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**Institute for Software Integrated Systems** 

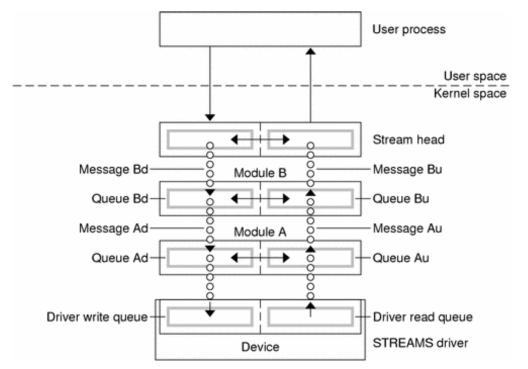
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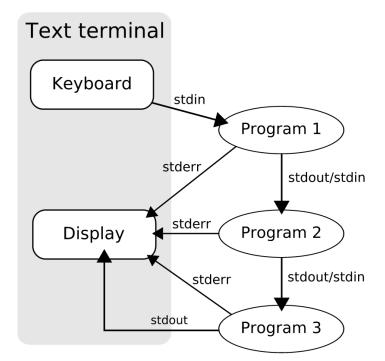




#### Learning Objectives in this Part of the Lesson

- Understand how Java streams compare with other technologies
  - e.g., UNIX pipelines, System V STREAMS, & Java Reactive Streams

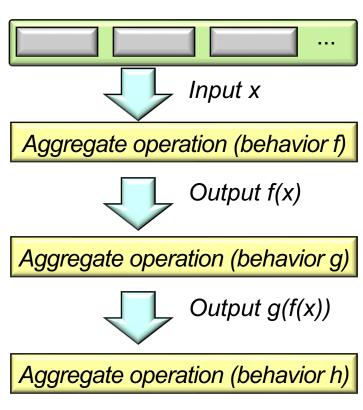




# Contrasting Java Streams with Other Technologies

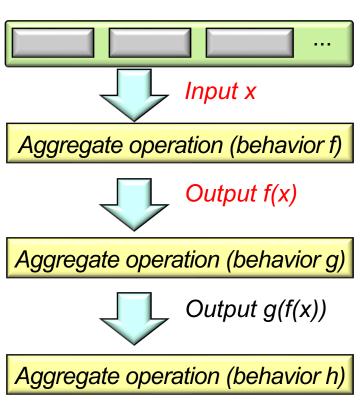
#### Review of Java Streams

 A Java stream is a sequence of data items that are conceptually produced one at a time



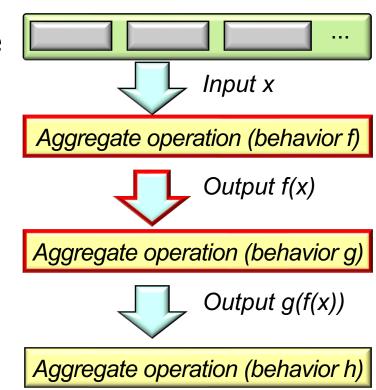
#### **Review of Java Streams**

- A Java stream is a sequence of data items that are conceptually produced one at a time
  - An operation can read items from an input stream one-by-one & also write items to an output stream

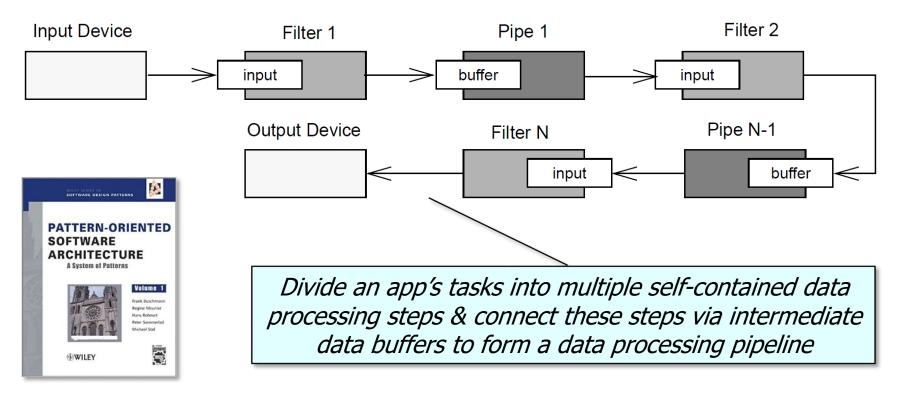


#### Review of Java Streams

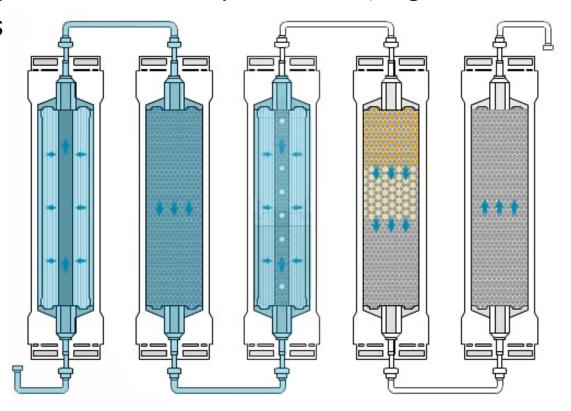
- A Java stream is a sequence of data items that are conceptually produced one at a time
  - An operation can read items from an input stream one-by-one & also write items to an output stream
  - The output stream of one operation can be the input stream of another



