

# JAKIE ZJAWY NA NAS CZYHAJĄ?

*Czyli co nowego w Javie*

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Snowflake

Programiści  
to masochiści



Błędy kompilacji



Nieprzechodzące testy



Błędy czasu wykonania



Klient

Wow, a different  
error message...  
Finally some progress!



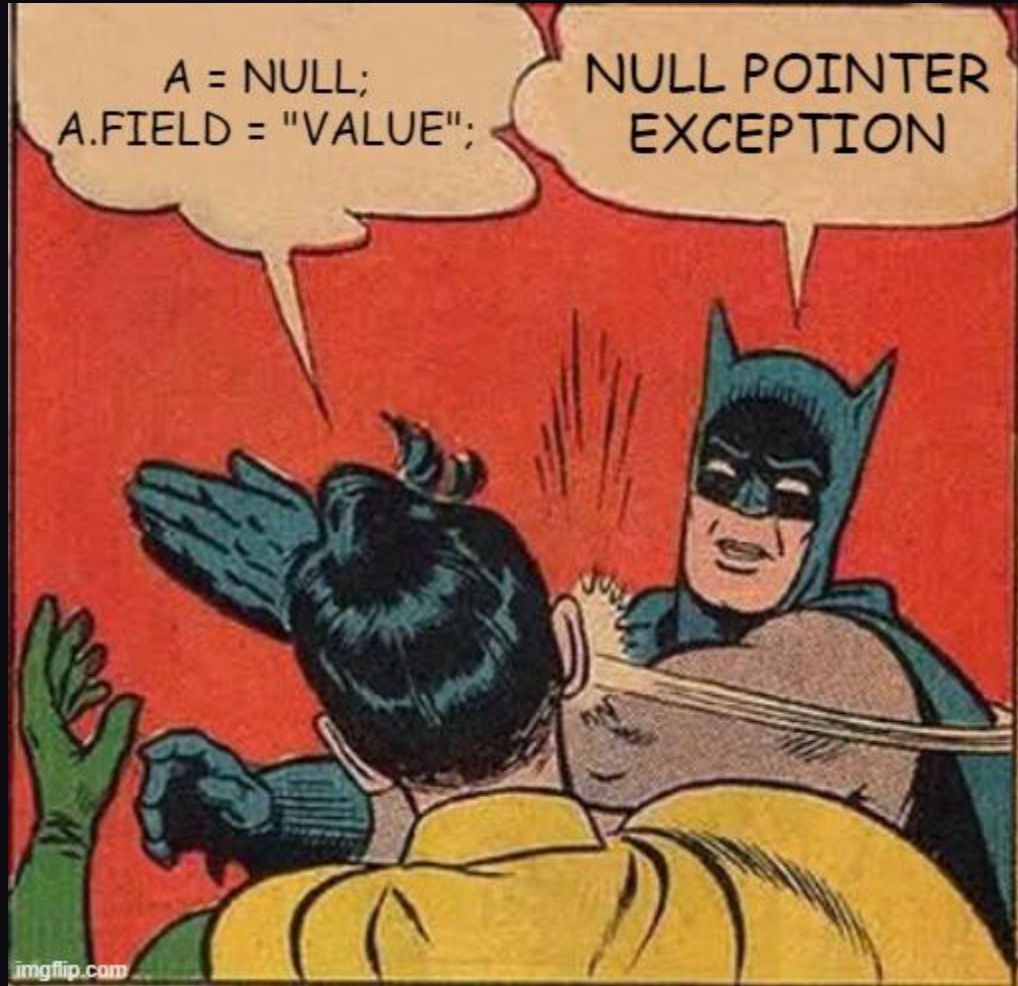
13,6 sekundy

# Feature'y

Więcej niż cztery

A = NULL;  
A.FIELD = "VALUE";









# NullPointerException























```
class A {
    B b = new B();
}

class B {
    C c = null;
}

class C {
    Integer number = 1;
}

public class Main {

    public static void main(String[] args) {
        A a = new A();
        System.out.println(a.b.c.number);
    }
}
```

Cannot read field "number" because "a.b.c" is null

Gdyby kod mógł mówić?

Co by o Was powiedział?







Switch



```
public class Old {  
  
    static void ratePresentation(Grade grade) {  
        int score;  
  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

```
enum Grade {WORST_EVER, BAD, NEUTRAL, GREAT, NICE}
```

```
public class Old {  
  
    static void ratePresentation(Grade grade) {  
        int score;  
        switch (grade) {  
  
        }  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

```
enum Grade {WORST_EVER, BAD, NEUTRAL, GREAT, NICE}
```

```
public class Old {  
  
    static void ratePresentation(Grade grade) {  
        int score;  
        switch (grade) {  
            case BAD:  
            case WORST_EVER:  
                score = 1;  
                break;  
  
            }  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

```
enum Grade {WORST_EVER, BAD, NEUTRAL, GREAT, NICE}
```

```
public class Old {  
  
    static void ratePresentation(Grade grade) {  
        int score;  
        switch (grade) {  
            case BAD:  
            case WORST_EVER:  
                score = 1;  
                break;  
            case NEUTRAL:  
                score = 3;  
                break;  
  
        }  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

```
enum Grade {WORST_EVER, BAD, NEUTRAL, GREAT, NICE}
```

```
public class Old {  
  
    static void ratePresentation(Grade grade) {  
        int score;  
        switch (grade) {  
            case BAD:  
            case WORST_EVER:  
                score = 1;  
                break;  
            case NEUTRAL:  
                score = 3;  
                break;  
            case GREAT:  
            case NICE: {  
                System.out.println("Impressive!");  
                score = 5;  
                break;  
            }  
        }  
  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

```
enum Grade {WORST_EVER, BAD, NEUTRAL, GREAT, NICE}
```

```
public class Old {  
  
    static void ratePresentation(Grade grade) {  
        int score;  
        switch (grade) {  
            case BAD:  
            case WORST_EVER:  
                score = 1;  
                break;  
            case NEUTRAL:  
                score = 3;  
                break;  
            case GREAT:  
            case NICE: {  
                System.out.println("Impressive!");  
                score = 5;  
                break;  
            }  
            default:  
                throw new IllegalStateException("Unexpected value: " + grade);  
        }  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

```
enum Grade {WORST_EVER, BAD, NEUTRAL, GREAT, NICE}
```



# Switch expressions

Nowe podejście



```
public class New {  
  
    static void ratePresentation(Grade grade) {  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

```
enum Grade {WORST_EVER, BAD, NEUTRAL, GREAT, NICE}
```

```
public class New {  
  
    static void ratePresentation(Grade grade) {  
        int score = switch (grade) {  
            case WORST_EVER: return 1;  
            case BAD: return 2;  
            case NEUTRAL: return 3;  
            case GREAT: return 4;  
            case NICE: return 5;  
        };  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

```
public class New {  
  
    static void ratePresentation(Grade grade) {  
        int score = switch (grade) {  
            case BAD, WORST_EVER -> 1;  
  
            };  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

```
enum Grade {WORST_EVER, BAD, NEUTRAL, GREAT, NICE}
```

```
public class New {  
  
    static void ratePresentation(Grade grade) {  
        int score = switch (grade) {  
            case BAD, WORST_EVER -> 1;  
            case NEUTRAL -> 3;  
  
