



University of Tokyo Java Class

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Forthcoming Java Language Features

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We make the net work.

Watch Out for Tigers!

- Java 2 Platform, Standard Edition Release 1.5
- Code name “Tiger”
- Beta — Late 2003?
- A major theme — ease of development



Significant Language Changes Planned for Tiger

- I. Generics
- II. Enhanced for Loop ("foreach")
- III. Autoboxing/Unboxing
- IV. Typesafe Enums
- V. Varargs
- VI. Static Import
- VII. Metadata

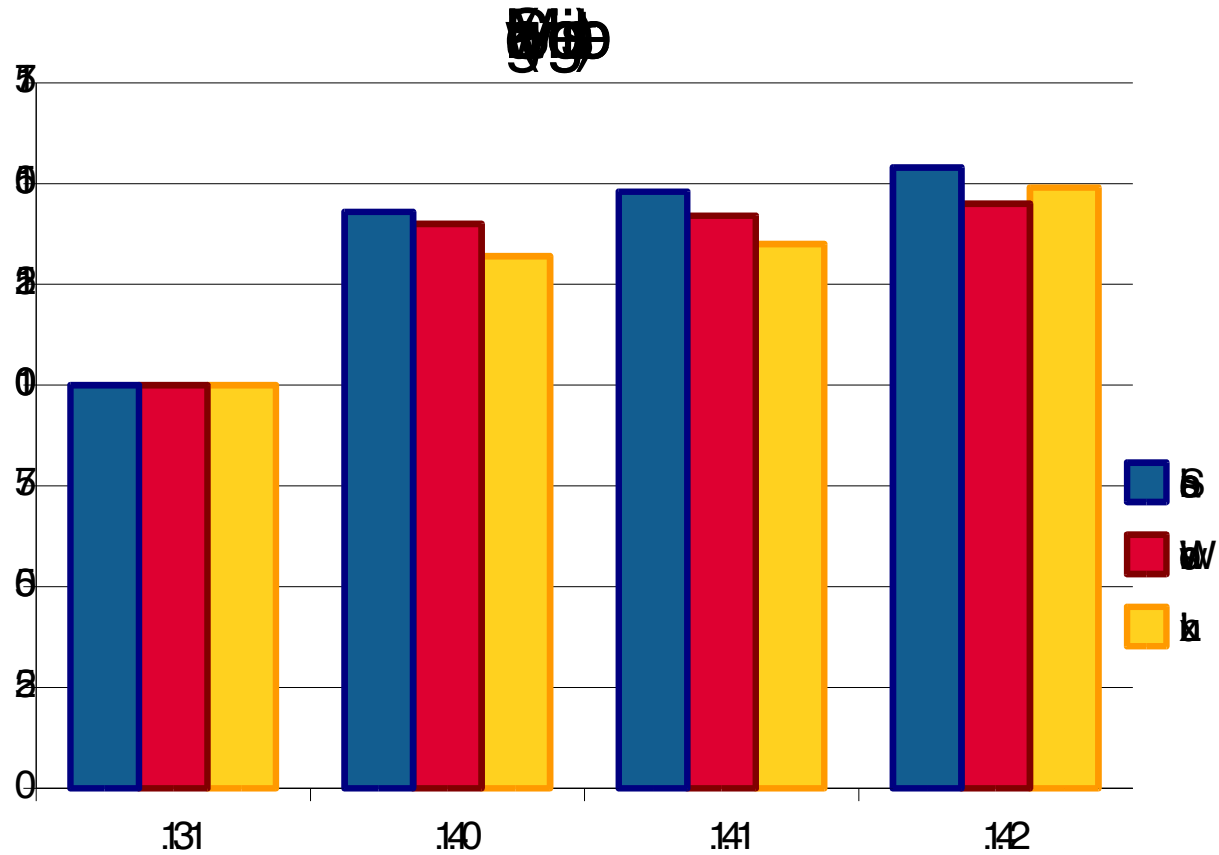
Unifying Theme — Developer-Friendliness

- Increase expressiveness
- Increase safety
- Minimize incompatibility
 - No VM changes
 - All binaries, most sources run unchanged
 - New keywords kept to a minimum