A Java stream is an implementation of the POSA1 Pipes & Filters pattern



- There are other common implementations of *Pipes & Filters*, e.g.
  - Water purification systems

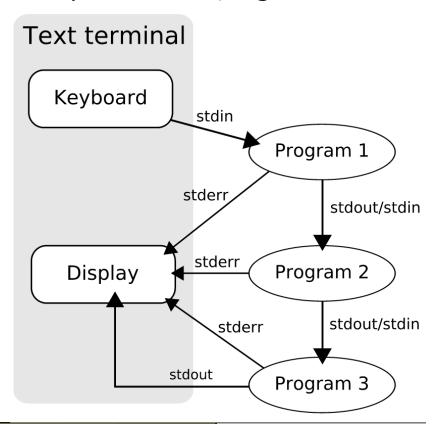


- There are other common implementations of Pipes & Filters, e.g.
  - Water purification systems
  - A pipeline in UNIX commandline shells

```
find /usr/bin | #produce list of files
sed 's:.*/::' | #strip directory part
grep -i '^z' | #select 'z*' names
sort | #sort items
xargs -d '\n' #print as single line

Outputs
```

zip zipcloak zipgrep zipinfo zipnote ...

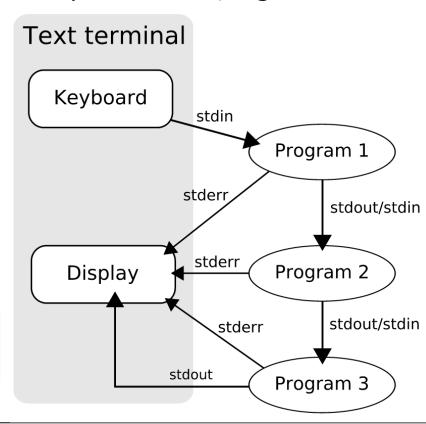


See en.wikipedia.org/wiki/Pipeline\_(Unix)

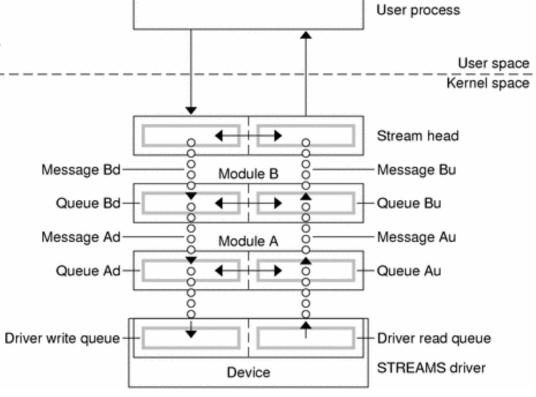
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```

Unlike some Java streams, a filter in a UNIX pipeline processes all contents it gets



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  - Water purification systems
  - A pipeline in UNIX commandline shells
  - System V STREAMS



- There are other common implementations of *Pipes & Filters*, e.g.
  - Water purification systems
  - A pipeline in UNIX commandline shells
  - System V STREAMS
  - Java Reactive Streams

#### **Class Flow**

java.lang.Object java.util.concurrent.Flow

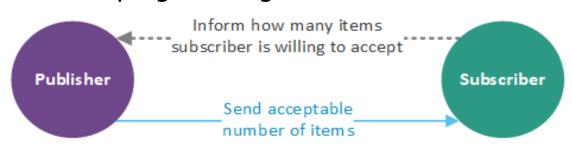
public final class Flow
extends Object

Interrelated interfaces and static methods for establishing flowcontrolled components in which Publishers produce items consumed by one or more Subscribers, each managed by a Subscription.

These interfaces correspond to the reactive-streams specification. They apply in both concurrent and distributed asynchronous settings: All (seven) methods are defined in void "one-way" message style. Communication relies on a simple form of flow control (method Flow.Subscription.request(long)) that can be used to avoid resource management problems that may otherwise occur in "push" based systems.

See docs.oracle.com/javase/9/docs/api/java/util/concurrent/Flow.html

- There are other common implementations of *Pipes & Filters*, e.g.
  - Water purification systems
  - A pipeline in UNIX commandline shells
  - System V STREAMS
  - Java Reactive Streams
    - Provides an interoperable foundation for reactive programming frameworks







Project Reactor



See www.baeldung.com/java-9-reactive-streams

# End of Contrasting Java Streams with Other Technologies