        };  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

```
enum Grade {WORST_EVER, BAD, NEUTRAL, GREAT, NICE}
```

```
public class New {  
  
    static void ratePresentation(Grade grade) {  
        int score = switch (grade) {  
            case BAD, WORST_EVER -> 1;  
            case NEUTRAL -> 3;  
            case GREAT, NICE -> {  
                System.out.println("Impressive!");  
                yield 5;  
            }  
        };  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

```
enum Grade {WORST_EVER, BAD, NEUTRAL, GREAT, NICE}
```

```
public class Old {  
  
    static void ratePresentation(Grade grade) {  
        int score;  
        switch (grade) {  
            case BAD:  
            case WORST_EVER:  
                score = 1;  
                break;  
            case NEUTRAL:  
                score = 3;  
                break;  
            case GREAT:  
            case NICE: {  
                System.out.println("Impressive!");  
                score = 5;  
                break;  
            }  
            default:  
                throw new IllegalStateException("Unexpected value: " + grade);  
        }  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

18  
linii

```
public class New {  
  
    static void ratePresentation(Grade grade) {  
        int score = switch (grade) {  
            case BAD, WORST_EVER -> 1;  
            case NEUTRAL -> 3;  
            case GREAT, NICE -> {  
                System.out.println("Impressive!");  
                yield 5;  
            }  
        };  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

8 linii

Ile jest planet w układzie  
słonecznym?





# Usunięcie Nashorn Javascript



Co Adam Mickiewicz sądził o stringach?



```
String str =
    "Litwo! Ojczyzno moja! Ty jeste\u015B jak zdrowie,\n" +
    "Ile ci\u0119 trzeba ceni\u0107, ten tylko si\u0119 dowie,\n" +
    "Kto ci\u0119 straci\u0142. Dzi\u015B pi\u0119kno\u015B\u0107 tw\u0105 w ca\u0142ej ozdobie\n" +
    "Widz\u0119 i opisuj\u0119, bo t\u0119skni\u0119 po tobie\n" +
    "Panno \u015Bwi\u0119ta, co Jasnej bronisz Cz\u0119stochowy\n" +
    "I w Ostrej \u015Bwiecisz Bramie! Ty, co gr\u00F3d zamkowy\n" +
    "Nowogr\u00F3dzki ochraniasz z jego wiernym ludem!\n" +
    "Jak mnie dziecko do zdrowia powr\u00F3ci\u0142a\u015B cudem,\n" +
    "(Gdy od p\u0142acz\u0105cej matki pod Twój\u0105 opiek\u0119\n" +
    "Ofiarowany, martw\u0105 podnios\u0142em powiek\u0119\n" +
    "I zaraz mog\u0142em pieszo do Twych \u015Bwi\u0105ty\u0144 progu\n" +
    "I\u015B\u0107 za wr\u00F3cone \u017Cy\u0107 podzi\u0119kowa\u0107 Bogu),\n" +
    "Tak nas powr\u00F3ci\u015B cudem na Ojczyzn\u0142ono.\n" +
    "Tymczasem przeno\u015B moj\u0105 dusz\u0119 ut\u0119sknion\u0105\n" +
    "Do tych pag\u00F3rk\u00F3w le\u015Bnych, do tych \u0142\u0105k zielonych,\n" +
    "Szeroko nad b\u0142\u0119kitnym Niemnem rozci\u0105gnionych;\n" +
    "Do tych p\u00F3l malowanych zbo\u017Cem rozmaitem,\n" +
    "Wyz\u0142aczanych pszenic\u0105, posrebrzanych \u017Cytem;\n" +
    "Gdzie bursztynowy \u015Bwierzop, gryka jak \u015Bnieg bia\u0142a,\n" +
    "Gdzie panie\u0144skim rumie\u0144cem dzi\u0119cielina pa\u0142a,\n" +
    "A wszystko przepasane jakby wst\u0119g\u0105, miedz\u0105\n" +
    "Zielon\u0105, na niej z rzadka ciche grusze siedz\u0105.";
```

# Textblocks



**instanceof**



```
/**  
 * simulates blackbox - we don't know what exactly will come out  
 *  
 * @return either String or BigDecimal  
 */  
private static Object blackbox() {
```











```
public static void main(String[] args) {
    Object obj = blackbox();

    if (obj instanceof String) {
        String result = (String) obj;
        System.out.println("input is String");
        System.out.println(result.toUpperCase());
    } else if (obj instanceof BigDecimal) {
        BigDecimal result = (BigDecimal) obj;
        if (result.equals(BigDecimal.ONE)) {

        }
    }

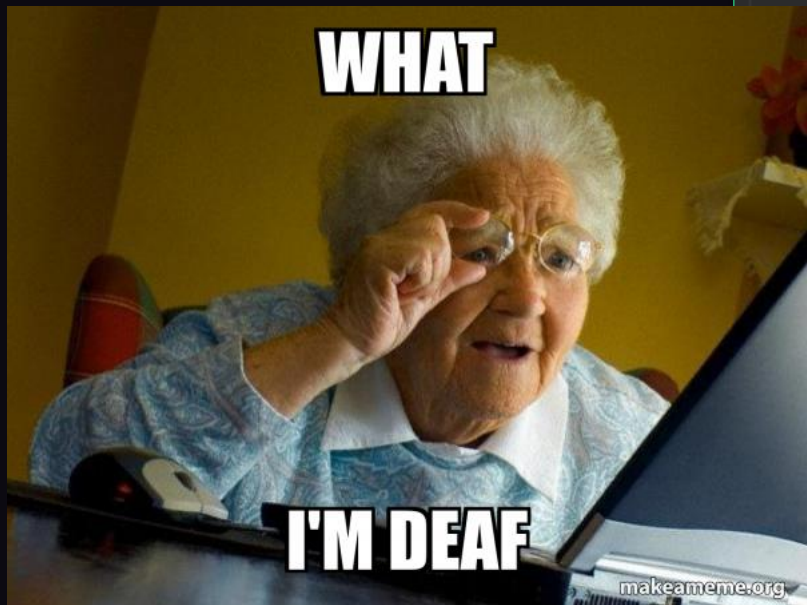
    System.out.println("Fin");
}
```

```
public static void main(String[] args) {
    Object obj = blackbox();

    if (obj instanceof String) {
        String result = (String) obj;
        System.out.println("input is String");
        System.out.println(result.toUpperCase());
    } else if (obj instanceof BigDecimal) {
        BigDecimal result = (BigDecimal) obj;
        if (result.equals(BigDecimal.ONE)) {
            System.out.println("input is BigDecimal");
            System.out.println(result.add(BigDecimal.ONE));
        }
    }

    System.out.println("Fin");
}
```





```
public static void main(String[] args) {
    Object obj = blackbox();

    if (obj instanceof String) {
        String result = (String) obj;
        System.out.println("input is String");
        System.out.println(result.toUpperCase());
    } else if (obj instanceof BigDecimal) {
        BigDecimal result = (BigDecimal) obj;
        if (result.equals(BigDecimal.ONE)) {
            System.out.println("input is BigDecimal");
            System.out.println(result.add(BigDecimal.ONE));
        }
    }

    System.out.println("Fin");
}
```

**instanceof  
bez rzutowania?**

# Pattern matching



```
public static void main(String[] args) {  
    Object obj = blackbox();  
  
    if (obj instanceof String result) {  
        System.out.println("input is String");  
        System.out.println(result.toUpperCase());  
    }  
  
    System.out.println("Fin");  
}
```

```
public static void main(String[] args) {  
    Object obj = blackbox();  
  
    if (obj instanceof String result) {  
        System.out.println("input is String");  
        System.out.println(result.toUpperCase());  
    }  
  
