

# Java 8 Stream API

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- Package `java.util.stream` provides classes to support functional-style operations on streams of elements, such as map-reduce transformations on collections
- The key abstraction introduced in this package is **stream**
- The classes `Stream`, `IntStream`, `LongStream`, and `DoubleStream` are streams over objects and the primitive `int`, `long` and `double` types
- Streams are Monads, thus playing a big part in bringing functional programming to Java

## Introduction

- No storage. A stream is not a data structure that stores elements
- Functional in nature. An operation on a stream produces a result, but does not modify its source
- Laziness-seeking. Many stream operations, such as filtering, mapping, or duplicate removal, can be implemented lazily, exposing opportunities for optimization
- Possibly unbounded. While collections have a finite size, streams need not. Short-circuiting operations such as `limit(n)` or `findFirst()` can allow computations on infinite streams to complete in finite time
- Consumable. The elements of a stream are only visited once during the life of a stream. Like an `Iterator`, a new stream must be generated to revisit the same elements of the source

## Streams Vs Collections

- From a Collection via the `stream()` and `parallelStream()` methods
- From an array via `Arrays.stream(Object[])`
- From static factory methods on the stream classes, such as `Stream.of(Object[])`, `IntStream.range(int, int)` or `Stream.iterate(Object, UnaryOperator)`
- The lines of a file can be obtained from `BufferedReader.lines()`
- Streams of file paths can be obtained from methods in `Files`
- Streams of random numbers can be obtained from `Random.ints()`

## Obtaining a Stream

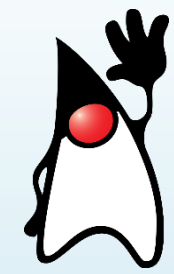
- Stream operations are divided into intermediate and terminal operations, and are combined to form stream pipelines. A stream pipeline consists of a **source**, followed by zero or more **intermediate operations** such as `Stream.filter` or `Stream.map`, and a **terminal operation** such as `Stream.forEach` or `Stream.reduce`
- Intermediate operations return a new stream. They are always lazy: executing an intermediate operation such as `filter()` does not actually perform any filtering, but instead creates a new stream that, when traversed, contains the elements of the initial stream that match the given predicate
- Terminal operations, such as `Stream.forEach` or `IntStream.sum`, may traverse the stream to produce a result or a side-effect. After the terminal operation is performed, the stream pipeline is considered consumed, and can no longer be used

## Stream operations and pipelines

- Processing elements with an explicit for-loop is inherently serial
- All streams operations can execute either in serial or in parallel
- The stream implementations in the JDK create serial streams unless parallelism is explicitly requested
- For example, Collection has methods `Collection.stream()` and `Collection.parallelStream()`, which produce sequential and parallel streams respectively

