

Java 8 in Action: Lambdas, Streams, and functional-style programming by Raoul-Gabriel Urma



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Java 8 In Action Lambdas Streams And Functional Style Programming

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Java 8 in Action Raoul-Gabriel Urma, 2014 Java 8 in Action is a clearly written guide to the new features of Java 8 It begins with a practical introduction to lambdas using real world Java code Next it covers the new Streams API and shows how you can use it to make collection based code radically easier to understand and maintain It also explains other major Java 8 features including default methods Optional CompletableFuture and the new Date and Time API This book course is written for programmers familiar with Java and basic OO programming Resource description page [Modern Java in Action](#) Raoul-Gabriel Urma, Alan Mycroft, Mario Fusco, 2018-09-26 Summary Manning's bestselling Java 8 book has been revised for Java 9 In Modern Java in Action you'll build on your existing Java language skills with the newest features and techniques Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology Modern applications take advantage of innovative designs including microservices reactive architectures and streaming data Modern Java features like lambdas streams and the long awaited Java Module System make implementing these designs significantly easier It's time to upgrade your skills and meet these challenges head on About the Book Modern Java in Action connects new features of the Java language with their practical applications Using crystal clear examples and careful attention to detail this book respects your time It will help you expand your existing knowledge of core Java as you master modern additions like the Streams API and the Java Module System explore new approaches to concurrency and learn how functional concepts can help you write code that's easier to read and maintain What's inside Thoroughly revised edition of Manning's bestselling Java 8 in Action New features in Java 8 Java 9 and beyond Streaming data and reactive programming The Java Module System About the Reader Written for developers familiar with core Java features About the Author Raoul Gabriel Urma is CEO of Cambridge Spark Mario Fusco is a senior software engineer at Red Hat Alan Mycroft is a University of Cambridge computer science professor he cofounded the Raspberry Pi Foundation Table of Contents PART 1 FUNDAMENTALS Java 8 9 10 and 11 what's happening Passing code with behavior parameterization Lambda expressions PART 2 FUNCTIONAL STYLE DATA PROCESSING WITH STREAMS Introducing streams Working with streams Collecting data with streams Parallel data processing and performance PART 3 EFFECTIVE PROGRAMMING WITH STREAMS AND LAMBDA Collection API enhancements Refactoring testing and debugging Domain specific languages using lambdas PART 4 EVERYDAY JAVA Using Optional as a better alternative to null New Date and Time API Default methods The Java Module System PART 5 ENHANCED JAVA CONCURRENCY Concepts behind CompletableFuture and reactive programming CompletableFuture composable asynchronous programming Reactive programming PART 6 FUNCTIONAL PROGRAMMING AND FUTURE JAVA EVOLUTION Thinking functionally Functional programming techniques Blending OOP and FP Comparing Java and Scala Conclusions and where next for Java **Hands-On Java: Practical Exercises for Programmers** Manjunath.R, 2024-06-26 Are you ready to master Java programming through hands on practice Dive into the

world of Java with Hands On Java Practical Exercises for Programmers a comprehensive guide designed to elevate your skills through a series of engaging exercises This book is tailored for programmers at all levels whether you re just starting your journey in Java or looking to enhance your proficiency Each exercise is thoughtfully designed to encompass fundamental Java concepts spanning from foundational syntax to advanced topics By working through these exercises you will not only strengthen your understanding of Java but also gain practical experience in solving real world programming challenges

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Mastering the Interview: 80 Essential Questions for Software Engineers Manjunath.R,2023-05-19 The Software Engineer s Guide to Acing Interviews Software Interview Questions You ll Most Likely Be Asked Mastering the Interview 80 Essential Questions for Software Engineers is a comprehensive guide designed to help software engineers excel in job interviews and secure their dream positions in the highly competitive tech industry This book is an invaluable resource for both entry level and experienced software engineers who want to master the art of interview preparation This book provides a carefully curated selection of 80 essential questions that are commonly asked during software engineering interviews Each question is thoughtfully crafted to assess the candidate s technical knowledge problem solving abilities and overall suitability for the role This book goes beyond just providing a list of questions It offers in depth explanations detailed sample answers and insightful tips on how to approach each question with confidence and clarity The goal is to equip software engineers with the skills and knowledge necessary to impress interviewers and stand out from the competition Mastering the Interview 80 Essential Questions for Software Engineers is an indispensable guide that empowers software engineers to navigate the interview process with confidence enhance their technical prowess and secure the job offers they desire Whether you are a seasoned professional or a recent graduate this book will significantly improve your chances of