    System.out.println("Fin");  
}
```











**Data class**







Zbliżamy się do rekordu

# Record



```
public record New(boolean isAwesome, String title) {  
  
    public static void main(String[] args) {  
        New instance = new New(true, "Awesome record");  
        System.out.println(instance.title());  
    }  
}
```



**Rekord w liczbie urodzonych  
dzieci?**

**Fiodorowa Wasiljewa**

69

**Jak to się ma do Javy?**

**Dziedziczenie**

final

**Klasy sealed**

# Antykoncepcja dla Javy























sealed

non-sealed

permits





**Jakiej muzyki słuchają klasy?**

final class



sealed class



non-sealed class



class

```
class Rodzic { }
```



class

```
class Rodzic { }
```

```
class NieplanownyPotomek extends Rodzic { }
```



# Finalizers





```
record Point(int x, int y) {}
```

```
record Rectangle(Point topLeft, Point bottomRight) {}
```

```
public static void main(String[] args) {
    Object obj = blackbox();

    if (obj instanceof Rectangle rect) {

    }

    System.out.println("Fin");
}
```

```

public static void main(String[] args) {
    Object obj = blackbox();

    if (obj instanceof Rectangle rect) {

        System.out.println("Width: " + width);
        System.out.println("Height: " + height);
    }

    System.out.println("Fin");
}

```

```
public static void main(String[] args) {
    Object obj = blackbox();

    if (obj instanceof Rectangle rect) {
        var topLeft = rect.topLeft();
        var bottomRight = rect.bottomRight();

        System.out.println("Width: " + width);
        System.out.println("Height: " + height);
    }

    System.out.println("Fin");
}
```

```
public static void main(String[] args) {
    Object obj = blackbox();

    if (obj instanceof Rectangle rect) {
        var topLeft = rect.topLeft();
        var bottomRight = rect.bottomRight();
        var left = topLeft.x();
        var right = bottomRight.x();

        System.out.println("Width: " + width);
        System.out.println("Height: " + height);
    }

    System.out.println("Fin");
}
```

```
public static void main(String[] args) {
    Object obj = blackbox();

    if (obj instanceof Rectangle rect) {
        var topLeft = rect.topLeft();
        var bottomRight = rect.bottomRight();
        var left = topLeft.x();
        var right = bottomRight.x();
        var width = right - left;

        System.out.println("Width: " + width);
        System.out.println("Height: " + height);
    }

    System.out.println("Fin");
}
```



```
public static void main(String[] args) {  
    Object obj = blackbox();  
  
    if (obj instanceof Rectangle rect) {  
        var topLeft = rect.topLeft();  
        var bottomRight = rect.bottomRight();  
        var left = topLeft.x();  
        var right = bottomRight.x();  
        var width = right - left;  
  
        var top = topLeft.y();  
        var bottom = bottomRight.y();  
        var height = bottom - top;  
        System.out.println("Width: " + width);  
        System.out.println("Height: " + height);  
    }  
  
    System.out.println("Fin");  
}
```

```
public static void main(String[] args) {
    Object obj = blackbox();

    if (obj instanceof Rectangle rect) {
        var topLeft = rect.topLeft();
        var bottomRight = rect.bottomRight();
        var left = topLeft.x();
        var right = bottomRight.x();
        var width = right - left;
        var top = topLeft.y();
        var bottom = bottomRight.y();
        var height = bottom - top;
        System.out.println("Width: " + width);
        System.out.println("Height: " + height);
    }

    System.out.println("Fin");
}
```

10 linii

Co powiecie na 4 linie?

# Record patterns



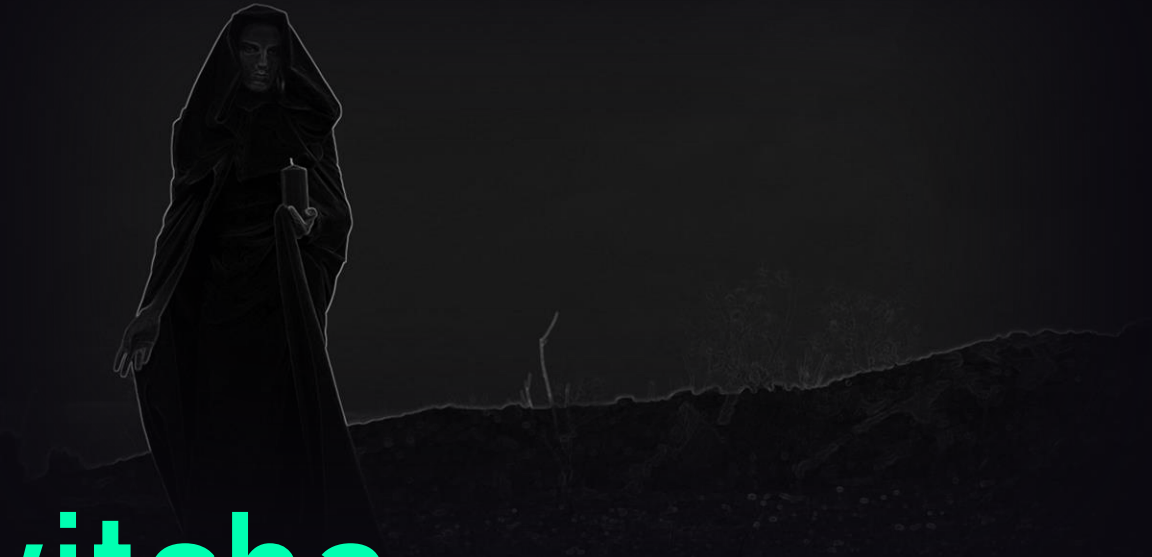
```
public static void main(String[] args) {  
    Object obj = blackbox();  
  
    if (obj instanceof Rectangle                ) {  
  
        System.out.println("Width: " + width);  
        System.out.println("Height: " + height);  
    }  
  
    System.out.println("Fin");  
}
```

```
public static void main(String[] args) {  
    Object obj = blackbox();  
  
    if (obj instanceof Rectangle ) {  
        var width = rightX - leftX;  
        var height = bottomY - topY;  
        System.out.println("Width: " + width);  
        System.out.println("Height: " + height);  
    }  
  
    System.out.println("Fin");  
}
```

```
public static void main(String[] args) {  
    Object obj = blackbox();  
  
    if (obj instanceof Rectangle(Point(int leftX, int topY), Point(int rightX, int bottomY))) {  
        var width = rightX - leftX;  
        var height = bottomY - topY;  
        System.out.println("Width: " + width);  
        System.out.println("Height: " + height);  
    }  
  
    System.out.println("Fin");  
}
```

```
public static void main(String[] args) {  
    Object obj = blackbox();  
  
    if (obj instanceof Rectangle(Point(int leftX, int topY), Point(int rightX, int bottomY))) {  
        var width = rightX - leftX;  
        var height = bottomY - topY;  
        System.out.println("Width: " + width);  
        System.out.println("Height: " + height);  
    }  
  
    System.out.println("Fin");  
}
```





# Ulepszenia switcha



# Ulepszenia switcha

null

```
public class New {  
  
    static void ratePresentation(Grade grade) {  
        int score = switch (grade) {  
            case BAD, WORST_EVER -> 1;  
            case NEUTRAL -> 3;  
            case GREAT, NICE -> {  
                System.out.println("Impressive!");  
                yield 5;  
            }  
        };  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(Grade.GREAT);  
    }  
}
```

