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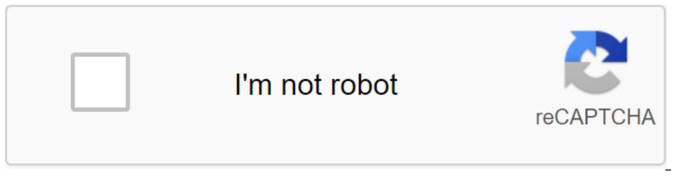

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fastutil extends the Java ™ framework by providing type-specific maps, sets, lists, and queues with little memory footprint and quick access and insertion; provides also large (64-bit) arrays, sets and lists, as well as fast, practical Vi-o classes for binary and text files. This is free software distributed under the Apache 2.0 license. This requires Java 7 or a newer one. Classes implement their standard analog interface (such as a map) and can be connected to existing code. They also provide additional features (such as bidirectional iterators) that are not available in standard classes. In addition to objects and primitive types, fastutil classes provide link support, i.e. objects that are compared by an equality operator rather than an equal method. Sources are generated by the C forward, starting with a set of driver files. You can look into the javadoc generated documentation. In particular, the review explains the design choices used in fastutil. New in fastutil 8 Java 8 release. Type-specific versions of the new Iterator and Java 8 methods with default methods and full support in wrap classes (synchronized, etc.). The fastutil extends JDK functions and type-specific functions expand the corresponding primitive JDK functions by using key extensions where applicable (e.g., Short2IntFunction expands IntUnaryOperator). Type-specific versions of the user. Clean up all the decrecatic methods. Many abstract classes are out of date with the default methods in related interfaces and are now out of date. Type-specific comparators, functions, consumers and (large) swappers can be identified using lambda expressions. Simple ways to use fast iterators for maps, even in cycles, using methods such as Int2IntMaps.fastIterable (it.unimi.dsi.fastutil.ints.Int2IntMap). Structures based on hash tables can never be paraphrased below the size specified during construction. fastutil provides in many cases the fastest implementations available. Please take a look at the latest criteria like these. You can find many other implementations of primitive collections (e.g. HPPC, Koloboke, etc.). Sometimes the authors quickly define their implementations as the fastest available: however, you need to make decisions in any implementation. These solutions make your implementation slower in different scenarios. I suggest always testing the speed in your own application rather than relying on common criteria, and asking the authors suggestions on how to use libraries optimally. In particular, when testing data hash structures, you should always clearly set the load factor, as the speed depends heavily on the length of collision chains. Large structures With fastutil 6, a new set of classes allows you to handle very large collections: in particular, which is more than 231. Large arrays are arrays that are handled by a variety of static methods that act on them as if they were monomer arrays with 64-bit indices, and large lists provide 64-bit access to the list. The size of the hash-large set is limited only to the amount of basic memory. Conventional methods java.util.Arrays and similar classes have been extended to large arrays: look at the Javadoc BigArrays and IntBigArrays documentation to get an idea of common and typical methods. Installation You can grab a fastutil from Maven Central. Otherwise, you just have to install the .jar file coming with the distribution. Note that file jars are huge, due to the large number of classes: if you plan to send your own jar with some classes fastutil included, you should look at AutoJar or similar tools. The history and motivation of fastutil came up as a necessity during the development of UbiCrawler as we needed to manage structures with tens of millions of items very effectively. The same reasons led to the development of high performance classes dsiutils and MG4J (e.g. MutableString). The JAR file means Java Archive. The JAR file in Java is a compressed version of the routine. The JAR file is used to store many types of files, such as audio file, video file, etc. Using this, the download time has been reduced due to the small size of the file. It can be made from Java, i.e. Java Web Start. To create the JAR file you run, you need to create a manifest file that is a .mf file. Before we start, you need to refresh your knowledge of Java classes and objects. For example, if we have data related to products such as the seller's name, product version, product date, and various items related to the product, the manifest file mentions. This type of file is used in the JAR file to run it. It is used to collect additional files related to components. The