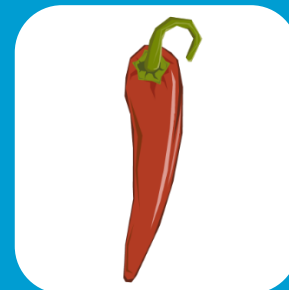


Milou fait un régime

Guava - Lombok

<%LorraineJUG%>



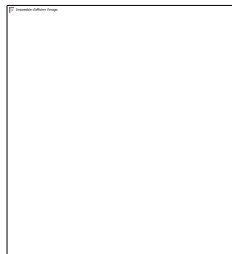
<%LorraineJUG%>

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 **ZERO**TURNAROUND



PROgrammez!
LE MAGAZINE DU DÉVELOPPEMENT



@thierryleriche



Thierry Leriche-Dessirier

- Consultant JEE freelance
- Professeur de Génie Logiciel à l'ESIEA
- Rédacteur pour Programmez
- Rédacteur pour Developpez.com

icauda.com





Cours



FAQ



Interviews



Articles / tutoriels



Magazine



Forums



News



Critiques



Agendas



13 000 000 pages vues par mois

5 500 000 visites par mois

2 500 000 visites uniques par mois

5 000 messages forum par jour



Agenda

- Milou est trop lourd (intro)
- Lombok (et Lombok-pg) en action
- Tour d'horizon de Guava



Milou est trop lourd (et doit faire un régime)



I am Milou



```
public class Dog {  
    private Integer      id ;  
    private String      name ;  
    private String      fullName ;  
    private SexeEnum    sex ;  
    private Date        birthday ;  
    private String      race ;  
    private Boolean      lof ;  
    private Double      weight ;  
    private Double      size ;  
    private List<String> colors ;  
    ...  
}
```





- id
- name
- fullName
- sex
- birthday
- race
- lof
- weight
- size
- Colors

- Constructors
- Getters / setters
- toString ()
- equals ()
- hashCode ()
- compareTo ()





- id
- name
- fullName
- sex
- birthday
- race
- lof
- weight
- size
- Colors



clic clic
démo

- Constructeurs
- Getters / setters
- toString ()
- equals ()
- hashCode ()
- compareTo ()



```
public class Dog
    implements Comparable<Dog> {

    ...

    @Override
    public int compareTo(Dog other) {
        int result = 0;

        result = name.compareTo(other.name);
        if (result != 0) {
            return result;
        }

        ...
    }
}
```



Code très limite... NPE ?...



- id
- name
- fullName
- sex
- birthday
- race
- lof
- weight
- size
- Colors

- Constructeurs
- Getters / setters
- toString ()
- equals ()
- hashCode ()
- compareTo ()

10 attributes

← 210 lignes



Java



10 attributs

210 lignes de code





- `toString ()`
- `equals ()`
- `hashCode ()`
- `compareTo ()`





Base

Objects



```
public String toString() {  
    return "Dog [id=" + id  
        + ", name=" + name  
        + ", fullName=" + fullName  
        + ", sex=" + sex  
        + ", birthday=" + birthday  
        + ", race=" + race  
        + ", lof=" + lof  
        + ", weight=" + weight  
        + ", size=" + size  
        + ", colors=" + colors + "];"  
}
```

Simple, efficace et bien pourri ☹️



■ toString()



```
public String toString() {  
    StringBuilder sb = new StringBuilder();  
    sb.append(Dog.class.getSimpleName())  
      .append(" [id=") .append(id)  
      .append(" , name=") .append(name)  
      .append(" , fullName=") .append(fullName)  
      ...  
      .append(" , colors=") .append(colors);  
    return sb.toString();  
}
```

Mieux mais sans plus ☹



■ toString()



```
public String toString() {  
    return Objects.toStringHelper(this)  
        .add("id", id)  
        .add("name", name)  
        .add("fullName", fullName)  
        ...  
        .add("colors", colors)  
        .toString();  
}
```



■ toString()



```

public boolean equals(Object obj) {
    if (this == obj) return true;
    if (obj == null) return false;
    if (getClass() != obj.getClass()) return false;

    Dog other = (Dog) obj;
    if (birthday == null) {
        if (other.birthday != null) return false;
    } else if (!birthday.equals(other.birthday)) return false;
    if (fullName == null) {
        if (other.fullName != null) return false;
    }
    ...
    } else if (!race.equals(other.race)) return false;
    if (sex != other.sex) return false;

    return true;
}

```

Carrément illisible ☹️



- equals ()



```
public boolean equals(Object obj) {  
    if (!(obj instanceof Dog)) return false;  
  
    Dog other = (Dog) obj;  
  
    return Objects.equal(birthday, other.birthday)  
        && Objects.equal(fullname, other.fullname)  
        && Objects.equal(name, other.name)  
        && Objects.equal(race, other.race)  
        && sex == other.sex;  
}
```



- equals ()



```
public int hashCode() {  
    final int prime = 31;  
    int result = 1;  
  
    result = prime * result  
        + ((birthday == null) ? 0 : birthday.hashCode());  
    result = prime * result  
        + ((fullName == null) ? 0 : fullName.hashCode());  
    result = prime * result  
        + ((name == null) ? 0 : name.hashCode());  
    result = prime * result  
        + ((race == null) ? 0 : race.hashCode());  
    result = prime * result  
        + ((sex == null) ? 0 : sex.hashCode());  
  
    return result;  
}
```



- hashCode ()



```
public int hashCode() {  
    return Objects.hashCode(birthday, fullName,  
                               name, race, sex);  
}
```



- hashCode()



```
public int compareTo(Dog other) {  
    int result = 0;  
  
    result = name.compareTo(other.name);  
    if (result != 0) {  
        return result;  
    }  
    result = fullname.compareTo(other.fullname);  
    if (result != 0) {  
        return result;  
    }  
  
    ...  
}
```



