

```
public interface IntSequence {  
    default boolean hasNext() { return true; }  
    int next();  
    ...  
}
```

A class implementing an interface can choose to override or not the default implementation.

# Default Methods

Starting from Java 1.9, we can provide a **default** implementation for any interface method:

```
public interface IntSequence {  
    default boolean hasNext() { return true; }  
    int next();  
    ...  
}
```

A class implementing an interface can choose to override or not the default implementation.

The use of **default methods** is particularly useful for **interface evolutions!**

## Resolving default methods conflict

Let us consider the following interfaces:

```
public interface Person {  
    String getName();  
    default int getId() { return 0; }  
}
```

```
public interface Identified {  
    default int getId() { return Math.abs(hashCode()); }  
}
```



## Resolving default methods conflict

Let us consider the following interfaces:

```
public interface Person {  
    String getName();  
    default int getId() { return 0; }  
}
```

```
public interface Identified {  
    default int getId() { return Math.abs(hashCode()); }  
}
```

Consider now the class Employee defined as follows:

```
public class Employee implements Person, Identified {  
    ...  
}
```

## Resolving default methods conflict

Let us consider the following interfaces:

```
public interface Person {  
    String getName();  
    default int getId() { return 0; }  
}
```

```
public interface Identified {  
    default int getId() { return Math.abs(hashCode()); }  
}
```

Consider now the class Employee defined as follows:

```
public class Employee implements Person, Identified {  
    ...  
}
```

**There is a conflict that we have to resolve by providing an implementation of getId.**

# Private methods

An interface can also contain **private** methods.

# Private methods

An interface can also contain `private` methods.

These can be `static` or not, and can be used only by other methods defined in the interface.

# Private methods

An interface can also contain **private** methods.

These can be **static** or not, and can be used only by other methods defined in the interface.

These private methods typically implement **utility features** and their use should be limited.

## Examples...

Many interfaces are provided within Java API:

- `Comparable<T>`;

## Examples. . .

Many interfaces are provided within Java API:

- `Comparable<T>`;
- `Comparator<T>`;

## Examples. . .

Many interfaces are provided within Java API:

- `Comparable<T>`;
- `Comparator<T>`;
- `Runnable`;



## Examples. . .

Many interfaces are provided within Java API:

- Comparable<T>;
- Comparator<T>;
- Runnable;
- EventHandler<T>.

# Lambda Expressions

A **lambda expression** is a block of code that you can pass around so it can be executed later, once or multiple time.

# Lambda Expressions

A **lambda expression** is a block of code that you can pass around so it can be executed later, once or multiple time. It can be defined as a sequence of parameters followed by a an expression

```
(String first , String second) -> first.length() - second.length()
```

# Lambda Expressions

A **lambda expression** is a block of code that you can pass around so it can be executed later, once or multiple time. It can be defined as a sequence of parameters followed by a an expression

```
(String first ,String second)->first.length()-second.length()
```

or a block:

```
(String first ,String second) -> {  
    int difference = first.length()-second.length();  
    if (difference <0) return -1;  
    else if (difference >0) return 1;  
    else return 0;  
}
```

Lambda expressions are compatible with **Functional Interfaces**.

# Functional Interfaces

Lambda expressions are compatible with **Functional Interfaces**.

These are interfaces that contains a **single abstract method**.

# Functional Interfaces

Lambda expressions are compatible with **Functional Interfaces**.

These are interfaces that contains a **single abstract method**.

We can use a lambda expression (with the appropriate type) when a **functional interface** is expected:

```
Arrays.sort(anArray, (x, y) -> x.length() - y.length());
```

# Functional Interfaces

Lambda expressions are compatible with **Functional Interfaces**.

These are interfaces that contains a **single abstract method**.

We can use a lambda expression (with the appropriate type) when a **functional interface** is expected:

```
Arrays.sort(anArray, (x,y) -> x.length()-y.length());
```

The type of parameters can be inferred!



## Method References

Suppose that we want to sort strings regardless of letter case. We could call:

```
Arrays.sort( strings , (x,y) -> x.compareToIgnoreCase(y) );
```

## Method References

Suppose that we want to sort strings regardless of letter case. We could call:

```
Arrays.sort( strings , (x,y) -> x.compareToIgnoreCase(y) );
```

Alternatively, we can pass directly the **method reference**:

```
Arrays.sort( strings , String::compareToIgnoreCase );
```

## Method References

Suppose that we want to sort strings regardless of letter case. We could call:

```
Arrays.sort( strings , (x,y) -> x.compareToIgnoreCase(y) );
```

Alternatively, we can pass directly the **method reference**:

```
Arrays.sort( strings , String::compareToIgnoreCase );
```

There are many examples of use:

- `list.remove(Objects::isNull)`

# Method References

Suppose that we want to sort strings regardless of letter case. We could call:

```
Arrays.sort( strings , (x,y) -> x.compareToIgnoreCase(y) );
```

Alternatively, we can pass directly the **method reference**:

```
Arrays.sort( strings , String::compareToIgnoreCase );
```

There are many examples of use:

- `list.remove(Objects::isNull)`
- `list.forEach(System.out::println)`

# Method References

There are three variations for method references:

- `Class :: instanceMethod`
- `Class :: staticMethod`
- `object :: instanceMethod`
- `Class :: new`

# Scope of a Lambda Expression

A lambda expression has the same scope as a **nested block**

# Scope of a Lambda Expression

A lambda expression has the same scope as a **nested block**

This means that a lambda expression can access to all the names defined in the enclosing scope.

# Scope of a Lambda Expression

A lambda expression has the same scope as a **nested block**

This means that a lambda expression can access to all the names defined in the enclosing scope.

## Example:

```
public class AClass {
    private int value = 0;

    public void setValue( int value ) {
        this.value = value;
    }

    public Function<Integer , Integer> getLambda() {
        return (x) -> this.value+x;
    }
}
```



To be continued...