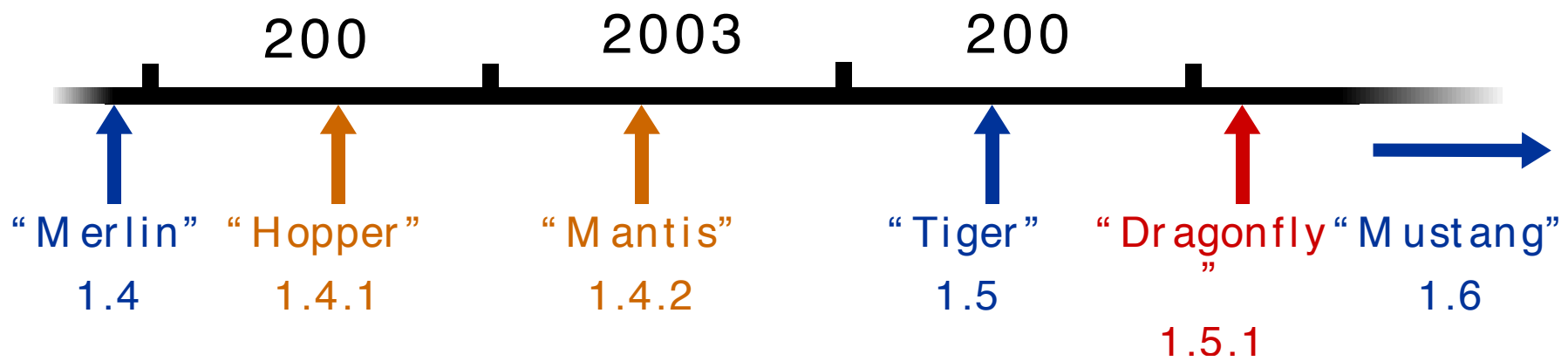
Disclaimer

- All subject to Java Community Process
 - JSR-014 Generics
 - JSR-175 Metadata
 - JSR-201 Remaining language changes
- For more information
 - <http://www.jcp.org>
- Participate!

Swing Performance Trends



Timeline



I. Generics

- When you get an element from a collection, you have to cast
 - Casting is a pain
 - Casting is unsafe — casts may fail at runtime
- Wouldn't it be nice if you could tell the compiler what type a collection holds?
 - Compiler could put in the casts for you
 - They'd be guaranteed* to succeed

* Offer void where prohibited by law. Price does not include dealer preparation and licensing.
Your mileage may vary. Cash value 1/20c.

Filtering a Collection — Today



```
// Removes 4-letter words from c; elements must be strings
static void expurgate(Collection c) {
    for (Iterator i = c.iterator(); i.hasNext(); )
        if(((String) i.next()).length() == 4)
            i.remove();
}
```

```
// Alternative form - a bit prettier?
static void expurgate(Collection c) {
    for (Iterator i = c.iterator(); i.hasNext(); ) {
        String s = (String) i.next();
        if(s.length() == 4)
            i.remove();
    }
}
```

Filtering a Collection With Generics

```
// Removes 4-letter words from c
static void expurgate(Collection<String> c) {
    for (Iterator<String> i = c.iterator(); i.hasNext(); )
        if (i.next().length() == 4)
            i.remove();
}
```

- Clearer and Safer
- No cast, extra parentheses, temporary variables
- Provides compile-time type checking

Generics Are Not Templates

- No code-size blowup
- No hideous complexity
- No “template metaprogramming”
- **Simply provides compile-time type safety and eliminates the need for casts**

II. Enhanced `for` Loop (“foreach”)

- Iterating over collections is a pain
- Often, iterator unused except to get elements
- Iterators are error-prone
 - Iterator variable occurs three times per loop
 - Gives you two opportunities to get it wrong
 - Common cut-and-paste error
- Wouldn't it be nice if the compiler took care of the iterator for you?