- compareTo ()



```
name.compareTo(other.name)
```

Vs

```
other.name.compareTo(name)
```

- 
- compareTo ()



```
public int compareTo(Dog other) {  
    return ComparisonChain.start()  
        .compare(name, other.name)  
        .compare(fullName, other.fullName)  
        .compare(birthday, other.birthday)  
        .compare(weight, other.weight)  
        .compare(size, other.size)  
        .compare(race, other.race)  
        .compare(sex, other.sex)  
        .result();  
}
```



- compareTo ()



Lombok

en action





Régime

Annotations de base



Régime

- @NoArgsConstructor /
@RequiredArgsConstructor /
@AllArgsConstructor → constructeurs
- @Getter / @Setter
- @ToString
- @EqualsAndHashCode
- @Data → @Getter + @Setter + @ToString +
@EqualsAndHashCode + @RequiredArgsConstructor



Régime



clic clic
démo



- @NoArgsConstructor /
@RequiredArgsConstructor /
@AllArgsConstructor
- @Getter / @Setter
- @ToString
- @EqualsAndHashCode
- @Data



10 attributs

Java



210 lignes de code

Lombok



12 lignes + 2-3 @ + compareTo()



Factory

```
@RequiredArgsConstructor (staticName = "of")  
  
public class Dog {  
  
    private Integer id;  
    @NonNull private String name; ←  
    private String fullName;  
    @NonNull private SexeEnum sex; ←  
    private Date birthday;  
    ...  
}
```

name, sex

→ `Dog dog = Dog.of("Milou", MALE);`



Factory

```
@RequiredArgsConstructor (staticName = "of")  
public class Dog {  
    private Integer id;  
    @NonNull private String name; ←  
    private String fullName;  
    @NonNull private SexeEnum sex; ←  
    private Date birthday;  
    ...  
}
```

name, sex

→ Dog dog = Dog.of("Milou", MALE);

```
private Dog(@NonNull final String name,  
            @NonNull final SexeEnum sex) {  
    if (name == null) throw new NullPointerException("name");  
    if (sex == null) throw new NullPointerException("sex");  
  
    this.name = name;  
    this.sex = sex;  
}  
  
public static Dog of(@NonNull final String name,  
                    @NonNull final SexeEnum sex) {  
    return new Dog(name, sex);  
}
```





Trucs pratiques

Se simplifier la vie





Pratique

- @Cleanup
- @Synchronized
- @SneakyThrows
- @Log
- @Delegate

- val



Ressources

```
public void lireJava6(String from) {  
    InputStream in = null;  
    try {  
        in = new FileInputStream(from);  
        byte[] b = new byte[10000];  
        while (true) {  
            int r = in.read(b);  
            if (r == -1)  
                break;  
            ...  
        }  
    } catch (Exception e) {  
        ...  
    } finally {  
        if (in != null) {  
            try {  
                in.close();  
            } catch (Exception e) {  
                ...  
            }  
        }  
    }  
    ...  
}
```

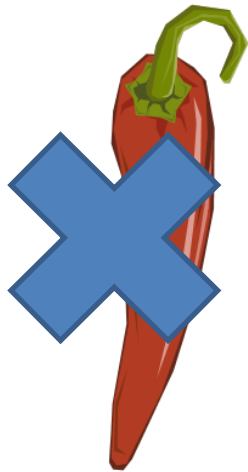
5



Ressources

```
public void lire(String from) throws IOException {  
    @Cleanup  
    InputStream in = new FileInputStream(from);  
    byte[] b = new byte[10000];  
    while (true) {  
        int r = in.read(b);  
        if (r == -1)  
            break;  
        ...  
    }  
}
```





Délombok

[Revenir sans la lib](#)



Délombok

```
java -jar lombok.jar delombok src -d src-delomboked
```

```
<properties>
  <lombok.sourceDirectory>
    ${project.basedir}/src/main/java
  </lombok.sourceDirectory>
  ...

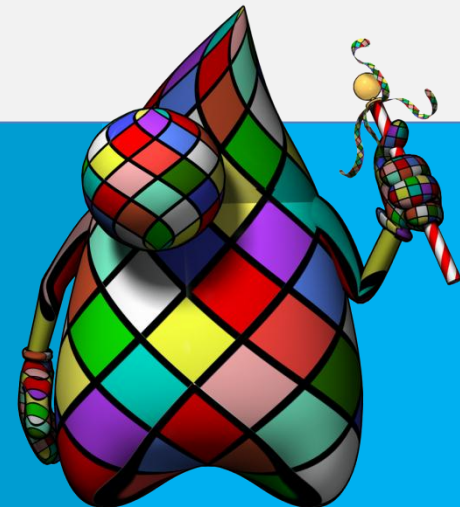
<build>
  <groupId>org.projectlombok</groupId>
  <artifactId>maven-lombok-plugin</artifactId>
  <executions>
    <execution>
      <phase>generate-sources</phase>
    </execution>
  </executions>
  ...

```

XML



mvn lombok:delombok



@Data

```
public class Dog {  
    private Integer id;  
    private String name;  
    private String fullName;  
    private SexeEnum sex;  
    private Date birthday;  
    private String race;  
    private Boolean lof;  
    private Double weight;  
    private Double size;  
    private List<String> co  
}
```



mvn
lombok:delombok

```
public class Dog {  
    private Integer id;  
    private String name;  
    private String fullName;  
    ...  
    private List<String> colors;  
  
    public DogLombok() {  
    }  
  
    @java.lang.Override  
    @java.lang.SuppressWarnings("all")  
    public boolean equals(final java.lang.Object  
        if (o == this) return true;  
        if (o == null) return false;  
        if (o.getClass() != this.getClass()) ret  
        final Dog other = (Dog)o;  
        if (this.getId() == null ? other.getId()  
        ...  
  
    @java.lang.Override  
    @java.lang.SuppressWarnings("all")  
    public int hashCode() {  
        final int PRIME = 31;  
        int result = 1;  
        result = result * PRIME + (this.getId()
```