introduction to JAR files in Java Jar file format is based on zip format. These types of files are mainly used to implement libraries. Java Virtual Machine understands and implements these types of format for the Java application. We use the Java Archives Tool (JAR tool) to perform major operations related to the JAR file. This tool is provided by the Java Development Kit (JDK) 1. Creating a JAR file in Java We use the jar cf command to create this file. Syntax - a jar jarfilename inputfiles /cf is the creation of a file. C: can cf pack.jar Package View JAR file in Java Command - bank tf jarfilename // tf presents the contents of the file Recommended Reading - 4 Types Java Inner Class Example - C:/'gt; bank tf pack.jar // View content Exit - 2. Extract and update the team to retrieve - jarfilename jarename jarename /xf/xf C file extraction: "gt; jar xf pack.jar Command for an update - jar jar-file input-file (s) / File Update Example - C: 'gt;jar uf pack.jar 3. Launch Team - C:'gt;java-jar pack.jar/ requires a basic class manifesto headline Summary With this article, you can create, view, retrieve, update and run JAR files on Java. This file is used to aggregate many class files, audio files, image files, or directories. I hope you like the explanation. Share your experiences with us in the comments section. Do you know what Singleton Class is in Java and how to implement it? The Simple for Android sample demonstrates the basic functionality of Data Abstract, including downloading, modifying, and updating data from the Data Abstract server from the Android app written in Oxygene with Visual Studio. There is a similar example for the Android platform, written exclusively in Java as the Eclipse project. Start with this sample you need to install Visual Studio, Elements compiler and Android SDK. As for the SDK you need at least one of the Android API builds, build tools and system image if you want to test the sample in the simulator. When you download the project to Eclipse, you'll need to copy com.remobjects.dataabstract.jar and com.remobjects.sdk.jar, from where you set up a Java data abstract (usually c: Program Files (x86) or update the Links Links links to com.remobjects.dataabstract and com.remobjects.sdk. Finally, by default, the sample interacts with the RemObjects sample server on . If you prefer to test with local data, you can build a user server, Data Abstract. you can only change that by entering the Settings section by switching to Advanced and changing the value for The Record to load on something higher than 20. add new lines, remove existing lines, and apply those changes back to the server. The user interface is divided into a menu bar with 3 or 4 buttons (depending on the size of the screen). The arrow pointing down extracts data from the server. The up arrow indicates local changes to the server. The K button allows you to add a new line to the table. ... or the Settings button opens the settings page where you can change which server the sample is connected to, and the number of lines to receive. When the initial run of the sample view of the list is empty, the first step is to download the data by button (down pointing arrow) that will get the first 20 entries from the Customers table and fill ListView with that data. To change the content of an existing record, simply click the line you want that will open an edit page that displays all the content of that post. When you're done editing, just click Confirm to get back to submitting the list. At the moment, any changes to the data are made only to local data, you will need to apply the changes back to the server for everyone else to see them. To remove the line from the view list, simply click on the item and click the deletion button that appears. To add a new entry, click add (I) that inserts a new entry into the table and open the editing view so you can set the fields as needed. At this point, any changes made to the data will only be made to local data to apply these changes to the scheme. The study of the oxygen-based sample code consists of 7 classes that process the user interface and the functions required to interact with the server. DataAccess handles the initialization of the base connection to the server and the creation of RemoteDataAdapter. It is also recorded to listen to changes in preferences, so that when you change the data settings RemoteDataAdapter is updated to reflect the new data. RemoteData is a container class for DataTable that will contain data from the Customers table, as well as dataTableView, which will be used as a bridge between table data and user interface, providing tools for filtering and sorting data. MainActivity handles the basic user interface for sampling and dictates which data from the