Table 6.1 Adding an action to a CompletableFuture<T> object

Method	Parameter	Description	
thenRun	() -> void	After this Future completes, then execute the Runnable.	
thenAccept	T -> void	Like thenApply, but with void result.	
thenApply	T -> U	After this Future completes, then apply a function to its result.	
thenCompose	T -> CompletableFuture <u></u>	Invoke the Future valued function on the result and return its Future when it completes.	
whenComplete	(T, Throwable) -> void	Like handle, but with void result.	
handle	(T, Throwable) -> U	After this Future completes, process its result or error.	
exceptionally	Throwable -> T	After this Future completes, process its error.	

Table 6.2 Combining a CompletableFuture<T> object with a CompletableFuture<U> object

Method	Parameters	Description
runAfterBoth	CompletableFuture , () -> void	After both Futures complete, then execute the Runnable.
thenAcceptBoth	CompletableFuture <u>, (T, U) -> void</u>	Like thenCombine, but with void result.
thenCombine	CompletableFuture <u>, (T, U) -> V</u>	After both Futures complete, combine the results with the given function.
runAfterEither	<pre>CompletableFuture<?>, () -> void</pre>	After one or the other Future completes, then execute the Runnable.
acceptEither	CompletableFuture <t>, T -> void</t>	Like applyToEither, but with void result.
applyToEither	CompletableFuture <t>, T -> V</t>	After one or the other Future completes, then apply a function to its result.
static allOf	CompletableFuture	Complete with void result after all given Futures complete.
static anyOf	CompletableFuture	Complete with void result after any given Future completes.