Lombok-pg

Annotations supplémentaires





Annotations Pg

- @Action
- @Function
- @EnumId
- @Rethrow / @Rethrows
- @Singleton
- @AutoGenMethodStub
- @BoundPropertySupport / @BoundSetter
- @DoPrivileged
- @ExtensionMethod
- @ListenerSupport
- @WriteLock / @ReadLock
- @Await / @Signal / @AwaitBeforeAndSignalAfter
- @Sanitize.Normalize / .With
- @SwingInvokeLater / @SwingInvokeAndWait
- @Validate.NotEmpty / .NotNull / .With
- @VisibleForTesting
- @Builder
- @LazyGetter
- @FluentSetter
- @Predicate



@FluentSetter

@Getter

```
public class Dog {  
    private Integer id ;  
    private String  name ;  
    private String  fullName ;  
    ...  
}
```

→ `DogLombok dog = new DogLombok();`
`dog.name("Milou").sex(MALE);`

```
println( dog.getName()); // → Milou  
println( dog.getSex());  // → MALE
```



Builder

@Builder

@Getter

```
public class Dog {  
    private Integer id ;  
    private String  name ;  
    private String  fullName ;  
    ...  
}
```

→ `Dog dog = Dog.dog() .name("Milou") .sex(MALE) .build();`

```
println( dog.getName()); // → Milou  
println( dog.getSex());  // → MALE
```



extension

```
@ExtensionMethod({ Dog.class, MyDogExtensionClass.class })  
public class DogWithExtension {  
  
    public void foo() {  
        Dog milou = new Dog("Milou", 12.5, ...);  
        boolean isTooFat = milou.isTooFat();  
    }  
}  
  
class MyDogExtensionClass {  
  
    public static boolean isTooFat(final Dog dog) {  
        double imc = dog.getWeight() / pow(dog.getSize(), 2);  
        return 25 < imc;  
    }  
}
```



Avec paramètres → FAQ 9

→ <http://blog.developpez.com/todaystip/p11165/dev/java/extensionmethod-de-lombok-pg/>





Lombok or not Lombok ?

Avantages et inconvénients





Pro / Cons

- Byte code modifié ☹️
 - Version en 0.x
 - Documentation des prog ?
 - Magique ?
-
- Compacité
 - Lecture simplifiée
 - Code normée
 - Délombok (pour essayer)



Guava

tour d'horizon





Factory Methods

Les choses que j'aime



```
List<Integer> primeNumbers = new ArrayList<Integer>();  
Set<String> colors = new TreeSet<String>();  
Map<String, Integer> ages = new HashMap<String, Integer>();
```



```
List<Integer> primeNumbers = new ArrayList<Integer>();  
Set<String> colors = new TreeSet<String>();  
Map<String, Integer> ages = new HashMap<String, Integer>();
```



```
Map<String, List<String>> trucs =  
    new HashMap<String, List<String>>();  
  
Map<? extends Person, Map<String, List<String>>> trucs =  
    new TreeMap<? extends Person, Map<String, List<String>>>();  
  
Map<? extends Wrapper<String, Sex, Person>, Map<String,  
List<Set<Adress<String, Integer, Country>>>> trucs = ...
```



Java 5

```
List<Integer> primeNumbers = new ArrayList<Integer>();  
Set<String> colors = new TreeSet<String>();  
Map<String, Integer> ages = new HashMap<String, Integer>();
```

5

Java 7

```
List<Integer> primeNumbers = new ArrayList<>();  
Set<String> colors = new TreeSet<>();  
Map<String, Integer> ages = new HashMap<>();
```

7

Qui utilise Java 7 en prod ?



Java 5

```
List<Integer> primeNumbers = new ArrayList<Integer>();  
Set<String> colors = new TreeSet<String>();  
Map<String, Integer> ages = new HashMap<String, Integer>();
```

5

Java 7

```
List<Integer> primeNumbers = new ArrayList<>();  
Set<String> colors = new TreeSet<>();  
Map<String, Integer> ages = new HashMap<>();
```

7

Qui utilise Java 7 en prod ?

Guava

```
List<Integer> primeNumbers = newArrayList();  
Set<String> colors = newTreeSet();  
Map<String, Integer> ages = newHashMap();
```

G

Dès maintenant !



Java 5

```
List<Integer> primeNumbers = new ArrayList<Integer>();  
Set<String> colors = new TreeSet<String>();  
Map<String, Integer> ages = new HashMap<String, Integer>();
```

5

Java 7

```
List<Integer> primeNumbers = new ArrayList<>();  
Set<String> colors = new TreeSet<>();  
Map<String, Integer> ages = new HashMap<>();
```

7

Qui utilise Java 7 en prod ?

Guava

```
List<Integer> primeNumbers = newArrayList();  
Set<String> colors = newTreeSet();  
Map<String, Integer> ages = newHashMap();
```

G

Dès maintenant !

Lombok

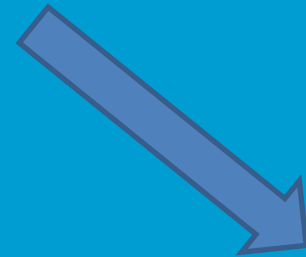
```
var primeNumbers = new ArrayList<Integer>();  
-> primeNumbers.size();  
...
```

L



List of dogs

```
List<Dog> dogs = newArrayList(  
    new Dog("Milou", 12.5, MALE, ...),  
    new Dog("Rintintin", 45.0, MALE, ...),  
    new Dog("Volt", 10.3, MALE, ...),  
    new Dog("Lassie", 45.0, FEMALE, ...),  
    new Dog("Pluto", 22.0, MALE, ...),  
    new Dog("Medor", 35.6, MALE, ...));
```



[Milou,
Rintintin,
Volt,
Lassie,
Pluto,
Medor]





Immutable

Pour que ça ne change pas



immutable
Quand ?



immutable Quand ? mutable



On se demande souvent si une liste doit être immutable mais c'est prendre le problème dans le mauvais sens. La plupart du temps, ce qu'il faut vraiment se demander, c'est si la liste a besoin d'être mutable.



```
Set<Integer> temp =  
    new LinkedHashSet<Integer>(Arrays.asList(1, 2, 3, 5, 7));  
Set<Integer> primes = Collections.unmodifiableSet(temp);
```