Applying a Method to Each Element in a Collection – Today

```
void cancelAll(Collection c) {  
    for (Iterator i = c.iterator(); i.hasNext(); ) {  
        TimerTask tt = (TimerTask) i.next();  
        tt.cancel();  
    }  
}
```

Applying Method to Each Element In a Collection With Enhanced `for`

```
void cancelAll(Collection c) {  
    for (Object o : c)  
        ((TimerTask)o).cancel();  
}
```

- Clearer and Safer
- No iterator-related clutter
- No possibility of using the wrong iterator

Enhanced `for` Really Shines When Combined With Generics

```
void cancelAll(Collection<TimerTask> c) {  
    for (TimerTask task : c)  
        task.cancel();  
}
```

- Much shorter, clearer and safer
- Code says exactly what it does

It Works For Arrays, Too

```
// Returns the sum of the elements of a
int sum(int[] a) {
    int result = 0;
    for (int i : a)
        result += i;
    return result;
}
```

- Eliminates array index rather than iterator
- Similar advantages

Nested Iteration Is Tricky

```
List suits = ...;
List ranks = ...;
List sortedDeck = new ArrayList();

// Broken - throws NoSuchElementException!
for (Iterator i = suits.iterator(); i.hasNext(); )
    for (Iterator j = ranks.iterator(); j.hasNext(); )
        sortedDeck.add(new Card(i.next(), j.next()));
```

Nested Iteration Is Tricky

```
List suits = ...;
List ranks = ...;
List sortedDeck = new ArrayList();

// Broken - throws NoSuchElementException!
for (Iterator i = suits.iterator(); i.hasNext(); )
    for (Iterator j = ranks.iterator(); j.hasNext(); )
        sortedDeck.add(new Card(i.next(), j.next()));

// Fixed - a bit ugly
for (Iterator i = suits.iterator(); i.hasNext(); ) {
    Suit suit = (Suit) i.next();
    for (Iterator j = ranks.iterator(); j.hasNext(); )
        sortedDeck.add(new Card(suit, j.next()));
}
```

With Enhanced `for`, It's Easy!



```
for (Suit suit : suits)
    for (Rank rank : ranks)
        sortedDeck.add(new Card(suit, rank));
```

III. Autoboxing/Unboxing

- You can't put an `int` into a collection
Must use `Integer` instead
- It's a pain to convert back and forth
- Wouldn't it be nice if compiler did it for you?

Making a Frequency Table – Today

```
public class Freq {
    private static final Integer ONE = new Integer(1);

    public static void main(String[] args) {
        // Maps word (String) to frequency (Integer)
        Map m = new TreeMap();

        for (int i=0; i<args.length; i++) {
            Integer freq = (Integer) m.get(args[i]);
            m.put(args[i], (freq==null ? ONE :
                new Integer(freq.intValue() + 1)));
        }
        System.out.println(m);
    }
}
```

Making a Frequency Table With Autoboxing, Generics, and Enhanced for

```
public class Freq {  
    public static void main(String[] args) {  
        Map<String, Integer> m = new TreeMap<String, Integer>();  
        for (String word : args)  
            m.put(word, Collections.getDefault(m, word) + 1);  
        System.out.println(m);  
    }  
}
```

IV. Typesafe Enums

Standard approach – **int** enum pattern

```
public class Almanac {  
    public static final int SEASON_WINTER = 0;  
    public static final int SEASON_SPRING = 1;  
    public static final int SEASON_SUMMER = 2;  
    public static final int SEASON_FALL = 3;  
  
    ... // Remainder omitted  
}
```

Disadvantages of `int` Enum Pattern

- Not typesafe
- No namespace - must prefix constants
- Brittle - constants compiled into clients
- Printed values uninformative

Current Solution – Typesafe Enum Pattern

- “Effective Java Programming Language Guide”
- Basic idea - class that exports self-typed constants and has no public constructor
- Fixes all disadvantages of `int` pattern
- Other advantages
 - Can add arbitrary methods, fields
 - Can implement interfaces

