

# Java SE 9: Exploiting Modularity and Other New Features

Kód kurzu: D99947

Kurz predstavuje Java module system (Jigsaw) a ďalšie novinky v Java SE 9. Medzi nimi sú JShell, pomocné metódy pre prácu s kolekciami a poľami, vylepšenia Stream API, alebo napríklad detailnejšie možnosti nastavenia anotácie @Deprecated. Najväčšou novinkou Java SE 9 je bezpochyby modularizácia JRE, z ktorej benefituje ako samotné runtime prostredie (možnosť zostaviť si odľahčenú verziu JRE na mieru pre svoju desktopovú aplikáciu), tak i programátori knižníc, ktorí môžu jasne definovať, ktoré triedy sú verejné a ktoré naopak implementačný detail, čo sa môže v priebehu času meniť. Je to novinka tak zásadná, že jej zvládnutie bude v budúcnosti nutnosť. Podte sa s ňou zoznámiť na tento kurz!

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Praha	2	24 392 Kč	30
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Všetky ceny sú uvedené bez DPH.

## Termíny kurzu

Dátum	Dní	Cena kurzu	Typ výučby	Jazyk výučby	Lokalita
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### Pre koho je kurz určený

- Kurz je vhodný pre Java programátorov, ktorí používajú staršiu verziu Javy (5-8) a chcú sa oboznámiť s novinkami Java SE 9, napríklad písať modularizované knižnice.

### Čo vás naučíme

- Design applications to take advantage of the module system and its more reliable configuration, improved security and performance, and more easily scalable applications.
- Migrate existing applications to a modular applications in a step-by-step manner, choosing which parts of the application to migrate first.
- Deal with common problems encountered in migrating an application, including, cyclic dependencies and split packages.
- Use services to make modularized applications more robust and easily extensible.
- Create multi-release JAR files that can be run on different Java releases.
- Use convenience methods to reduce code that seems verbose, inefficient or boilerplate, and increase readability.
- Use JShell to quickly run small code experiments and test new APIs.

### Požadované vstupné znalosti

- Znalosť Java SE programovania na bežnej úrovni, generics, lambda výrazy, Stream API.

### Osnova kurzu

#### Why Modules?

- Module System
- Levels of a Typical Application
- How Does Java SE 8 Address Maintainability and Reliability?
- Classes, Subclasses, Interfaces
- Class Level Unit of Reuse (Java SE 8)
- Packages
- JARs
- JAR Files and Distribution Issues

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## Working with the Module System

- Projects Before Modularization
- module-info.java: Introduction
- Creating a Truly Modular Project
- Compiling Modular JAR Files
- Accessibility Between Classes
- Readability Between Modules
- What Is Readable from the competition Module?
- The Effects of Exporting

## Modular JDK

- Modular Development in JDK 9
- The JDK
- The Modular JDK
- Modules in JDK 9
- Java SE Modules
- The Module Graph of Java SE
- The Base Module
- Finding the Right Platform Module

## Creating Custom Runtime Images

- What Is a Custom Runtime Image?
- Link Time
- Using jlink to Create a Custom Runtime Image
- Modules Resolved in a Custom Runtime Image
- Advantages of a Custom Runtime Image
- JIMAGE Format
- Footprint of a Custom Runtime Image
- jlink Resolves Transitive Dependencies

## Migration

- Typical Application
- The League Application
- Run the Application
- The Unnamed Module
- Top-Down Migration
- Dependencies
- Check Dependencies
- Typical Application Modularized

## Services

- Module Dependencies
- Service Relationships
- Expressing Service Relationships
- Using the Service Type in competition
- Choosing a Provider Class
- Module Dependencies and Services
- Designing a Service Type
- TeamGameManager Application with Additional Services

## Multi-release JAR files

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# Java SE 9: Exploiting Modularity and Other New Features

- Packaging an Application for Different JDKs
- Packaging an Application for Different JDK Versions
- The Solution: A Multi-Release JAR file
- What Is a Multi-Release JAR File?
- Structure of a JAR File
- Structure of a Multi-Release JAR File
- Search Process in an MRJAR
- Creating a Multi-Release JAR File

## Private Interface Methods

- Private Methods in Interfaces
- Java SE 7 Interfaces
- Implementing Java SE 7 Interface Methods
- Implementing Methods in Interfaces
- What About the Problems of Multiple Inheritance?
- Inheritance Rules of default Methods
- Interfaces Don't Replace Abstract Classes

## Enhancements to the Stream API

- One More Benefit of Default Methods
- Changing a Java Interface
- Why Enhance the Stream API?
- An Ordered List
- takeWhile Provides a Solution
- The Effects and Benefits of takeWhile
- An Unordered List
- filter vs takeWhile

## JShell

- Has This Happened to You?
- A Million Test Classes and Main Methods
- JShell Provides a Solution
- Comparing Normal Execution with REPL
- Getting Started with JShell and REPL
- Scratch Variables
- Declaring Traditional Variables
- Code Snippets

## Convenience Methods for Collections

- What Are Convenience Methods?
- Many Convenience Methods in Java SE 9
- Key Collections Interfaces
- Overloading the of Convenience Method
- Why Overload the of Method?
- Growing a Collection
- ofEntries() Method for Maps
- Immutability

## Convenience Methods for Arrays

- Arrays
- Modeling DNA Strands
- Working with DNA Strands

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- Working with DNA Strands by Using a for Loop
- Convenience Methods in the Arrays Class
- Equating DNA Strands
- DNA Subsequences
- Equating Subsequences of DNA

## Enhanced Deprecations for APIs

- What Is Deprecation?
- What Is Enhanced Deprecation?
- How Do You Deprecate an API?
- Using @deprecated
- Enhancements to the @Deprecated Annotation in JDK 9
- Using the @Deprecated Annotation
- Notifications and Warnings
- Compiler Deprecation Warnings

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