< unmodifiabls Vs immutables >

Java 5

```
Set<Integer> temp =  
    new LinkedHashSet<Integer>(Arrays.asList(1, 2, 3, 5, 7));  
Set<Integer> primes = Collections.unmodifiableSet(temp);
```

Guava

```
Set<Integer> primes = ImmutableSet.of(1, 2, 3, 5, 7);
```

G



of

```
ImmutableSet.of(E e1)  
ImmutableSet.of(E e1, E e2)  
ImmutableSet.of(E e1, E e2, E e3)  
ImmutableSet.of(E e1, E e2, E e3, E e4)  
ImmutableSet.of(E e1, E e2, E e3, E e4, E e5)  
ImmutableSet.of(E e1, E e2, E e3, E e4, E e5, E e6, E...)
```



Ne prend pas de null

of

```
ImmutableSet.of()
```

Vide



Map et List → FAQ 4

→ <http://blog.developpez.com/guava/p10589/collection/title-212/>



```
public class Dog {  
    private String name;  
    ...  
    private List<String> colors;  
  
    public Dog(String name, List<String> colors) {  
        this.name = name;  
        ...  
        this.colors = Collections.unmodifiableList(  
            new ArrayList<String>(colors));  
    }  
  
    public List<String> getColors() {  
        return colors;  
    }  
}
```



```
public class Dog {  
    private String name;  
    ...  
    private ImmutableList<String> colors;  
    public Dog(String name, List<String> colors) {  
        this.name = name;  
        ...  
        this.colors = ImmutableList.copyOf(colors);  
    }  
    public ImmutableList<String> getColors() {  
        return colors;  
    }  
}
```

Message clair





Collections en plus

Multimap, Bipap, Multiset



```
Map<String, List<String>> dogFavoriteColors =  
    new HashMap<String, List<String>>();
```

```
List<String> milouColors = dogFavoriteColors.get("Milou")  
if(milouColors == null) {  
    milouColors = new ArrayList<String>();  
    dogFavoriteColors.put("Milou", milouColors);  
}  
milouColors.add("Vert");
```



```
Map<String, List<String>> dogFavoriteColors =  
    new HashMap<String, List<String>>();
```

```
List<String> milouColors = dogFavoriteColors.get("Milou")  
if(milouColors == null) {  
    milouColors = new ArrayList<String>();  
    dogFavoriteColors.put("Milou", milouColors);  
}  
milouColors.add("Vert");
```

```
Multimap<String, String> dogFavoriteColors =  
    HashMultimap.create();  
dogFvoriteColors2.put("Milou", "Jaune");  
dogFavoriteColors2.put("Milou", "Rouge");
```



Guava

```
BiMap<String, Dog> tatouages = HashBiMap.create();  
tatouages.put("ABC123", new Dog("Milou") );  
tatouages.put("MBD324", new Dog("Volt") );  
tatouages.put("JFT672", new Dog("Lassie") );  
  
println( tatouages );
```

{ABC123=Milou,
MBD324=Volt,
JFT672=Lassie}

```
println( tatouages.inverse() );
```

Une map bijective

{Milou=ABC123,
Volt=MBD324,
Lassie=JFT672}



ABC123=Milou
MBD324=Volt
JFT672=Lassie

Il est possible de changer la valeur associée à une clé mais pas d'avoir deux clés avec la même valeur (IllegalArgumentException).



```
Multiset<Integer> ages = HashMultiset.create();  
ages.add(2);  
ages.add(3);  
ages.add(7);  
ages.add(11);  
ages.add(3);  
ages.add(5);  
println( ages );
```

[2, **3 x 2**, 5, 7, 11]

```
println( ages.count(3) )
```

2





Base

Préconditions, joiner, splitter, optional





- `toString ()`
- `equals ()`
- `hashCode ()`
- `compareTo ()`



```
public class Dog {  
  
    private Integer    id ;  
    private String     name ;  
    private String     fullName ;  
    ...  
  
    public Dog(String name, String fullName, ...) {  
        if(name == null) {  
            throw new NPE("Le nom bla bla");  
        }  
        if(fullName == null) {  
            throw new NPE("bla bla");  
        }  
        ...  
        this.name = name;  
        this.fullName = fullName;  
        ...  
    }  
}
```



DOG

```
import static com.google.common.base.Preconditions.*;

public class Dog {

    private Integer    id ;
    private String     name ;
    private String     fullName ;
    ...

    public Dog(String name, String fullName, ...) {
        this.name = checkNotNull(name, "bla bla");
        this.fullName = checkNotNull(fullName, "bla bla");
        ...
    }
}
```



checkNotNull() → NPE
checkArgument() → IAE
checkState() → ISE



```
String names = Joiner.on(", ")  
    .join(newArrayList("Lassie", "Volt", "Milou"));
```

"Lassie, Volt, Milou"

Java classique

```
List<String> dogNames = newArrayList("Lassie", "Volt", "Milou");  
StringBuilder sb = new StringBuilder();  
boolean first = true;  
for (String name : dogNames) {  
    if (name != null || name.trim().isEmpty()) {  
        continue;  
    }  
    if (!first) {  
        sb.append(", ");  
    }  
    sb.append(name);  
    first = false;  
}  
String names = sb.toString();
```



```
String names = Joiner.on(", ")  
    .join(newArrayList("Lassie", "Volt", "Milou"));
```

"Lassie, Volt, Milou"

```
String names = Joiner.on(", ")  
    .join(newArrayList("Lassie", "Volt", null, "Milou"));
```

→ NPE ☹



```
String names = Joiner.on(", ")  
    .join(newArrayList("Lassie", "Volt", "Milou"));
```

"Lassie, Volt, Milou"

```
String names = Joiner.on(", ")  
    .join(newArrayList("Lassie", "Volt", null, "Milou"));
```

→ NPE ☹

```
String names = Joiner.on(", ")  
    .skipNulls()  
    .join(newArrayList("Lassie", "Volt", null, "Milou"));
```

"Lassie, Volt, Milou"



```
String names = Joiner.on(", ")  
    .join(newArrayList("Lassie", "Volt", "Milou"));
```