## Stream Parallelism

# Simple Example



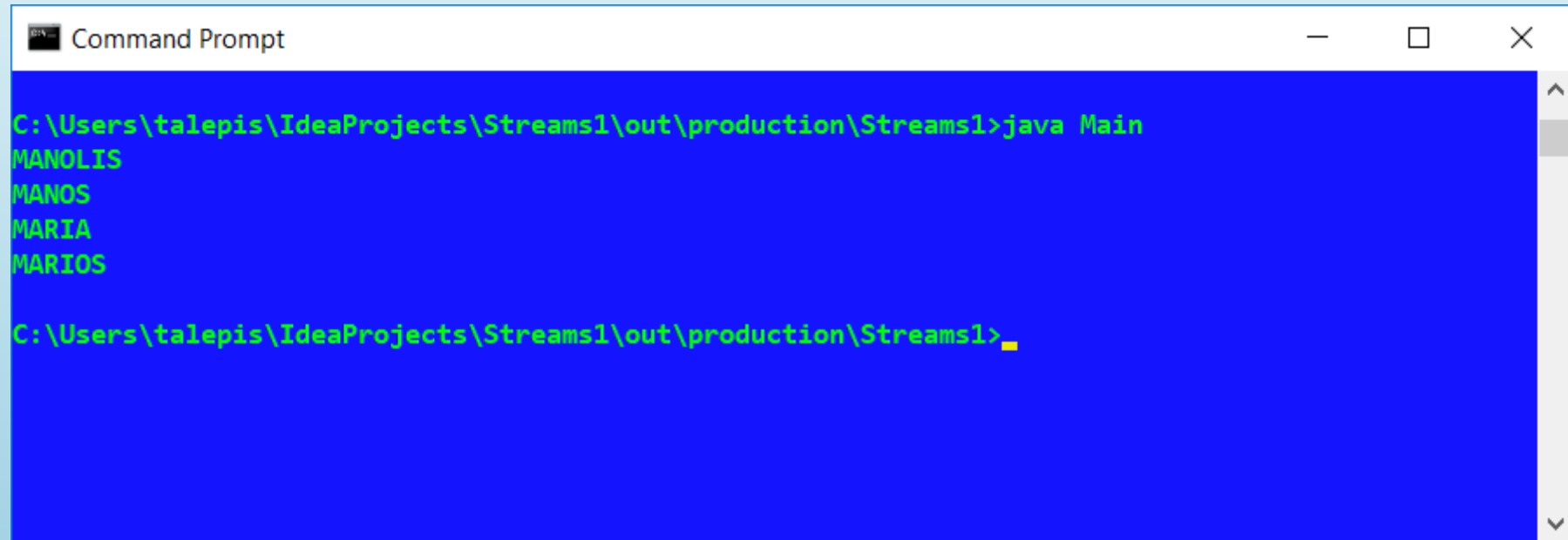
```
import java.util.Arrays;
import java.util.List;

public class Main {

    public static void main(String[] args) {

        List<String> myList =
            Arrays.asList("Manolis", "Efthimios", "Maria", "Christina",
                "Marios", "Manos", "Dimitris", "Costas");
        myList .stream()
            .filter(s -> s.startsWith("M"))
            .map(String::toUpperCase)
            .sorted()
            .forEach(System.out::println);
    }
}
```

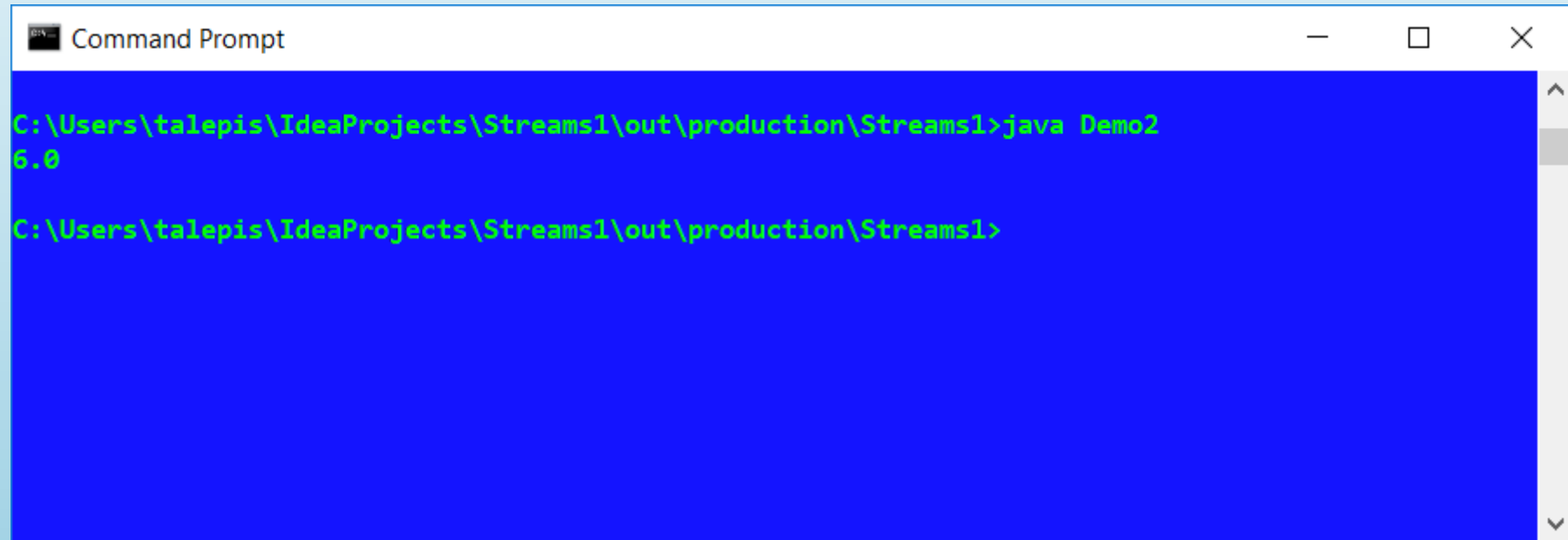




```
Command Prompt
C:\Users\talepis\IdeaProjects\Streamsl\out\production\Streamsl>java Main
MANOLIS
MANOS
MARIA
MARIOS
C:\Users\talepis\IdeaProjects\Streamsl\out\production\Streamsl>
```

```
import java.util.Arrays;

public class Demo2 {
    public static void main(String[] args) {
        Arrays.stream(new int[] {1, 2, 3, 4})
            .map(n -> 2 * n + 1)
            .average()
            .ifPresent(System.out::println);
    }
}
```