```
public class Old {  
  
    static void ratePresentation(Grade grade) {  
        if (grade == null) {  
            System.out.println("Unfortunately grade is null");  
            return;  
        }  
        int score = switch (grade) {  
            case BAD, WORST_EVER -> 1;  
            case NEUTRAL -> 3;  
            case GREAT, NICE -> {  
                System.out.println("Wow!");  
                yield 5;  
            }  
        };  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(null);  
    }  
}
```

```
public class New {  
  
    static void ratePresentation(Grade grade) {  
        int score = switch (grade) {  
            case null, BAD, WORST_EVER -> 1;  
            case NEUTRAL -> 3;  
            case GREAT, NICE -> {  
                System.out.println("Wow!");  
                yield 5;  
            }  
        };  
        System.out.println("Presentation score: " + score);  
    }  
  
    public static void main(String[] args) {  
        ratePresentation(null);  
    }  
}
```



# Ulepszenia switcha

pattern matching

```
public static void main(String[] args) {  
    Object obj = blackbox();  
  
    switch(obj) {  
        case BigDecimal bigDecimal ->  
            System.out.println("Big decimal: " + bigDecimal.add(BigDecimal.ONE));  
  
    }  
}
```

```
public static void main(String[] args) {  
    Object obj = blackbox();  
  
    switch(obj) {  
        case BigDecimal bigDecimal ->  
            System.out.println("Big decimal: " + bigDecimal.add(BigDecimal.ONE));  
        case String str ->  
            System.out.println("String: " + str.toUpperCase());  
  
    }  
}
```



```
public static void main(String[] args) {  
    Object obj = blackbox();  
  
    switch(obj) {  
        case BigDecimal bigDecimal ->  
            System.out.println("Big decimal: " + bigDecimal.add(BigDecimal.ONE));  
        case String str ->  
            System.out.println("String: " + str.toUpperCase());  
        case null, default ->  
            System.out.println("World is unexpected!");  
    }  
}
```

```
static void testTriangle(Shape s) {  
    switch (s) {  
        case null:  
            break;  
  
        default:  
            System.out.println("A shape, possibly a small triangle");  
    }  
}
```

```
static void testTriangle(Shape s) {  
    switch (s) {  
        case null:  
            break;  
        case Triangle t:  
  
        default:  
            System.out.println("A shape, possibly a small triangle");  
    }  
}
```

```
static void testTriangle(Shape s) {  
    switch (s) {  
        case null:  
            break;  
        case Triangle t:  
            if (t.calculateArea() > 100) {  
  
            }  
  
        default:  
            System.out.println("A shape, possibly a small triangle");  
    }  
}
```

```
static void testTriangle(Shape s) {  
    switch (s) {  
        case null:  
            break;  
        case Triangle t:  
            if (t.calculateArea() > 100) {  
                System.out.println("Large triangle");  
                break;  
            }  
  
        default:  
            System.out.println("A shape, possibly a small triangle");  
    }  
}
```

```
static void testTriangle(Shape s) {  
    switch (s) {  
        case null:  
            break;  
        case Triangle t:  
            if (t.calculateArea() > 100) {  
                System.out.println("Large triangle");  
                break;  
            }  
            // no break  
        default:  
            System.out.println("A shape, possibly a small triangle");  
    }  
}
```

```
static void testTriangle(Shape s) {  
    switch (s) {  
        case null -> {}  
        case Triangle t when t.calculateArea() > 100 ->  
            System.out.println("Large triangle");  
        default ->  
            System.out.println("A shape, possibly a small triangle");  
    }  
}
```



# Ulepszenia switcha

kolejność case'ów





```
static void error(Object o) {  
    switch (o) {  
  
        default -> {}  
    }  
}
```

```
static void error(Object o) {  
    switch (o) {  
        case CharSequence cs ->  
            System.out.println("A sequence of length " + cs.length());  
  
        default -> {}  
    }  
}
```

```
static void error(Object o) {  
    switch (o) {  
        case CharSequence cs ->  
            System.out.println("A sequence of length " + cs.length());  
        case String s -> // won't compile  
            System.out.println("A string: " + s);  
        default -> {}  
    }  
}
```

```
static void error(Object o) {  
    switch (o) {  
        case String s ->  
            System.out.println("A string: " + s);  
        case CharSequence cs ->  
            System.out.println("A sequence of length " + cs.length());  
        default -> {}  
    }  
}
```

```
sealed interface Animal permits Cat, Dog, Fish { }
```

```
final class Cat implements Animal { }
```

```
final class Dog implements Animal { }
```

```
final class Fish implements Animal { }
```

```
static void checkAnimal(Animal animal) {  
    switch (animal) {  
  
    }  
}
```

```
static void checkAnimal(Animal animal) {  
    switch (animal) {  
        case Cat ignored -> System.out.println("just cat");  
  
    }  
}
```



```
static void checkAnimal(Animal animal) {  
    switch (animal) {  
        case Cat ignored -> System.out.println("just cat");  
        case Dog ignored -> System.out.println("just dog");  
    }  
}
```

```
static void checkAnimal(Animal animal) {  
    switch (animal) {  
        case Cat ignored -> System.out.println("just cat");  
        case Dog ignored -> System.out.println("just dog");  
        case Fish ignored -> System.out.println("just fish");  
    }  
}
```

```
static void checkAnimal(Animal animal) {  
    switch (animal) {  
        case Cat ignored -> System.out.println("just cat");  
        case Dog ignored -> System.out.println("just dog");  
        case Fish ignored -> System.out.println("just fish");  
    }  
}
```