acing software engineering interviews and advancing your career in the ever evolving world of technology **Languages, Compilers, Analysis - From Beautiful Theory to Useful Practice** Dominic Orchard, Tomas Petricek, Jeremy Singer, 2025-11-24 This Festschrift is dedicated to Alan Mycroft who formally retired from the University of Cambridge after almost 40 years Following a BA in Mathematics from the University of Cambridge in 1977 Alan took the Diploma in Computer Science in 1978 He then completed a PhD in Edinburgh in 1981 on Abstract Interpretation and Optimising Transformations for Applicative Programs under the supervision of Rod Burstall and Robin Milner After an EPSRC postdoctoral fellowship at Edinburgh and a research assistant position at Chalmers University he returned to the University of Cambridge in 1984 and remained there until his retirement in 2023 Alan is well known for pioneering contributions to programming language theory and applications covering both design and implementation His work ranges from compilation and optimisation techniques through semantics static analysis and type systems to parallel concurrent and dataflow programming He co created the Norcroft C compiler with Arthur Norman he co authored the book Java 8 in Action Lambdas Streams and Functional Style Programming and he co founded the Raspberry Pi Foundation a hugely successful initiative to develop programming skills and thinking for all ages In addition to his excellent research profile Alan has been an inspiring teacher mentor and collaborator always generous with encouragement and feedback The impact and scope of his career is reflected in the breadth of topics in this volume a fitting tribute to him *MongoDB in Action* Kyle Banker, Douglas Garrett, Peter Bakkum, Shaun Verch, 2016-03-29 Summary MongoDB in Action Second Edition is a completely revised and updated version It introduces MongoDB 3.0 and the document oriented database model This perfectly paced book gives you both the big picture you'll need as a developer and enough low level detail to satisfy system engineers Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology This document oriented database was built for high availability supports rich dynamic schemas and lets you easily distribute data across multiple servers MongoDB 3.0 is flexible scalable and very fast even with big data loads About the Book MongoDB in Action Second Edition is a completely revised and updated version It introduces MongoDB 3.0 and the document oriented database model This perfectly paced book gives you both the big picture you'll need as a developer and enough low level detail to satisfy system engineers Lots of examples will help you develop confidence in the crucial area of data modeling You'll also love the deep explanations of each feature including replication auto sharding and deployment What's Inside Indexes queries and standard DB operations Aggregation and text searching Map reduce for custom aggregations and reporting Deploying for scale and high availability Updated for Mongo 3.0 About the Reader Written for developers No previous MongoDB or NoSQL experience is assumed About the Authors After working at MongoDB Kyle Banker is now at a startup Peter Bakkum is a developer with MongoDB expertise Shaun Verch has worked on the core server team at MongoDB A Genentech engineer Doug Garrett is one of the winners of the MongoDB Innovation Award for Analytics A software architect Tim Hawkins has led

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Java Rheinwerk Publishing, Inc, Christian Ullenboom, 2025-06-19 Explore a complete Java programming guide covering foundational to advanced topics including OOP concurrency and testing Perfect for developers seeking practical in depth Java knowledge Key Features Comprehensive coverage of Java from foundational concepts to advanced programming techniques Designed to clarify complex topics for all skill levels using clear explanations and examples Structured to combine theory with practical application for real world Java development challenges Book Description This comprehensive guide introduces readers to Java programming from the ground up beginning with the language's history installation and core syntax Early chapters cover imperative programming concepts object oriented principles and essential data types like arrays and strings As the journey progresses readers explore custom classes inheritance interfaces exceptions and nested types building a solid foundation in Java's structure and design Midway the book dives into advanced topics such as generics lambda expressions functional programming and concurrency Readers gain practical knowledge of modern Java features including module systems the extensive Java class library and the nuances of thread management The coverage also extends to data structures algorithms file I/O and database connectivity with JDBC empowering readers to handle real world programming challenges with confidence The final sections focus on testing with JUnit software design patterns and Java development tools equipping readers with skills to write clean maintainable and efficient code Throughout this journey the book emphasizes practical examples and best practices making it an indispensable resource for learners aiming to master Java from basics to advanced professional techniques What you will learn Master core Java syntax and control flow constructs effectively Build and manipulate classes objects and data structures Implement robust exception handling and error management Apply generics and collections to write flexible code Utilize concurrency and threading for efficient programs Develop and execute unit tests using the JUnit framework Who this book is for Ideal for aspiring Java developers and programmers familiar with some coding basics this book assumes no prior Java knowledge but expects general programming awareness It suits learners aiming to master Java from fundamentals to advanced concepts including concurrency and testing

