

aspectj *crosscutting objects for better modularity*

1. Aspektorientierte Programmierung (AOP)
2. AspectJ-Sprachfeatures
3. Beispiele zum Ausprobieren

Was ist AOP?



Java



AOP inside



```
package de.mycompany.services;  
  
public class MyService implements Service {  
  
    public void doService(DTO dto) {  
        Result r = compute(dto);  
        dto.setResult(r);  
    }  
}
```

```

package de.mycompany.services;

import org.apache.commons.logging.*;

public class MyService implements Service {
    private Log log =
        LoggerFactory.getLog(MyService.class);

    public void doService(DTO dto) {
        try {
            if (log.isDebugEnabled()) {
                log.debug("MyService Enter, INPUT="+dto);
            }

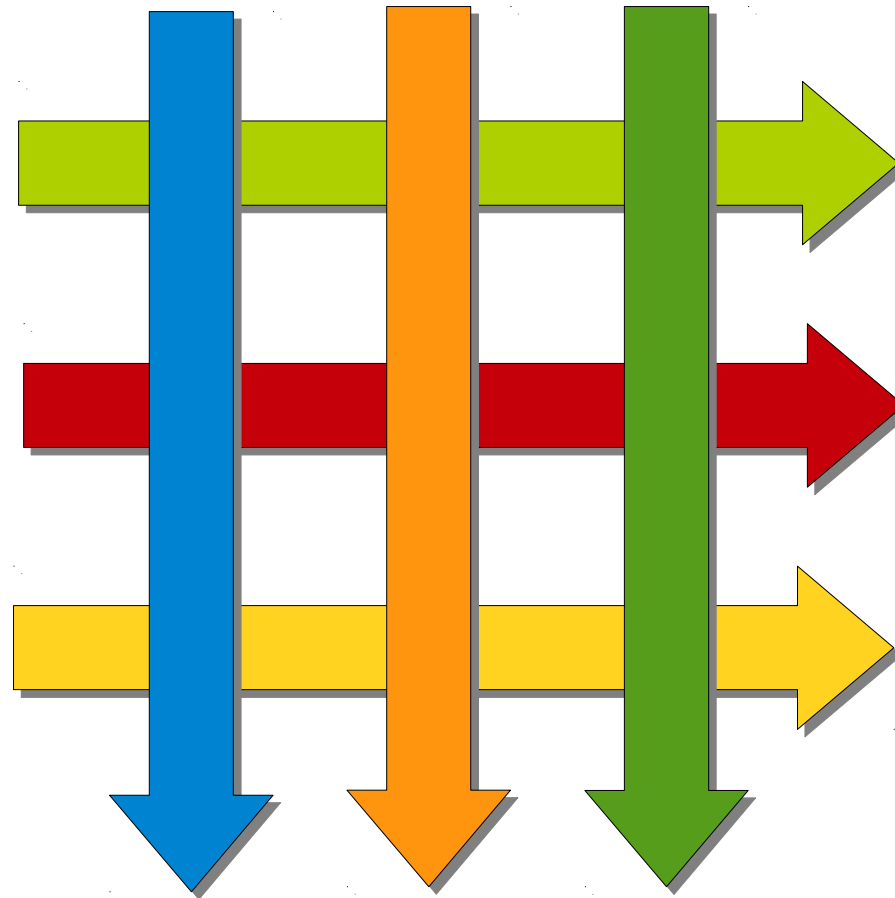
            Result r = compute(dto);
            dto.setResult(r);

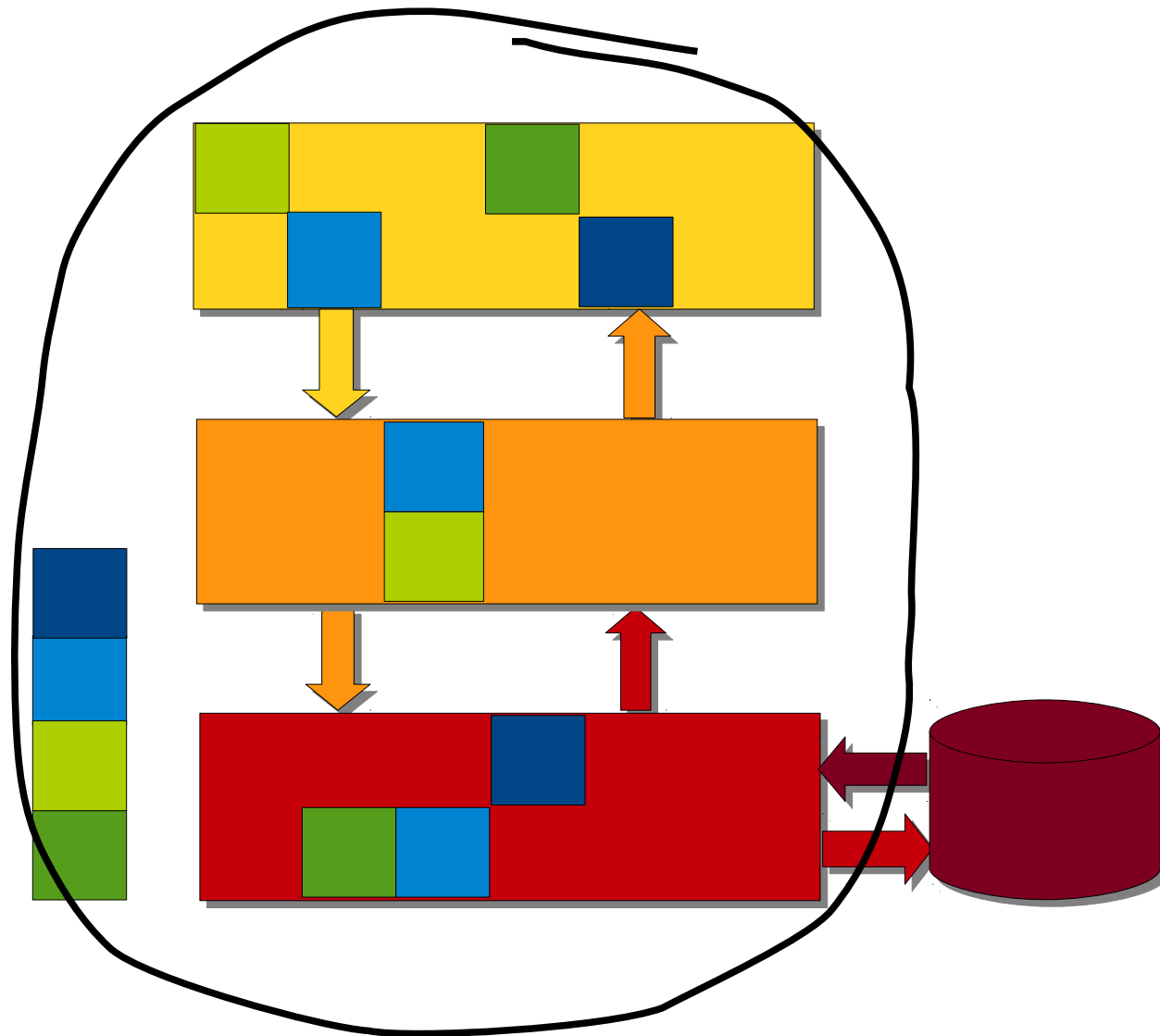
            if (log.isDebugEnabled()) {
                log.debug("MyService Exit, RESULT="+r);
            }
        } catch (Throwable t) {
            log.error(t.getMessage());
            dto.addErrorCode(t.getMessage());
        }
    }
}

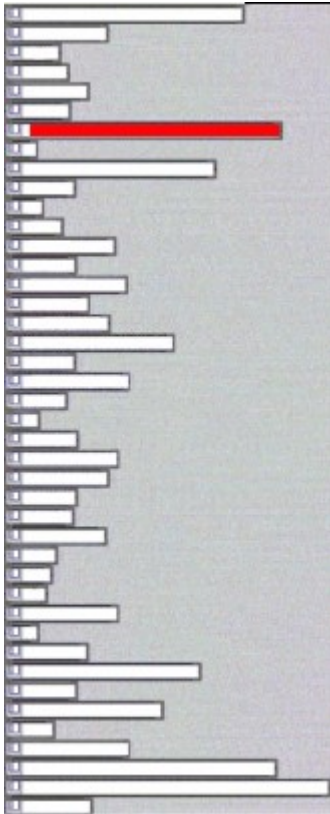
```