```
sealed interface Animal permits Cat, Dog, Fish { }
```

```
final class Cat implements Animal { }
```

```
final class Dog implements Animal { }
```

```
final class Fish implements Animal { }
```

**Tradycyjny wątek**

Tradycyjny wątek

# wątków w Javie

=

# wątków systemowych

Tradycyjny wątek

# wątków w Javie

=

# wątków systemowych

<=

MAX # wątków systemowych

# Virtual threads



Wirtualny wątek

# wątków w Javie



MAX # wątków systemowych



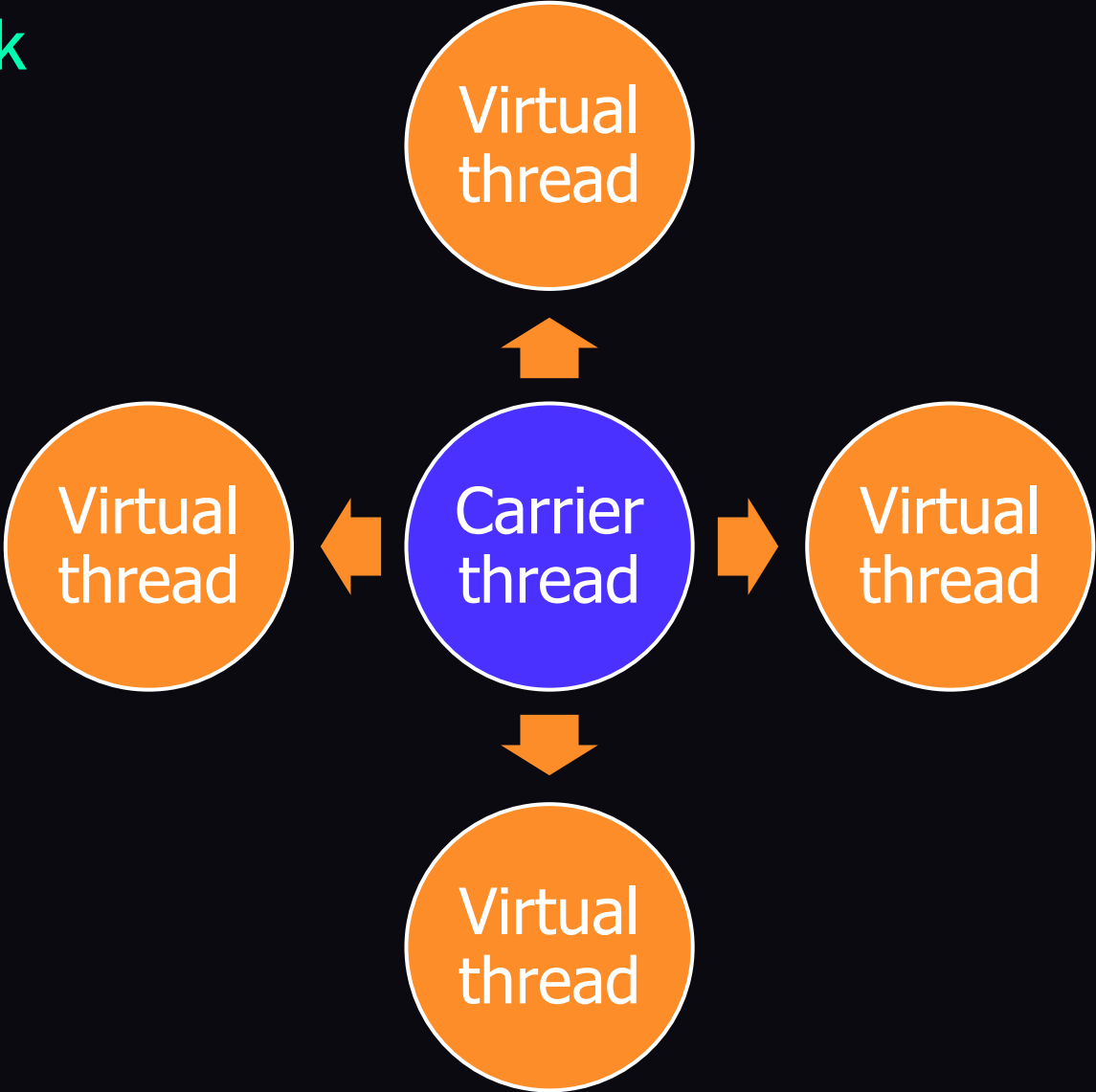
Wirtualny wątek