Typesafe Enum Pattern Example

```
import java.util.*;
import java.io.*;

public final class Season implements Comparable, Serializable {
    private final String name;
    public String toString()    { return name; }

    private Season(String name) { this.name = name; }

    public static final Season WINTER = new Season("winter");
    public static final Season SPRING = new Season("spring");
    public static final Season SUMMER = new Season("summer");
    public static final Season FALL   = new Season("fall");

    private static int nextOrdinal = 0;
    private final int ordinal = nextOrdinal++;

    public int compareTo(Object o) {
        return ordinal - ((Season)o).ordinal;
    }

    private static final Season[] PRIVATE_VALUES = { WINTER, SPRING, SUMMER, FALL };

    public static final List VALUES =
        Collections.unmodifiableList(
            Arrays.asList(PRIVATE_VALUES));

    private Object readResolve() {
        // Canonicalize
        return PRIVATE_VALUES[ordinal];
    }
}
```

Disadvantages of Typesafe Enum Pattern

- Verbose
- Error prone — each constant occurs 3 times
- Can't be used in **switch** statements
- Wouldn't it be nice if compiler took care of it?

Typesafe Enum Construct

- Compiler support for Typesafe Enum pattern
- Looks like traditional enum (C, C++, Pascal)

```
enum Season { winter, spring, summer, fall }
```

- Far more powerful
 - All advantages of Typesafe Enum pattern
 - Allows programmer to add arbitrary methods, fields
- Can be used in **switch** statements

Enums Interact Well With Generics and Enhanced for

```
enum Suit {clubs, diamonds, hearts, spades}  
enum Rank {deuce, three, four, five, six, seven,  
           eight, nine, ten, jack, queen, king, ace}
```

```
List<Card> deck = new ArrayList<Card>();  
for (Suit suit : Suit.VALUES)  
    for (Rank rank : Rank.VALUES)  
        deck.add(new Card(suit, rank));
```

```
Collections.shuffle(deck);
```

Would require pages of code today!

Enum With Field, Method and Constructor

```
public enum Coin {  
    penny(1), nickel(5), dime(10), quarter(25);  
  
    Coin(int value) { this.value = value; }  
  
    private final int value;  
  
    public int value() { return value; }  
}
```

Sample Program Using Coin Class

```
public class CoinTest {
    public static void main(String[] args) {
        for (Coin c : Coin.VALUES)
            System.out.println(c + ": \t"
                + c.value() + "¢ \t" + color(c));
    }
    private enum CoinColor { copper, nickel, silver }
    private static CoinColor color(Coin c) {
        switch(c) {
            case penny:    return CoinColor.copper;
            case nickel:   return CoinColor.nickel;
            case dime:
            case quarter: return CoinColor.silver;
            default: throw new AssertionError("Unknown coin: " + c);
        }
    }
}
```

Actual Output of Sample Program

penny:	1¢	copper
nickel:	5¢	nickel
dime:	10¢	silver
quarter:	25¢	silver

V. Varargs

- To write a method that takes an arbitrary number of parameters, you must use an array
- Creating and initializing arrays is a pain
- Array literals are not pretty
- Wouldn't it be nice if the compiler did it for you?
- Essential for a usable `printf` facility

Using `java.text.MessageFormat` –Today

```
Object[] arguments = {  
    new Integer(7),  
    new Date(),  
    "a disturbance in the Force"  
};
```

```
String result = MessageFormat.format(  
    "At {1,time} on {1,date}, there was {2} on planet "  
    + "{0,number,integer}.", arguments);
```

Using MessageFormat With Varargs

```
String result = MessageFormat.format(  
    "At {1,time} on {1,date}, there was {2} on planet "  
    + "{0,number,integer}.",  
    7, new Date(), "a disturbance in the Force");
```

Varargs Declaration Syntax

```
public static String format(String pattern,  
                             Object... arguments)
```