Introduction to Software Design with Java Martin P. Robillard, 2022-05-03 This textbook provides an in depth introduction to software design with a focus on object oriented design and using the Java programming language Its goal is to help readers learn software design by discovering the experience of the design process To this end the text follows a continuous narrative that introduces each element of design know how in context and explores alternative solutions in that context This

narrative is complemented by hundreds of code fragments and design diagrams The first chapter is a general introduction to software design and the subsequent chapters cover design concepts and techniques The concepts and techniques covered include interfaces encapsulation inheritance design patterns composition functional style design unit testing and many more A major emphasis is placed on coding and experimentation as a necessary complement to reading the text To support this aspect of the learning process a companion website with practice exercises is provided as well as two complete sample applications Guidance on these sample applications is provided in Code Exploration insets throughout the book Although the Java language is used as a means of conveying design related ideas the book's main goal is to address concepts and techniques that are applicable in a host of technologies This second edition covers additional design techniques such as input validation and dependency injection It also provides extended and revised treatment of many core subjects including polymorphic copying unit testing the Observer pattern and functional style programming This book is intended for readers who have a minimum of programming experience and want to move from writing small programs and scripts to tackling the development of larger systems This audience naturally includes students in university level computer science and software engineering programs As the prerequisites to specific computing concepts are kept to a minimum the content is also accessible to programmers with no previous background in computing In a similar vein understanding the code fragments requires only a minimal grasp of the Java language such as would be taught in an introductory programming course

Trends in Spatial Analysis and Modelling Martin Behnisch, Gotthard Meinel, 2017-10-24 This book is a collection of original research papers that focus on recent developments in Spatial Analysis and Modelling with direct relevance to settlements and infrastructure Topics include new types of data such as simulation data applications of methods to support decision making and investigations of human environment data in order to recognize significance for structures functions and processes of attributes Research incorporated ranges from theoretical through methodological to applied work It is subdivided into four main parts the first focusing on the research of settlements and infrastructure the second studies aspects of Geographic Data Mining the third presents contributions in the field of Spatial Modelling System Dynamics and Geosimulation and the fourth part is dedicated to Multi Scale Representation and Analysis The book is valuable to those with a scholarly interest in spatial sciences urban and spatial planning as well as anyone interested in spatial analysis and the planning of human settlements and infrastructure Most of the selected papers were originally presented at the International Land Use Symposium ILUS 2015 Trends in Spatial Analysis and Modelling of Settlements and Infrastructure November 11-13 2015 in Dresden Germany

Real-World Software Development Raoul-Gabriel Urma, Richard Warburton, 2019-12-02 Explore the latest Java based software development techniques and methodologies through the project based approach in this practical guide Unlike books that use abstract examples and lots of theory Real World Software Development shows you how to develop several relevant projects while learning best practices along the way With this engaging approach junior