The image shows a Windows Command Prompt window with a white title bar and a blue background. The title bar contains the text "Command Prompt" and standard window control buttons (minimize, maximize, close). The main area of the window displays the following text in green:

```
C:\Users\talepis\IdeaProjects\Streams1\out\production\Streams1>java Demo2  
6.0  
C:\Users\talepis\IdeaProjects\Streams1\out\production\Streams1>
```

The text is displayed in a monospaced font. The first line shows the current directory and the command executed. The second line shows the output of the command. The third line shows the prompt after the command has finished.

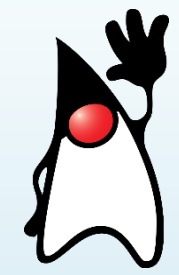
# Stream Creation

```
Stream<String> streamEmpty = Stream.empty();
```

- The `empty()` method should be used in case of a creation of an empty stream
- Its often the case that the `empty()` method is used upon creation to avoid returning null for streams with no element:

```
public Stream<String> streamOf(List<String> list) {  
    return list == null || list.isEmpty() ? Stream.empty() : list.stream();  
}
```

## Empty Stream

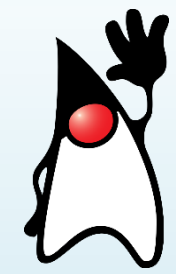


```
Collection<String> collection = Arrays.asList("a", "b", "c");  
Stream<String> streamOfCollection = collection.stream();
```

## Stream of Collection

```
String[] arr = new String[]{"a", "b", "c"};  
Stream<String> streamOfArrayFull = Arrays.stream(arr);  
Stream<String> streamOfArrayPart = Arrays.stream(arr, 1, 3);
```

## Stream of Array

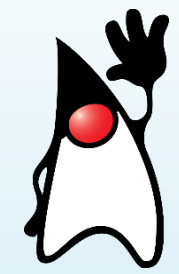


```
Stream<String> streamBuilder =  
    Stream.<String>builder().add("a").add("b").add("c").build();
```

- ✓ When builder is used the desired type should be additionally specified in the right part of the statement, otherwise the build() method will create an instance of the `Stream<Object>`

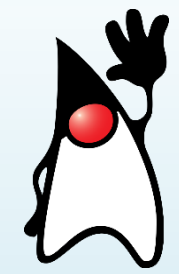
# Stream.builder()