"Lassie, Volt, Milou"

```
String names = Joiner.on(", ")  
    .join(newArrayList("Lassie", "Volt", null, "Milou"));
```

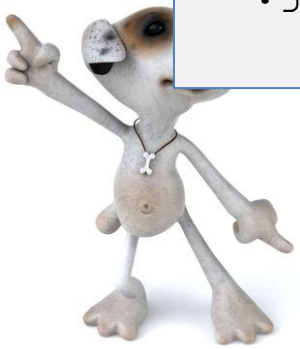
→ NPE ☹

```
String names = Joiner.on(", ")  
    .skipNulls()  
    .join(newArrayList("Lassie", "Volt", null, "Milou"));
```

"Lassie, Volt, Milou"

```
String names = Joiner.on(", ")  
    .useForNull("Anonymous")  
    .join(newArrayList("Lassie", "Volt", null, "Milou"));
```

"Lassie, Volt, Anonymous, Milou"



Splitter

```
Iterable<String> dogNames =  
    Splitter.on(",")  
        .split("Lassie, Volt, Milou");
```

```
[ "Lassie",  
  "Volt",  
  "Milou" ]
```



Splitter

```
Iterable<String> dogNames =  
    Splitter.on(",")  
        .split("Lassie, Volt, Milou");
```

```
[ "Lassie",  
  "Volt",  
  "Milou" ]
```

```
Iterable<String> dogNames =  
    Splitter.on(",")  
        .split("Lassie, Volt, ,Milou");
```

```
[ "Lassie",  
  "Volt",  
  " ",  
  "Milou" ]
```



Splitter

```
Iterable<String> dogNames =  
    Splitter.on(",")  
        .split("Lassie, Volt, Milou");
```

```
[ "Lassie",  
  "Volt",  
  "Milou" ]
```

```
Iterable<String> dogNames =  
    Splitter.on(",")  
        .split("Lassie, Volt, ,Milou");
```

```
[ "Lassie",  
  "Volt",  
  " ",  
  "Milou" ]
```

```
Iterable<String> dogNames =  
    Splitter.on(",")  
        .trimResults()  
        .split("Lassie, Volt, ,Milou");
```

```
[ "Lassie",  
  "Volt",  
  "",  
  "Milou" ]
```



Splitter

```
Iterable<String> dogNames =  
    Splitter.on(",")  
        .split("Lassie, Volt, Milou");
```

```
[ "Lassie",  
  "Volt",  
  "Milou" ]
```

```
Iterable<String> dogNames =  
    Splitter.on(",")  
        .split("Lassie, Volt, ,Milou");
```

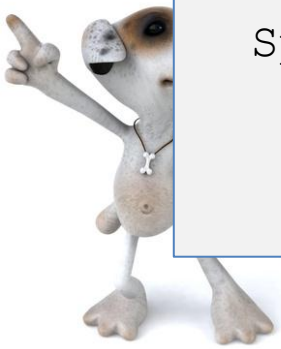
```
[ "Lassie",  
  "Volt",  
  "",  
  "Milou" ]
```

```
Iterable<String> dogNames =  
    Splitter.on(",")  
        .trimResults()  
        .split("Lassie, Volt, ,Milou");
```

```
[ "Lassie",  
  "Volt",  
  "",  
  "Milou" ]
```

```
Iterable<String> dogNames =  
    Splitter.on(",")  
        .trimResults()  
        .omitEmptyStrings()  
        .split("Lassie, Volt, ,Milou");
```

```
[ "Lassie",  
  "Volt",  
  "Milou" ]
```



```
Dog dog = new Dog("Milou", ...);  
Optional<Dog> opt = Optional.of(dog);  
assertTrue( opt.isPresent() );  
assertEquals( "Milou", opt.get().getName() );
```



Optional

```
Dog dog = new Dog("Milou", ...);  
Optional<Dog> opt = Optional.of(dog);  
assertTrue( opt.isPresent() );  
assertEquals( "Milou", opt.get().getName() );
```

```
Optional<Dog> opt = Optional.absent();  
assertFalse( opt.isPresent() );  
opt.get(); → ISE
```



```
Dog dog = new Dog("Milou", ...);  
Optional<Dog> opt = Optional.of(dog);  
assertTrue( opt.isPresent() );  
assertEquals( "Milou", opt.get().getName() );
```

```
Optional<Dog> opt = Optional.absent();  
assertFalse( opt.isPresent() );  
opt.get(); → ISE
```

```
Dog dog = null;  
Optional<Dog> opt = Optional.of(dog); → NPE  
Optional<Dog> opt = Optional.fromNullable(dog);
```



```
Dog dog = new Dog("Milou", ...);  
Optional<Dog> opt = Optional.of(dog);  
assertTrue( opt.isPresent() );  
assertEquals( "Milou", opt.get().getName() );
```

```
Optional<Dog> opt = Optional.absent();  
assertFalse( opt.isPresent() );  
opt.get(); → ISE
```

```
Dog dog = null;  
Optional<Dog> opt = Optional.of(dog); → NPE  
Optional<Dog> opt = Optional.fromNullable(dog);
```

```
Dog dog = null;  
Optional<Dog> opt = Optional.fromNullable(dog);  
Dog dog2 = opt.or( new Dog("noname", ...) );  
assertEquals( "noname", dog2.getName() );
```





Functional Programming

todo



Super chien



Dog

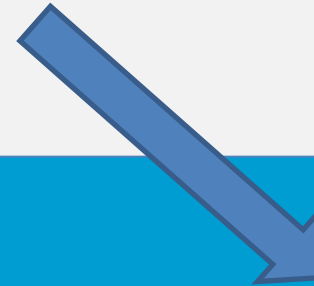


```
public class SuperChien implements SuperHero {  
    private String      surnom ;  
    private double      poids ;  
    private Set<String>  couleursCostume ;  
    private Set<String>  pouvoirs ;  
    ...  
}
```