developers capable of writing basic Java code will learn about state of the art software development practices for building modern robust and maintainable Java software You ll work with many different software development topics that are often excluded from software develop how to references Featuring real world examples this book teaches you techniques and methodologies for functional programming automated testing security architecture and distributed systems *Modern Java in Action* Raoul-Gabriel Urma,Mario Fusco,Alan Mycroft,2018-11-15 Summary Manning s bestselling Java 8 book has been revised for Java 9 In Modern Java in Action you ll build on your existing Java language skills with the newest features and techniques Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology Modern applications take advantage of innovative designs including microservices reactive architectures and streaming data Modern Java features like lambdas streams and the long awaited Java Module System make implementing these designs significantly easier It s time to upgrade your skills and meet these challenges head on About the Book Modern Java in Action connects new features of the Java language with their practical applications Using crystal clear examples and careful attention to detail this book respects your time It will help you expand your existing knowledge of core Java as you master modern additions like the Streams API and the Java Module System explore new approaches to concurrency and learn how functional concepts can help you write code that s easier to read and maintain What s inside Thoroughly revised edition of Manning s bestselling Java 8 in Action New features in Java 8 Java 9 and beyond Streaming data and reactive programming The Java Module System About the Reader Written for developers familiar with core Java features About the Author Raoul Gabriel Urma is CEO of Cambridge Spark Mario Fusco is a senior software engineer at Red Hat Alan Mycroft is a University of Cambridge computer science professor he cofounded the Raspberry Pi Foundation Table of Contents PART 1 FUNDAMENTALS Java 8 9 10 and 11 what s happening Passing code with behavior parameterization Lambda expressions PART 2 FUNCTIONAL STYLE DATA PROCESSING WITH STREAMS Introducing streams Working with streams Collecting data with streams Parallel data processing and performance PART 3 EFFECTIVE PROGRAMMING WITH STREAMS AND LAMBDA Collection API enhancements Refactoring testing and debugging Domain specific languages using lambdas PART 4 EVERYDAY JAVA Using Optional as a better alternative to null New Date and Time API Default methods The Java Module System PART 5 ENHANCED JAVA CONCURRENCY Concepts behind CompletableFuture and reactive programming CompletableFuture composable asynchronous programming Reactive programming PART 6 FUNCTIONAL PROGRAMMING AND FUTURE JAVA EVOLUTION Thinking functionally Functional programming techniques Blending OOP and FP Comparing Java and Scala Conclusions and where next for Java **Java Lambdas : Introduction to Java 8 Functional Programming** Nathanael Nachenga,2020-06-08 The deep descriptions are provided for Lambdas and Lambda expressions A good starting point especially for those who are still new to lambdas and functional programming as a whole All the complicated concepts have been explained in details from type inference target types to functional interfaces and how

and where should we use Lambda expressions **Java Lambdas and Parallel Streams** Michael Müller,2016-11-30 This compact book introduces the concepts of Java lambdas and parallel streams in a concise form It begins by introducing new supporting features such as functional interfaces default methods and more After this the author demonstrates how streams can be parallelized in a very simple way within certain limits no knowledge about the thread management is needed Nevertheless some basic elements in the context of parallelism need to be considered Here the book provides a variety of information and best practices What You Will Learn Master lambdas and streams Work with the default method Harness streams and the stream function Use Stream and Spliterator Take advantage of parallel streams Work with collectors and concurrency Who This Book Is For Experienced Java programmers and developers div div Mastering Lambdas Maurice Naftalin,2014-10-17 The Definitive Guide to Lambda Expressions Mastering Lambdas Java Programming in a Multicore World describes how the lambda related features of Java SE 8 will enable Java to meet the challenges of next generation parallel hardware architectures The book explains how to write lambdas and how to use them in streams and in collection processing providing code examples throughout You ll learn how to use lambda expressions to take full advantage of performance improvements provided by today s multicore hardware This Oracle Press book covers Why lambdas were needed and how they will change Java programming Syntax of lambda expressions The basic operation of streams and pipelines Using collectors and reduction to end pipelines Creating streams Spliterators the fork join framework and exceptions Examining stream performance with microbenchmarking API evolution using default methods Learning Java Lambda Expressions Peggy Fisher,2016 Java Lambda Tutorial [],2014-02-06 JavaScript Python Scala First class function Java 2010 JCD Lambda Closure JavaScript Python Scala Java SE 7 JavaScript Python Scala Java Lambda Closure Java Lambda Java SE 8 Lambda API 2012 Java TWO Java SE 8 Lambda Lambda Lambda Java Paradigm Java Functional programming Java Lambda API 2012 JCD Java Java Java SE 8 2014 3 Java Lambda JDK8 Functional API JDK8 Lambda Lambda Closure JavaScript Closure Python Lambda Closure Scala Java Lambda JDK8 Lambda Java List JDK8 JDK8 Functional API Optional null Consumer Function Predicate Supplier Stream Stream reduce collect Optional Stream flatMap Stream

An Introduction to Functional Programming Through Lambda Calculus Greg Michaelson,1989

Lambda-calculus, Combinators and Functional Programming G. E. Revesz,2009-06-25 Originally published in 1988 this book presents an introduction to lambda calculus and combinators without getting lost in the details of mathematical aspects of their theory Lambda calculus is treated here as a functional language and its relevance to computer science is clearly demonstrated The main purpose of the book is to provide computer science students and researchers with a firm background in lambda calculus and combinators and show the applicability of these theories to functional programming The presentation of the material is self contained It can be used as a primary text for a course on functional programming It can also be used as a supplementary text for courses on the structure and implementation of programming languages theory of computing or

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