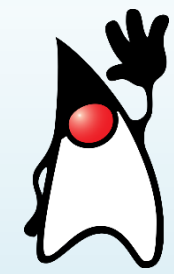
```
Stream<String> streamOfString =  
    Pattern.compile(", ").splitAsStream("a, b, c");
```

# Stream of String



```
Path path = Paths.get("C:\\file.txt");  
Stream<String> streamOfStrings = Files.lines(path);  
Stream<String> streamWithCharset =  
    Files.lines(path, Charset.forName("UTF-8"));
```

## Stream of File



- It is possible to instantiate a stream and to have an accessible reference to it as long as only intermediate operations were called
- Executing a terminal operation makes a stream inaccessible

```
Stream<String> stream =  
    Stream.of("a", "b", "c").filter(element -> element.contains("b"));  
Optional<String> anyElement = stream.findAny();
```

- It is very important to remember that **Java 8 streams can't be reused**

## Referencing a Stream

Method	Guarantees unmodifiability	Allows nulls
<code>collect(toList())</code>	No	Yes
<code>collect(toUnmodifiableList())</code>	Yes	No
<code>toList()</code>	Yes	Yes

## Collecting Streams as Lists

Project

- untitled99 C:\Users\timis\Dropbox\java\intellijprojects\untitled99
  - .idea
  - out
  - src
    - Main
    - .gitignore
    - untitled99.iml
  - External Libraries
  - Scratches and Consoles

```

1 import java.util.List;
2 import java.util.stream.Stream;
3
4 public class Main {
5     public static void main(String[] args) {
6         List<String> list = Stream.of("Hello").toList();
7         System.out.println(list);
8         list.add("Unipi");
9     }
10 }

```

Run Main

```

C:\Users\timis\.jdk\openjdk-19.0.1\bin\java.exe "-javaagent:C:\Program Files\JetBrains\IntelliJ IDEA 2022.2.3\lib\idea_rt.jar=59168:C:\Program Files\JetBrains\IntelliJ IDEA 2022.2.3\bin" -Dfile.encoding=UTF-8
[Hello]
Exception in thread "main" java.lang.UnsupportedOperationException: Create breakpoint
    at java.base/java.util.ImmutableCollections.uoe(ImmutableCollections.java:142)
    at java.base/java.util.ImmutableCollections$AbstractImmutableCollection.add(ImmutableCollections.java:147)
    at Main.main(Main.java:8)
Process finished with exit code 1

```

Project

- untitled99 C:\Users\timis\Dropbox\java\intellijprojects\untitled99
  - .idea
  - out
  - src
    - Main
    - .gitignore
    - untitled99.iml
  - External Libraries
  - Scratches and Consoles

```

1 import java.util.List;
2 import java.util.stream.Collectors;
3 import java.util.stream.Stream;
4
5 public class Main {
6     public static void main(String[] args) {
7         List<String> list = Stream.of("Hello").collect(Collectors.toList());
8         System.out.println(list);
9         list.add("Unipi");
10        System.out.println(list);
11    }
12 }
  
```

Run Main

```

C:\Users\timis\.jdk\openjdk-19.0.1\bin\java.exe "-javaagent:C:\Program Files\JetBrains\IntelliJ IDEA 2022.2.3\lib\idea_rt.jar=59177:C:\Program Files\JetBrain
[Hello]
[Hello, Unipi]

Process finished with exit code 0
  
```

```
swimmers.stream()
```



```
.filter(...)
```



```
.map(...)
```



```
.collect(...);
```



- The Stream API is a powerful but simple to understand set of tools for processing sequence of elements
- It allows us to reduce a huge amount of boilerplate code, create more readable programs and improve app's productivity when used properly
- Hint: *don't leave instantiated streams unconsumed as that may lead to memory leaks*

## Conclusions