Les héros peuvent avoir plusieurs costumes donc je n'utilise pas un ImmutableSet. Idem pour les pouvoirs dont la liste augmente avec l'expérience.



```
List<SuperChien> superChiens =  
    Lists.transform(dogs,  
                    new Function<Dog, SuperChien>() {  
        @Override  
        public SuperChien apply(Dog dog) {  
            SuperChien chien = new SuperChien();  
  
            chien.setSurnom("Super " + dog.getName());  
            chien.setPoids(dog.getWeight());  
            chien.setCouleursCostume(new HashSet(dog.getColors()));  
            chien.setPouvoirs(new HashSet("Code en Java", "Vole"))  
            ...  
  
            return chien;  
        }  
    });
```



[Super Milou,
Super Rintintin,
Super Volt,
Super Lassie,
Super Pluto,
Super Medor]



```
List<SuperChien> superChiens =
    Lists.transform(dogs, new Function<Dog, SuperChien>() {
        @Override
        public SuperChien apply(Dog dog) {
            SuperChien chien = new SuperChien();
            ...
            return chien;
        }
    })
```

- Vue (lazy)
- size / isEmpty dispo 😊
- Pas pour traitements répétés ☹️ → FAQ 3



```
List<SuperChien> chiens = newArrayList(Lists.transform(...
```



```
ImmutableList<SuperChien> chiens =
    ImmutableList.copyOf(Lists.transform(...
```

```
Predicate<Dog> malePredicate =  
    new Predicate<Dog>() {  
        public boolean apply(Dog dog) {  
            return dog.getSex() == MALE;  
        }  
    }
```

```
Iterable<Dog> maleDogs =  
    Iterables.filter(dogs, malePredicate);
```

[Milou,
Rintintin,
Volt,
Pluto,
Medor]



```
Predicate<Dog> malePredicate =  
    new Predicate<Dog>() {  
        public boolean apply(Dog dog) {  
            return dog.getSex() == MALE;  
        }  
    }
```

```
Iterable<Dog> maleDogs =  
    Iterables.filter(dogs, malePredicate);
```

```
Dog firstMaleDog =  
    Iterables.find(dogs, malePredicate);
```

[Milou,
Rintintin,
Volt,
Pluto,
Medor]

Milou



```
Predicate<Dog> malePredicate =  
    new Predicate<Dog>() {  
        public boolean apply(Dog dog) {  
            return dog.getSex() == MALE;  
        }  
    }
```

[Milou,
Rintintin,
Volt,
Pluto,
Medor]

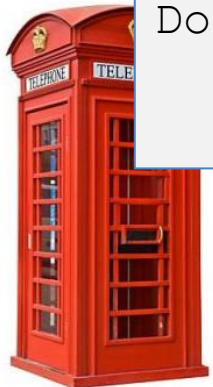
```
Iterable<Dog> maleDogs =  
    Iterables.filter(dogs, malePredicate);
```

```
Dog firstMaleDog =  
    Iterables.find(dogs, malePredicate);
```

Milou

```
Dog firstMaleDog =  
    Iterables.find(femaleDogs, malePredicate, DEFAULT_DOG );
```

Default dog



Seconde liste

```
List<Dog> dogs2 = newArrayList(  
    new Dog("Rintintin", 45.0, MALE, ...),  
    new Dog("Pluto", 22.0, MALE, ...),  
    new Dog("Lulu", 35.6, MALE, ...));
```



**[Rintintin,
Pluto,
Lulu]**

Liste 2 : dogs2

**[Milou,
Rintintin,
Volt,
Lassie,
Pluto,
Medor]**

Liste 1 : dogs



```
Predicate<Dog> malePredicate =  
    new Predicate<Dog>() {  
        public boolean apply(Dog dog) {  
            return dog.getSex() == MALE;  
        }  
    };
```

```
Function<FullDog, String> nameFunction =  
    new Function<FullDog, String>() {  
        public String apply(FullDog dog) {  
            return dog.getName();  
        }  
    };
```

```
Iterable<FullDog> maleDogs =  
    Iterables.filter(dogs, malePredicate);  
  
Iterable<String> maleNames =  
    Iterables.transform(maleDogs, nameFunction);
```

[Milou,
Rintintin,
Volt,
Pluto,
Medor]



```
Iterable<FullDog> maleDogs =  
    Iterables.filter(dogs, malePredicate);  
  
Iterable<String> maleNames =  
    Iterables.transform(maleDogs, nameFunction);
```

```
List<String> maleNames2 =  
    FluentIterable.from(dogs)  
        .filter(malePredicate)  
        .transform(nameFunction)  
        .toImmutableList();
```

Guava 12.0



→ <http://blog.developpez.com/guava/p11092/annotation/fluentiterable-sur-mon-chien-guava/>

[Milou,
Rintintin,
Volt,
Pluto,
Medor]



Cache

todo



```
public class DogService {  
    @Inject  
    private PetShopWebService service;  
  
    public Integer getNumberDogsSoldYesterday() {  
        return service.checkSales( "dog" );  
    }  
}
```



```
public class DogService {  
    @Inject  
    private PetShopWebService service;  
  
    public Integer getNumberDogsSoldYesterday() {  
        return service.checkSales( "dog" );  
    }  
}
```

```
private Integer nbOfDogsSold;  
  
public Integer getNumberDogsSoldYesterday() {  
    if (nbOfDogsSold == null) {  
        nbOfDogsSold = service.checkSales( "dog" );  
    }  
    return nbOfDogsSold;  
}
```