~~Arguments is~~ Object []

~~String~~

VI. Static Import Facility

Classes often export constants

```
public class Physics {  
    public static final double  
        AVOGADROS_NUMBER    = 6.02214199e23;  
    public static final double  
        BOLTZMANN_CONSTANT = 1.3806503e-23;  
    public static final double  
        ELECTRON_MASS      = 9.10938188e-31;  
}
```

Clients must qualify constant names

```
double molecules = Physics.AVOGADROS_NUMBER * moles;
```

Wrong Way to Avoid Qualifying Names

```
// "Constant Interface" antipattern - do not use!  
public interface Physics {  
    public static final double  
        AVOGADROS_NUMBER    = 6.02214199e23;  
    public static final double  
        BOLTZMANN_CONSTANT  = 1.3806503e-23;  
    public static final double  
        ELECTRON_MASS       = 9.10938188e-31;  
}  
  
public class Guacamole implements Physics {  
    public static void main(String[] args) {  
        double moles = ...;  
        double molecules = AVOGADROS_NUMBER * moles;  
        ...  
    }  
}
```

Problems With Constant Interface

- Interface abuse — does not define type
- Implementation detail pollutes exported API
- Confuses clients
- Creates long-term commitment
- Wouldn't it be nice if compiler let us avoid qualifying names without subtyping?

Solution — Static Import Facility

- Analogous to package import facility
- Imports the static members from a class, rather than the classes from a package
- Can import members individually or collectively
- Not rocket science

Importing Constants With Static Import

```
import static org.iso.Physics.*;
```

```
public class Guacamole {  
    public static void main(String[] args) {  
        double molecules = AVOGADROS_NUMBER * moles;  
        ...  
    }  
}
```

```
org.iso.Physics
```

Can Import Methods as Well as Fields

- Useful for mathematics
- Instead of: `x = Math.cos(Math.PI * theta);`
- Say: `x = cos(PI * theta);`

Static Import Interacts Well With Enums

```
import static gov.treas.Coin.*;

class MyClass {
    public static void main(String[] args) {
        int twoBits = 2 * quarter.value();
        ...
    }
}
```

VII. Metadata

- Many APIs require a fair amount of boilerplate
Example: JAX-RPC web service requires paired interface and implementation
- Wouldn't it be nice if language let you annotate code so that tool could generate boilerplate?
- Many APIs require “side files” to be maintained
Example: bean has **BeanInfo** class
- Wouldn't it be nice if language let you annotate code so that tools could generate side files?

JAX-RPC Web Service — Today



```
public interface CoffeeOrderIF extends java.rmi.Remote {
    public Coffee [] getPriceList()
        throws java.rmi.RemoteException;
    public String orderCoffee(String name, int quantity)
        throws java.rmi.RemoteException;
}

public class CoffeeOrderImpl implements CoffeeOrderIF {
    public Coffee [] getPriceList() {
        ...
    }
    public String orderCoffee(String name, int quantity) {
        ...
    }
}
```

JAX-RPC Web Service With Metadata

```
import javax.xml.rpc.*;

public class CoffeeOrder {
    @Remote public Coffee [] getPriceList() {
        ...
    }
    @Remote public String orderCoffee(String name, int quantity) {
        ...
    }
}
```

Would You Like to Try it Today?

- All features (except metadata) are available in early access 1.5 compiler
http://developer.java.sun.com/developer/earlyAccess/adding_generics
- For documentation, see JSRs 14, 201, 175
<http://www.jcp.org>
- Try it out and send us feedback!

Conclusion

- Language has always occupied a sweet spot
 - But certain omissions were annoying
- In “Tiger” we intend rectify these omissions
- New features were designed to interact well
- Language will be more expressive
 - Programs will be clearer, shorter, safer
- We will not sacrifice compatibility

Lab Assignment

- Download Java Studio 5 from the EduSoft Portfolio web site
- Download Java 1.5 early access compiler
- Write your own version of the “Coin” program using your local currency



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