table line is displayed in ListView. The fillData and updateData methods discussed below come from this class. TableListAdapter is a class used by MainActivity to display Customer data on ListView. The class implements TableChangedListener. ClientEditActivity handles aspects of the client's editing user interface from the Clients table, it also handles editing of the newly added line. SettingsActivity handles interactions with the Preference subsystem for storing and extracting data that will be used to log in, like a server URL, username, and password. The fillData MainActivity method is responsible for extracting the Customer table from the server using an asynchronous approach. The sample technically supports the use of both asynchronous and synchronous methods to generate data, but the latest Android versions do not allow network operations to work on the main thread, raising The first step to extracting data is to create TableRequestInfo, which provides tools to monitor what data is extracted (all records limited by a subset of records) and how it is done. If you want to use Dynamic Where, Dynamic Dynamic or DA S'L you would create these queries and add them to TableRequestInfo or one of its subclasses. Here, the number of records to retrieve is transferred to the MaxRecords set, and faithfully transferred to establishIncludeSchema to indicate that the table diagram information should be returned. The data request is submitted by fillAsync RemoteDataAdapter. It takes DataTable to be extracted as the first argument, the second argument is an example of TableRequestInfo or those from its subclass and finally a FillRequestTask Callback copy. Here CustomersTabl from the DataModule class is transmitted as the first argument, the previously created object TableRequestInfo is the second argument, and for the last argument we use the factory method CallBack of FillRequestTask, which returns an anonymous copy of FillRequestTask.Callback, which has one method completed. The completed method is override to create Runnable, which will run on the main user interface stream to update the user interface with new data or to report a failure. The synchronous version is shorter and simpler, however, because it runs on the main UI stream and won't return until the data is received, it will block the user interface from updating. This is not a recommended approach to adopt in general and Android itself now does not allow you to make network requests to stream the user interface. The infill method requires two arguments, the first being DataTable for extraction and the second being TableRequestInfo, which was created earlier. Extracted data is copied to the DataTable provided. MainActivity.pas MainActivity.fillData Start / You can change the query if you want some specific entries to download var tri: the new TableRequestInfo (MaxRecords : fDataAccess.MaxRecordsToLoad, IncludeSchema : true); f $IFDEF USE_ASYNC DataAccess.DataAdapter.fillAsync (fDataAccess.data.tableClients, three, new-interface FillRequestTask.Callback (completed method: aTask: fillRequestTask ; aState: Object) start runOnUiThread ((((-------in-in-case if (aTask.isFailed) or aTask.isCancelled ()) then start Toast.makeText (which, aTask.getFailureCause ().getMessage, Toast.LENGTH_LONG).show (); end yet start fAdapter.notifyDataSetChanged (); Toast.makeText (that, 'Deleted data extracted', Toast.LENGTH_LONG).) The end; End); End)). f $ELSE DataAccess.DataAdapter.fill (fDataAccess.data.tableClients); ($IFNDEF EVENTS) fAdapter.notifyDataSetChanged (); ($ENDIF) Toast.makeText (self, 'Deleted data extracted', Toast.LENGTH_LONG).. ($ENDIF) the end; The updateData method processes local changes back to the server. While the sample demonstrates both asynchronous and synchronous versions, only The version can be used on the Android platform. Sending the changes back to the server requires the use of applyChangesAsync RemoteDataAdapter. It requires two arguments, arguments, First of all, it's DataTable, the changes we want to apply to the server. The second argument is the example of UpdateRequestTask. When the request is completed UpdateRequestTask is called, and any changes available from the server apply to ClientsTable.Here the ClientTable object is transferred as the first argument and an anonymous instance of UpdateRequestTask as the second. The completed method is redefined to create Runnable, which will run on the main UI stream. If UpdateRequestTask either failed or was cancelled, then the error message will appear on the user interface, otherwise the afterApply method is called, which notifies the list of sight that the data has changed and it has to update itself, and then it displays the message on the user interface that the data has been updated. Updated.