Double check null...



```
public class DogService {  
    @Inject  
    private PetShopWebService service;  
  
    private Supplier<Integer> nbOfDogsSoldSupplier =  
        Suppliers.memoize(  
            new Supplier<Integer>() {  
                public Integer get() {  
                    return service.checkSales( "dog" );  
                }  
            }  
        );  
  
    public Integer getNumberDogsSoldYesterday() {  
        return nbOfDogsSoldSupplier.get();  
    }  
}
```



```
public class DogService {  
    @Inject  
    private PetShopWebService service;  
  
    private Supplier<Integer> nbOfDogsSoldSupplier =  
        Suppliers.memoizeWithExpiration(  
            new Supplier<Integer>() {  
                public Integer get() {  
                    return service.checkSales( "dog" );  
                }  
            }, 1, TimeUnit.DAYS );  
  
    public Integer getNumberDogsSoldYesterday() {  
        return nbOfDogsSoldSupplier.get();  
    }  
}
```



```
public class DogService {  
    @Inject  
    private PetShopWebService service;  
    private Map<String, Dog> dogMap = Maps.newHashMap();  
    public Integer getDog(String name) {  
        Dog dog = dogMap.get(name);  
        if (dog == null) {  
            dog = service.getAnimal( "dog", name ); // type-name  
            dogMap.put( name, dog );  
        }  
        return dog;  
    }  
}
```

Quid du timeout ? Max ?



```
public class DogService {  
    @Inject  
    private PetShopWebService service;  
  
    private LoadingCache<String, Dog> dogCache =  
        CacheBuilder.newBuilder()  
            .maximumSize(2000)  
            .expireAfterWrite(30, TimeUnit.MINUTES)  
            .build(new CacheLoader<String, Dog>() {  
                public Dog load(String key) {  
                    return service.getAnimal( "dog", key );  
                }  
            });  
  
    public Integer getDog(String name) {  
        return dogCache.get( name ); // + try-catch  
    }  
}
```





Hash

Fantôme



```
HashFunction hf = Hashing.md5();  
HashCode hc = hf.newHasher()  
    .putInt(123)  
    .putString("Milou")  
    .hash();  
  
byte[] bytes = hc.asBytes();
```

- md5
- Murmur3 128 bits
- Murmur3 32 bits
- Sha1
- Sha256
- Sha512
- *goodFastHash*



```
int NB_OF_DOGS = 100000;  
  
List<Dog> dogs = new ArrayList();  
Random rand = new Random();  
for (int i = 0; i < NB_OF_DOGS; i++) {  
    Dog dog = new Dog();  
    dog.setName("abc" + rand.nextInt(999));  
    ...  
    dogs.add(dog);  
}
```

```
final Dog milou = new Dog();  
milou.setName("Milou");  
...  
boolean isInList = dogs.contains(milou);
```

false (14 ms)

```
dogs.add(milou);  
boolean isInList = dogs.contains(milou);
```

true (14 ms)



< Is in list ? >

Bloom filter



```
Funnel<Dog> dogFunnel = new Funnel<Dog>() {  
    public void funnel(Dogdog, PrimitiveSink sink) {  
        sink.putString(dog.getName())  
        .putString(dog.getFullName())  
        .putString(dog.getRace());  
    }  
};  
  
BloomFilter<Dog> bloom =  
    BloomFilter.create(dogFunnel, NB_OF_DOGS, 0.01);  
  
for (int i = 0; i < NB_OF_DOGS; i++) {  
    ...  
    bloom.put(dog);  
}
```

```
boolean isInList = bloom.mightContain(milou);
```

false (0 ms)

```
bloom.put(milou);
```

```
boolean isInList = bloom.mightContain(milou);
```

true (0 ms)



Guava 13

→ <http://blog.developpez.com/guava/p11149/collection/bloom-filter-de-guava-13/>



Guava or not Guava ?

Avantages et inconvénients





Pro / Cons

- Ne pas en abuser...
- Utile
- Bonnes pratiques



LIENS



@thierryleriche





Guava

→ <http://code.google.com/p/guava-libraries>



Lombok

→ <http://projectlombok.org>



Lombok-pg

→ <https://github.com/peichhorn/lombok-pg>





ICAUDA

→ <http://icauda.com>

→ <http://icauda.com/articles.html>

(articles)

→ <http://icauda.com/cours.html>

(slides)



Blog Guava

→ <http://blog.developpez.com/guava>



« Simplifier le code de vos beans Java à l'aide de Commons Lang, Guava et Lombok »

→ <http://thierry-leriche-dessirier.developpez.com/tutoriels/java/simplifier-code-guava-lombok> *(article)*



MERCI



FAQ / Bonus



1. Guava Vs Commons
2. Régime façon Apache
3. Fonctionnal prog Vs boucle for
4. Créer des Maps
5. Charsets
6. Converter Spring
7. Orderings
8. Licences
9. Extension avec valeurs
10. Chrono
11. CharMatcher
12. Impl
13. And, or, in...
14. Partition, limit



Guava Vs Commons ?



<http://tinyurl.com/guava-vs-apache>

1



Régime : la méthode Commons ?

toString

```
public String toString() {  
    return new ToStringBuilder(this)  
        .append("id", id)  
        .append("name", name)  
        .append("fullName", fullName)  
        ...  
        .append("colors", colors)  
        .toString();  
}
```

2



Régime : la méthode Commons ?

equals

```
public boolean equals(Object obj) {  
    if (this == obj) return true;  
    if (obj == null) return false;  
    if (!(obj instanceof Dog)) return false;  
  
    Dog other = (Dog) obj;  
  
    return new EqualsBuilder()  
        .append(birthday, other.birthday)  
        .append(fullname, other.fullname)  
        .append(name, other.name)  
        .append(race, other.race)  
        .append(sex, other.sex)  
        .isEquals();  
}
```



Régime : la méthode Commons ?

hashCode

```
public int hashCode() {  
    return new HashCodeBuilder(17, 37)  
        .append(birthday)  
        .append(fullname)  
        .append(name)  
        .append(race)  
        .append(sex)  
        .toHashCode();  
}
```

2



Régime : la méthode Commons ?

compareTo

```
public int compareTo(Dog other) {  
    return new CompareToBuilder()  
        .append(name, other.name)  
        .append(fullname, other.fullname)  
        .append(birthday, other.birthday)  
        ...  
        .append(sex, other.sex)  
        .toComparison();  
}
```

2



Fonctionnal prog Vs boucle for : quand ?