# wątków w Javie

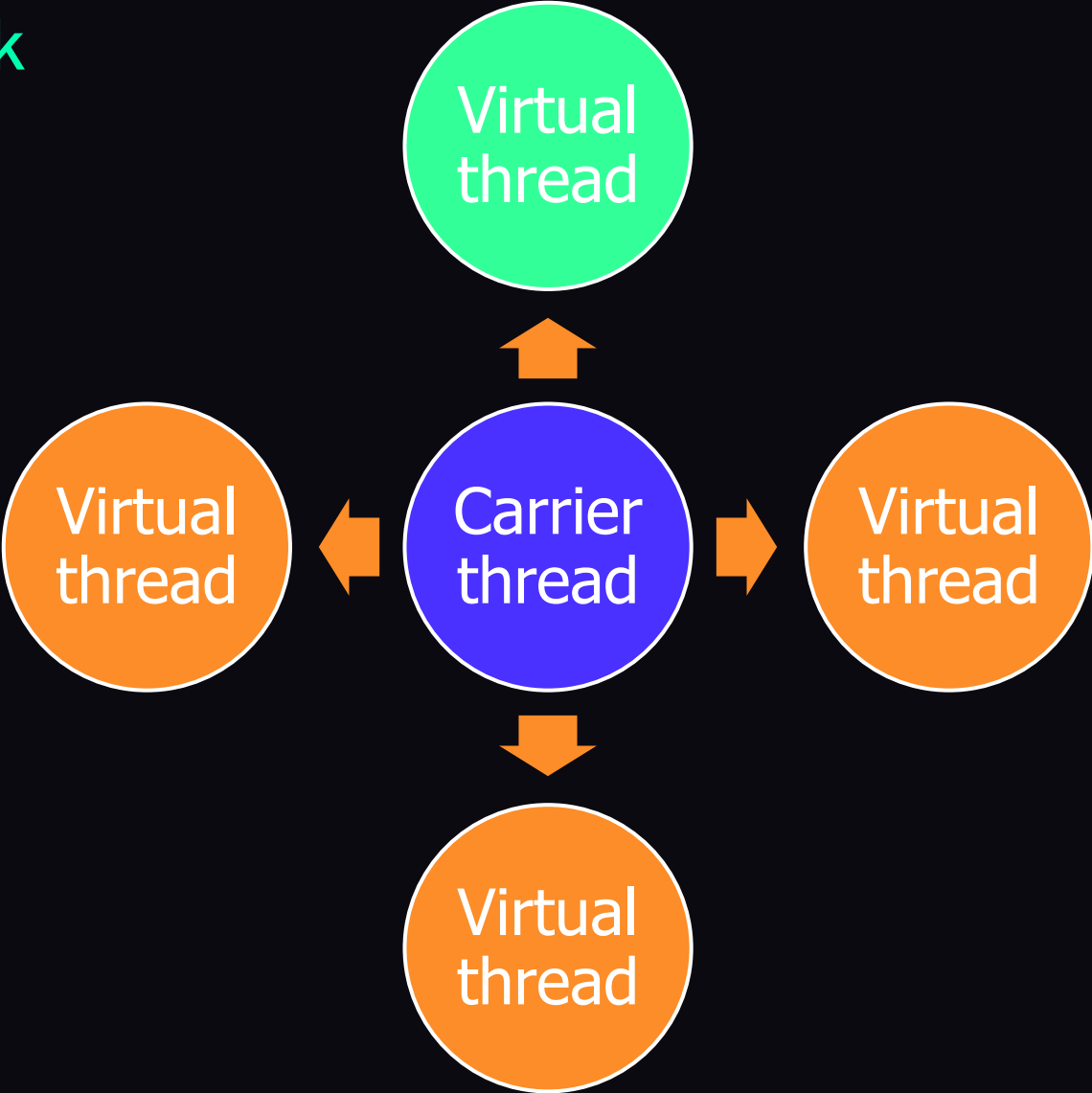


MAX # wątków systemowych

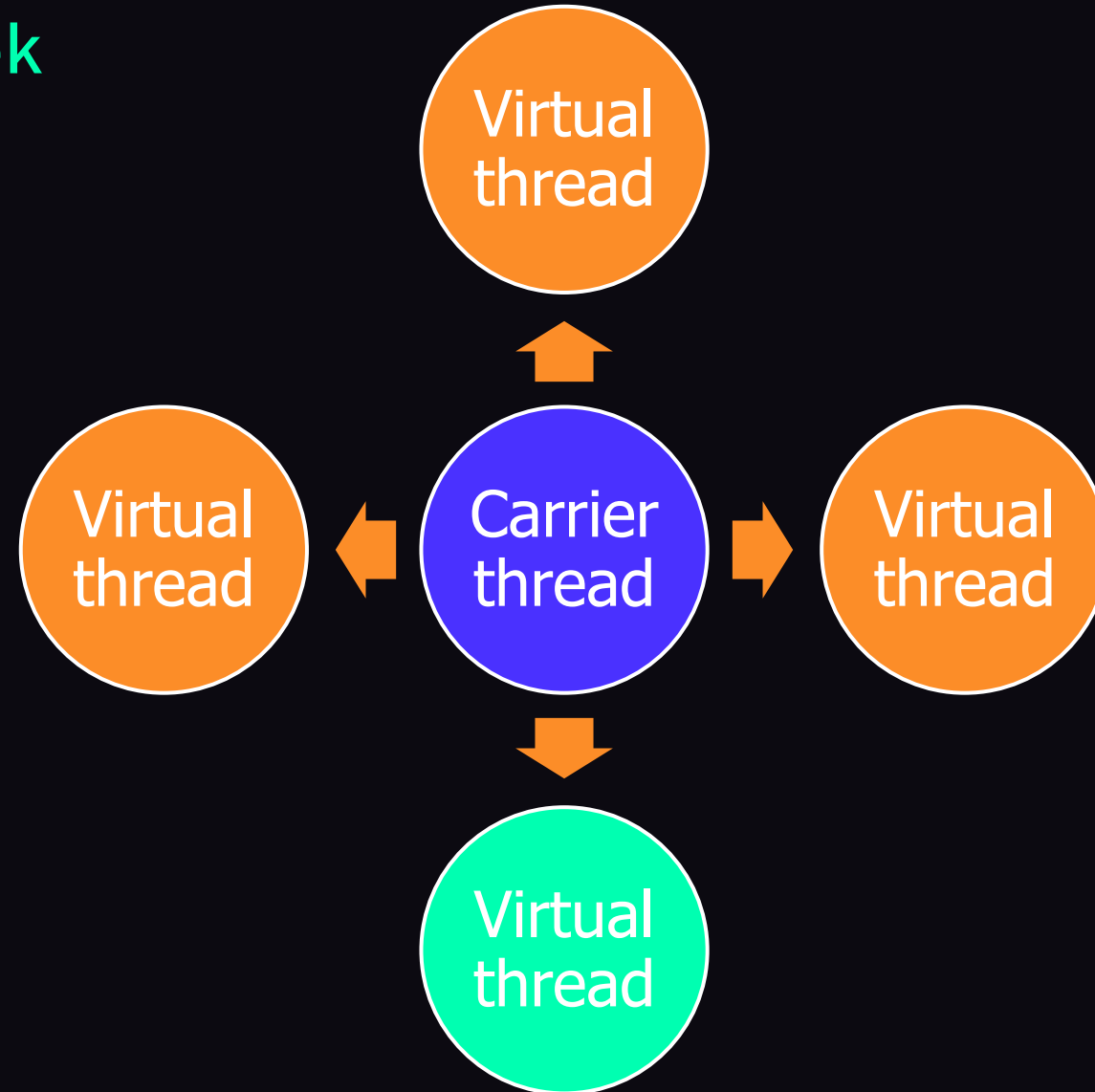
# Wirtualny wątek



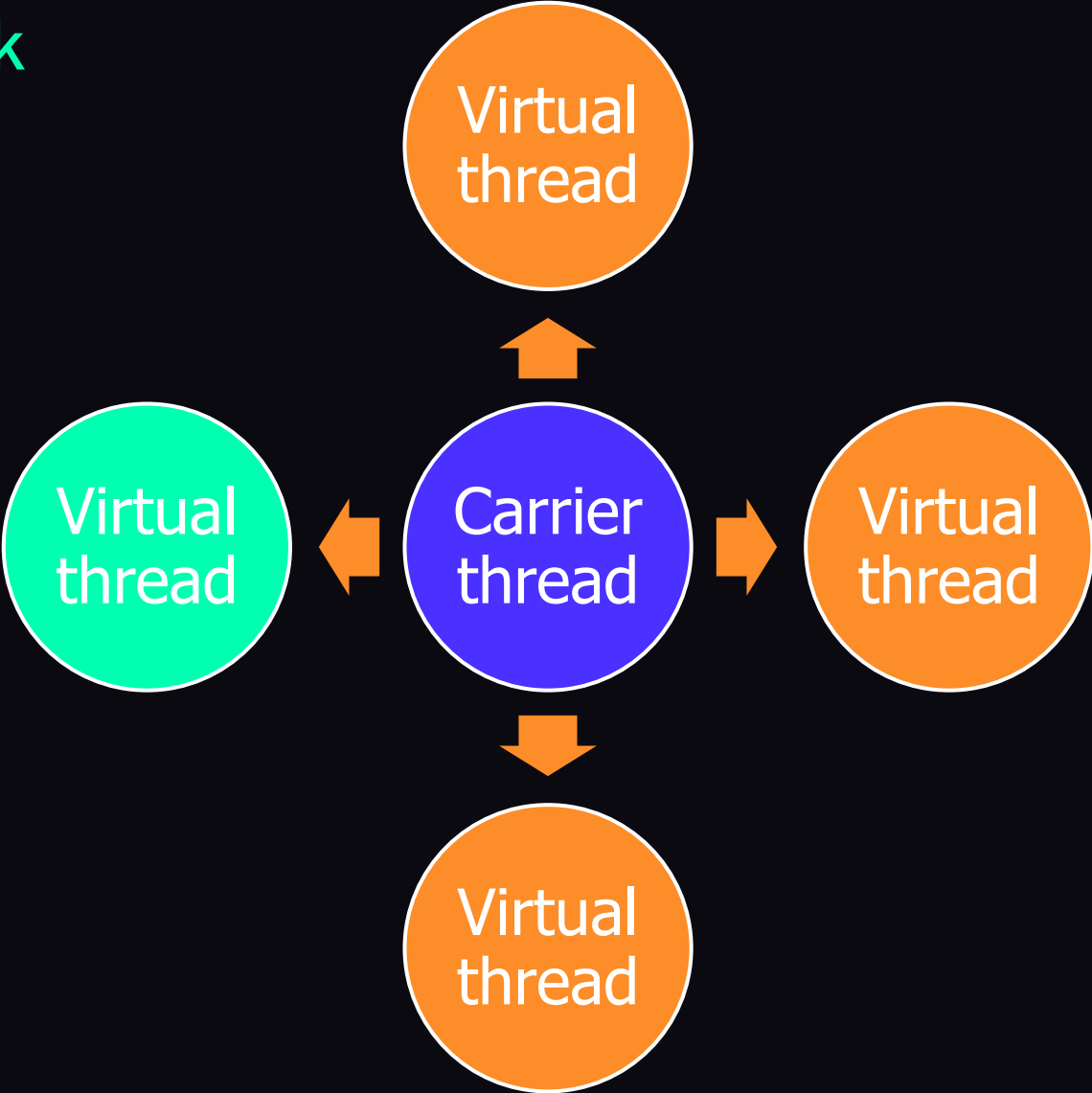
# Wirtualny wątek



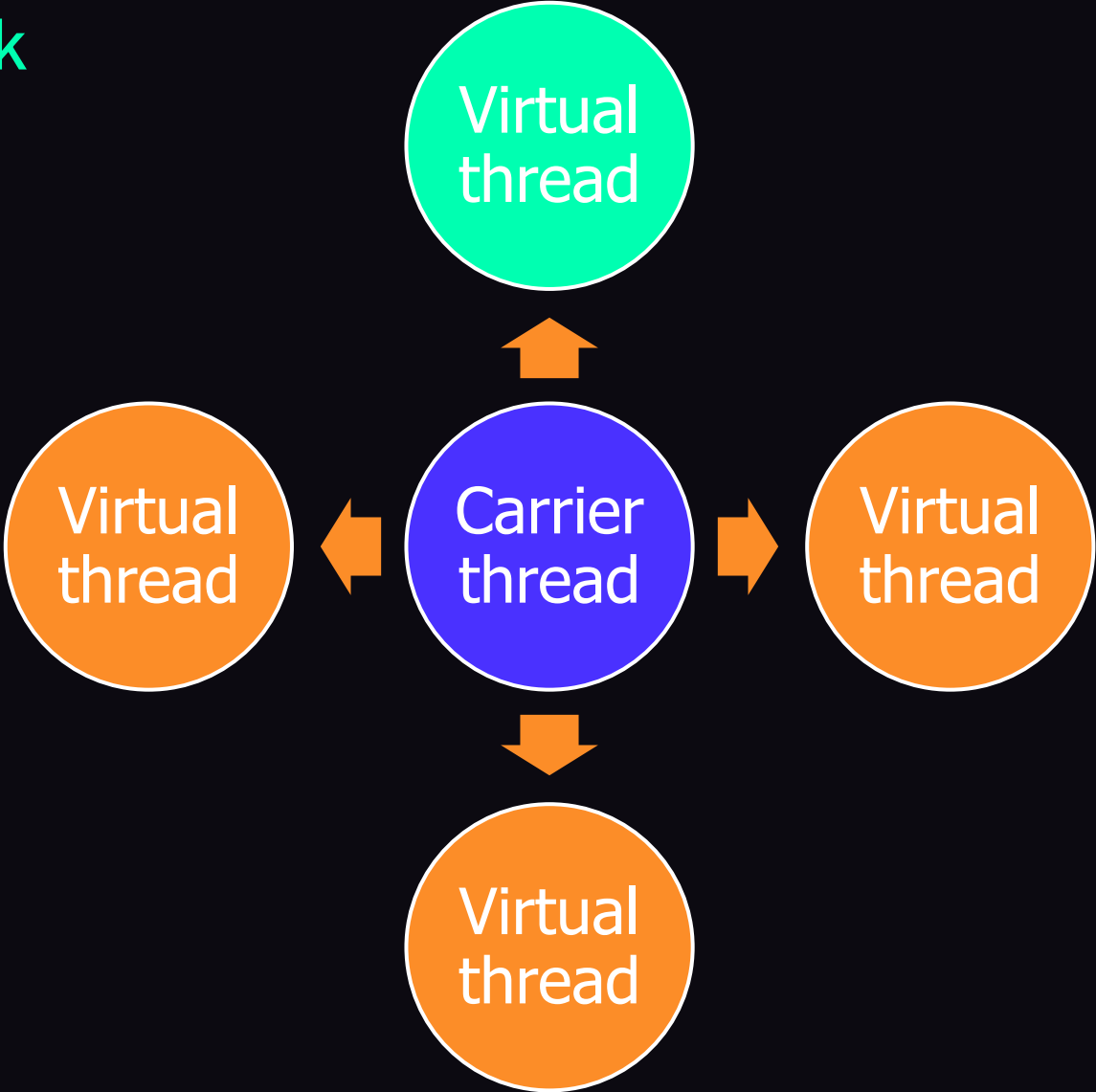
# Wirtualny wątek



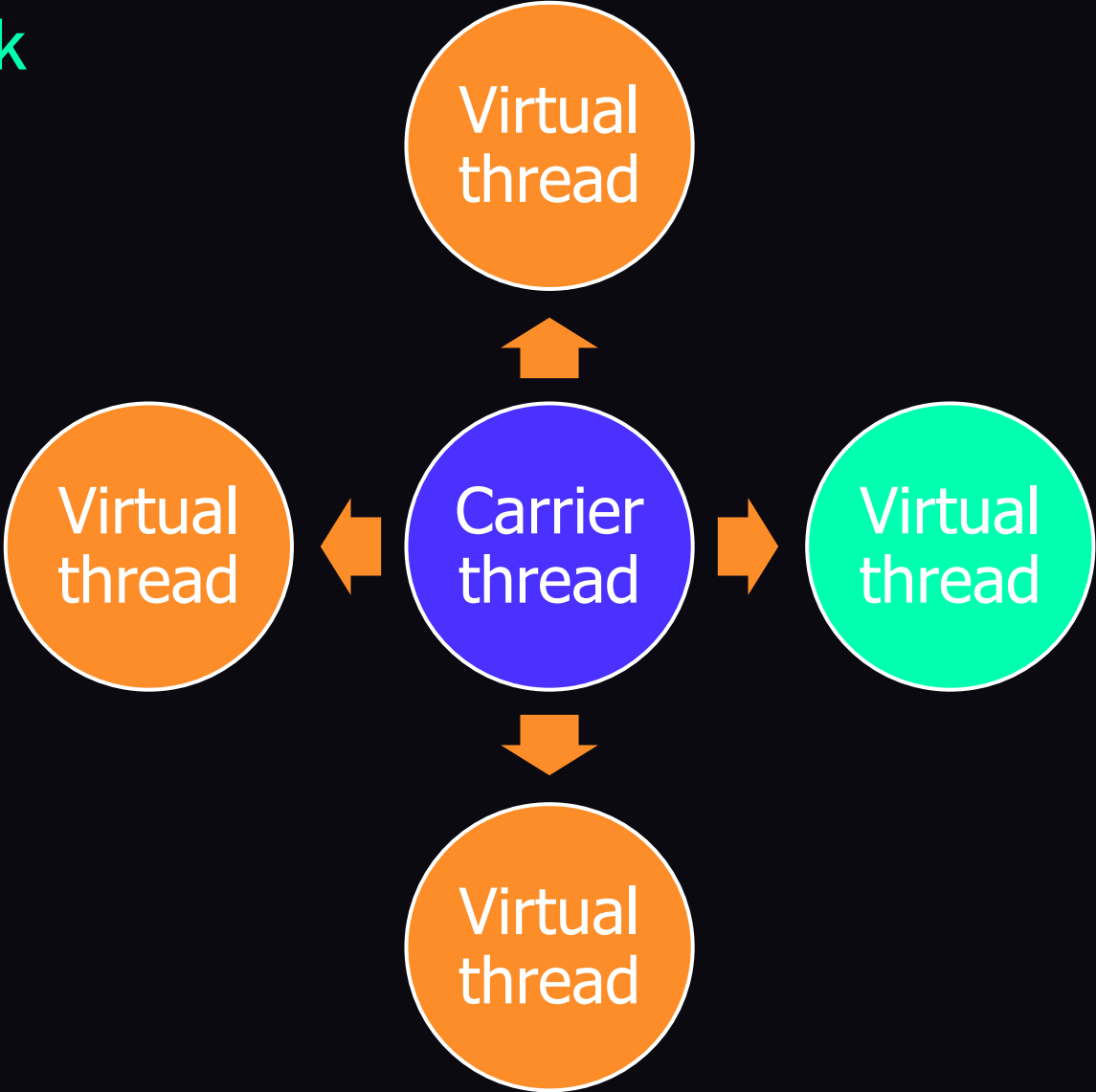
# Wirtualny wątek



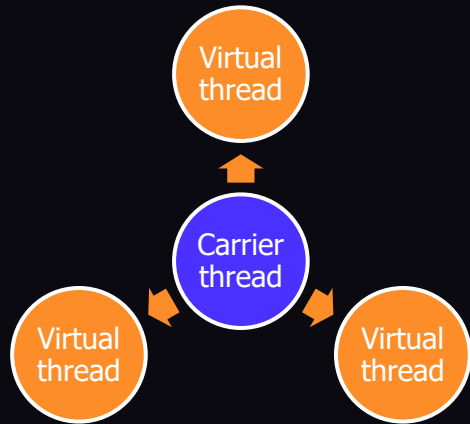
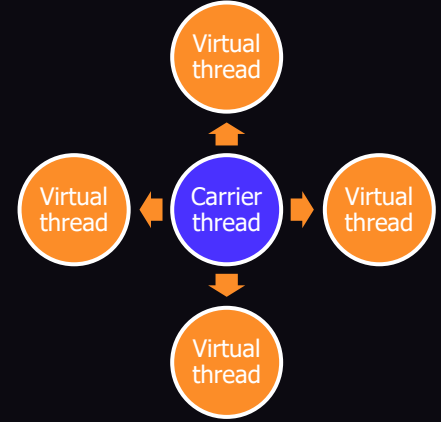
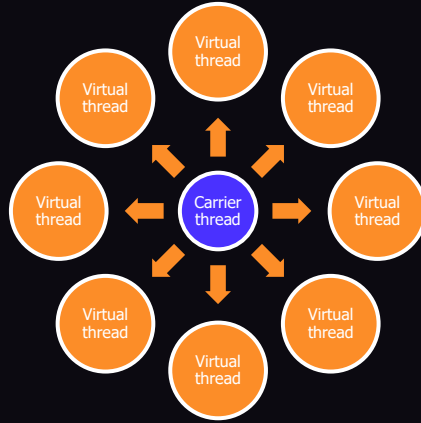
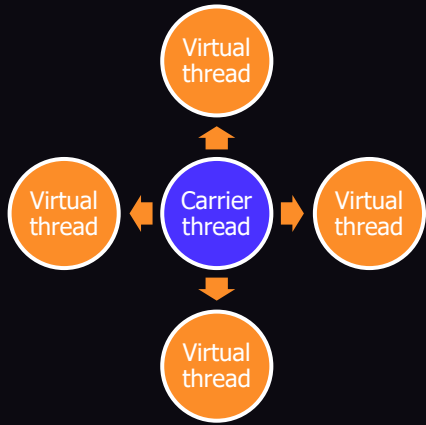
# Wirtualny wątek



# Wirtualny wątek

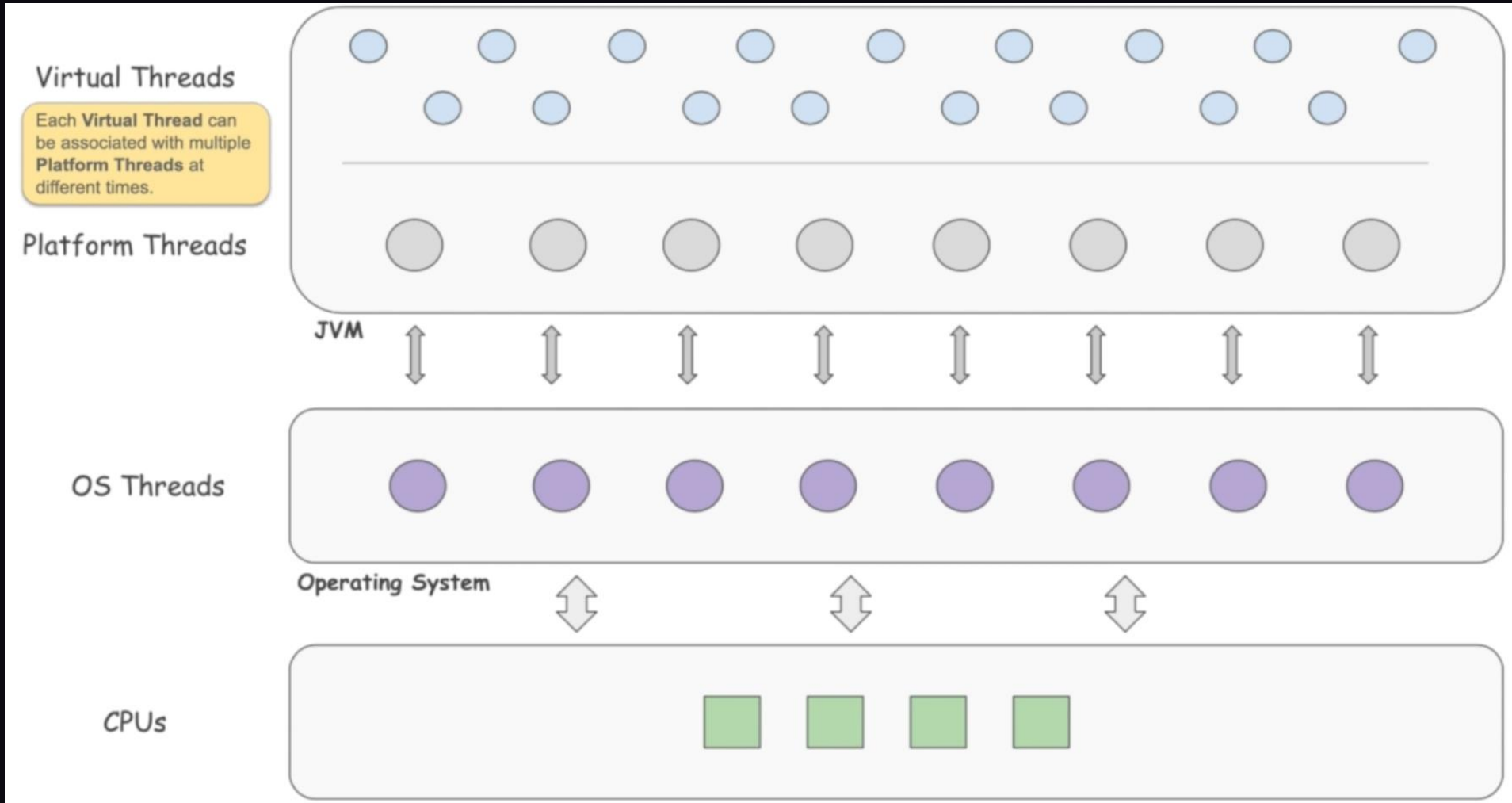


# Wirtualny wątek





# Wirtualny wątek



Wirtualny wątek

**Jakie operacje blokują wątek?**

# Klasyczny (platformowy) wątek

```
public static void main(String[] args) {  
    IntStream.range(0, THREADS_NO)  
        .forEach(i -> new Thread(new Task()).start());  
}
```

# Wirtualny wątek

```
public static void main(String[] args) {  
    IntStream.range(0, THREADS_NO)  
        .forEach(i -> Thread.ofVirtual().start(new Task()));  
}
```

# Wirtualny wątek

```
public static void main(String[] args) {  
    IntStream.range(0, THREADS_NO)  
        .forEach(i -> Thread.ofVirtual().start(new Task()));  
}
```

# Wirtualny wątek



Nie należy używać w pulę wątków



Można zapchać „pulę” używając **synchronized** (nie sprawdzałem)



Brak priorytetów



Nowinka (nadal preview)

To wszystkie  
zjawy na dziś



vianto.pl



Pracujcie nad długiem  
technologicznym

**Niech biznes wie,  
że to ważne**

**Testujcie zmiany**



**“What does this do?”**



**“Shit”**



**“shit shit shit”**



**“If I leave, no one will notice”**

mbaranowski.pl

**ANY QUESTIONS?**