Transformation

```
List<SuperChien> superChiens = newArrayList(  
    Lists.transform(dogs, new Function<Dog, SuperChien>() {  
        @Override  
        public SuperChien apply(Dog dog) {  
            SuperChien chien = new SuperChien();  
            ...  
            return chien;  
        }  
    }  
));
```

 Vs

```
List<SuperChien> superChiens = newArrayList();  
for(Dog dog : dogs) {  
    SuperChien chien = new SuperChien();  
    ...  
    superChiens.add(chien);  
}
```

Créer des Maps

of

```
public static final ImmutableMap<String, Integer>
    AGES = ImmutableMap.of("Milou", 32,
                           "Volt", 7,
                           "Pluto", 37,
                           "Lassie", 17);
```

Builder

```
public static final ImmutableMap<String, Integer>
    AGES = new ImmutableMap.Builder<String, Integer>()
        .put("Milou", 32)
        .put("Volt", 7)
        .put("Pluto", 37)
        .put("Lassie", 17)
        .put("Medor", 5)
        .put("Croquette", 8)
        .put("Loulou", 2)
        ...
        .build();
```

4



Charsets

Java 5

```
String name = "Milou";  
  
try {  
    byte[] bytes = name.getBytes("UTF-8");  
} catch (UnsupportedEncodingException e) {  
    throw new AssertionError(e);  
}
```

Ca n'arrive jamais cette exception ☹

Guava

```
String name = "Milou";  
byte[] bytes = name.getBytes(Charsets.UTF_8);
```



Converter Spring

```
import org.springframework...Converter;

@Component("dogToChienConverter")
public class DogToChienConverter
    implements Converter<List<Dog>,
                                   List<SuperChien>> {

    public List<SuperChien> convert(List<Dog> dogs) {
        List<SuperChien> chiens = new ArrayList(transform(dogs,
            new Function<Dog, SuperChien>() {
                public SuperChien apply(Dog dog) {
                    ...
                    return chien;
                }
            }));
        return chiens;
    }
}
```



Lazy or not lazy ?



Orderings



Licences

- Lombok : MIT License
- Lombok-pg : MIT License
- Guava : Apache License 2.0
- Commons : Apache License 2.0



Extension avec valeurs

```
@ExtensionMethod({ Object.class, MyOtherClass.class })
public class DogWithExtension {

    public void foo() {
        String s1 = "toto";
        s1.print();                // → toto

        String s2 = null;
        s2.print();                // → null
    }
}

class MyOtherClass {
    public static <T> void print(final T value) {
        System.out.println(value);
    }
}
```

On peut mettre autre chose qu'un "Object", par exemple un "Arrays", un "Dog", etc.



Extension avec valeurs

```
@ExtensionMethod({ Object.class, MyOtherClass.class })
public class DogWithExtension {

    public void foo() {
        String s1 = "toto";
        s1.print();                // → toto

        String s2 = null;
        s2.print();                // → null
        s2.print("vide");          // → vide
    }
}

class MyOtherClass {
    public static <T> void print(final T value) {
        System.out.println(value);
    }

    public static void print(String value, String other) {
        if (value == null || value.isEmpty()) {
            System.out.println(other);
        } else {
            System.out.println(value);
        }
    }
}
```





Guava Java 5

< Chrono >

```
long start = new Date().getTime();  
foo(); // traitement long (ou pas)  
long end = new Date().getTime();  
long duration = end - start; // 11 ms
```

5

```
Stopwatch sw = new Stopwatch();  
sw.start();  
foo();  
sw.stop();  
long duration = sw.elapsedMillis(); // 11 ms
```

G

```
long nano = sw.elapsedTime(NANOSECONDS); // 11179739 ns  
long micro = sw.elapsedTime(MICROSECONDS); // 11179 us  
long millis = sw.elapsedTime(MILLISECONDS); // 11 ms
```



→ <http://blog.developpez.com/guava/p11160/base/le-stop-watch-de-guava/>

CharMatcher



Impl

5

```
public class Dog implements Comparable<Dog> {  
    private Integer id ;  
    private String  name ;  
    private String  fullName ;  
  
    ...  
  
    @Override  
    public int compareTo (Dog dog) {  
        return ...;  
    }  
}
```

implements List ? aie aie aie

12



Impl

@AutoGenMethodStub

```
public class Dog implements Comparable<Dog> {  
    private Integer id ;  
    private String  name ;  
    private String  fullName ;  
    ...  
}
```

12



And, or, in...

And, or, in...

```
import static com.google.common.base.Predicates.and;
import static com.google.common.base.Predicates.in;

boolean isRintintinInBoth =
    and( in(dogs), in(dogs2) )
        .apply(new Dog("Rintintin"));
```

true

```
import static com.google.common.base.Predicates.or;

boolean isTintinInOne =
    or( in(dogs), in(dogs2) )
        .apply(new Dog("Tintin"));
```

false

Liste 1 : dogs

[Milou,
Rintintin,
Volt,
Lassie,
Pluto,
Medor]

Liste 2 : dogs2

[**Rintintin**,
Pluto,
Lulu]



13

Partition, limit

Partition

```
List<List<FullDog>> partition =  
    Lists.partition(dogs, 4);
```

[Milou,
Rintintin,
Volt,
Lassie]

[Pluto,
Medor]

Limit

```
List<FullDog> first4Dogs =  
    newArrayList(Iterables.limit(dogs, 4));
```

[Milou,
Rintintin,
Volt,
Lassie]

14



Slides en préparation





I/O

todo



Ressources

```
public void lireJava6(String from) {  
    InputStream in = null;  
    try {  
        in = new FileInputStream(from);  
        byte[] b = new byte[10000];  
        while (true) {  
            int r = in.read(b);  
            if (r == -1)  
                break;  
            ...  
        }  
    } catch (Exception e) {  
        ...  
    } finally {  
        if (in != null) {  
            try {  
                in.close();  
            } catch (Exception e) {  
                ...  
            }  
        }  
    }  
    ...  
}
```



Java 7

```
public void lireJava7(String from) {  
    try(InputStream in = new FileInputStream(from)) {  
        ...  
        while (true) {  
            ...  
        }  
    }  
}
```



Guava

Todo

G





Concurrent / future

todo



Todo