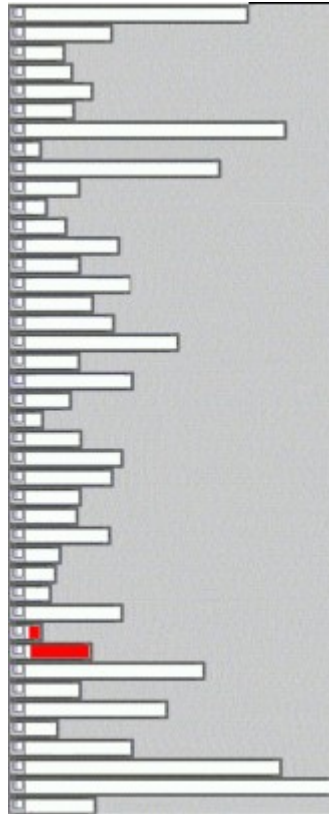
Cross-Cutting Concerns



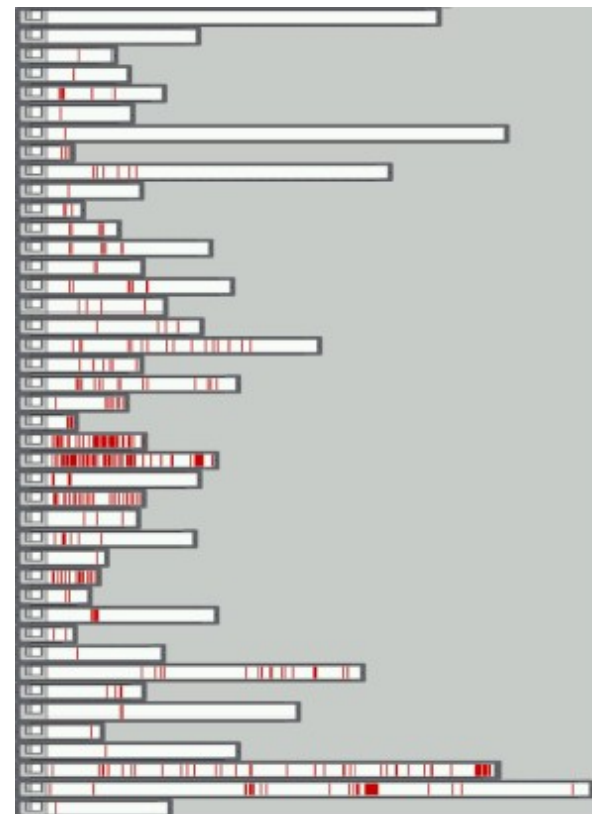




XML-Parsing



URL-Erkennung



Logging

```

public class MyService implements Service {
    public void doService(DTO dto) {

        // Debug-Logging("enter")

        // Berechtigungsprüfung

        // Validierung

        // Caching

        // Start Transaktion

        Result r = compute(dto);

        // Ergebnis-Persistierung

        // Ausnahmebehandlung

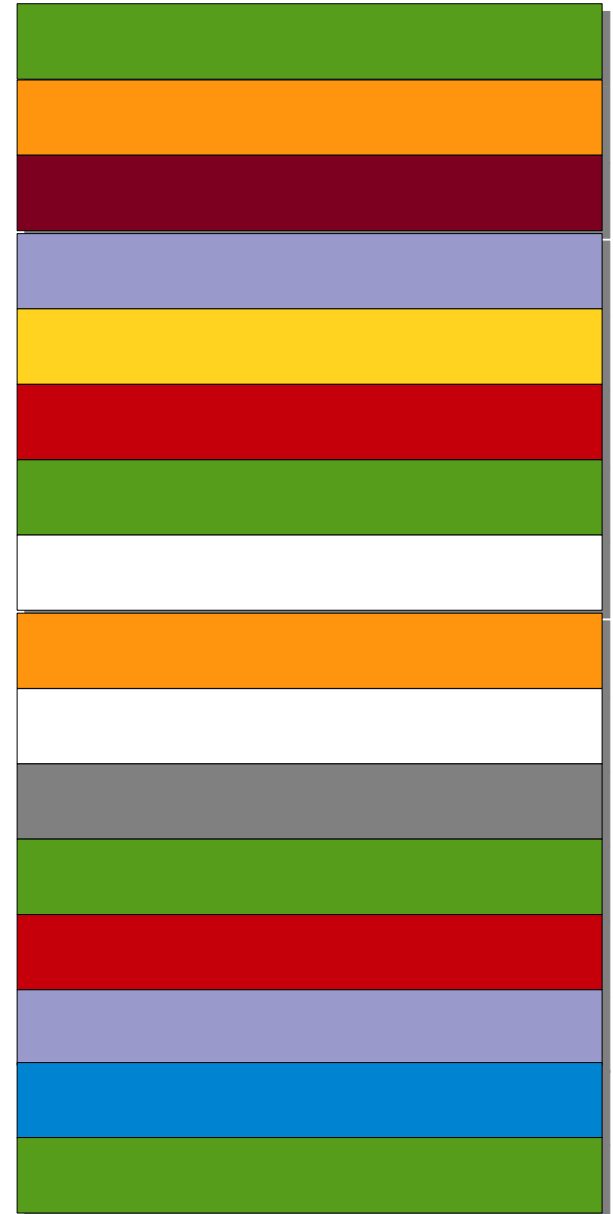
        // Performance-Logging

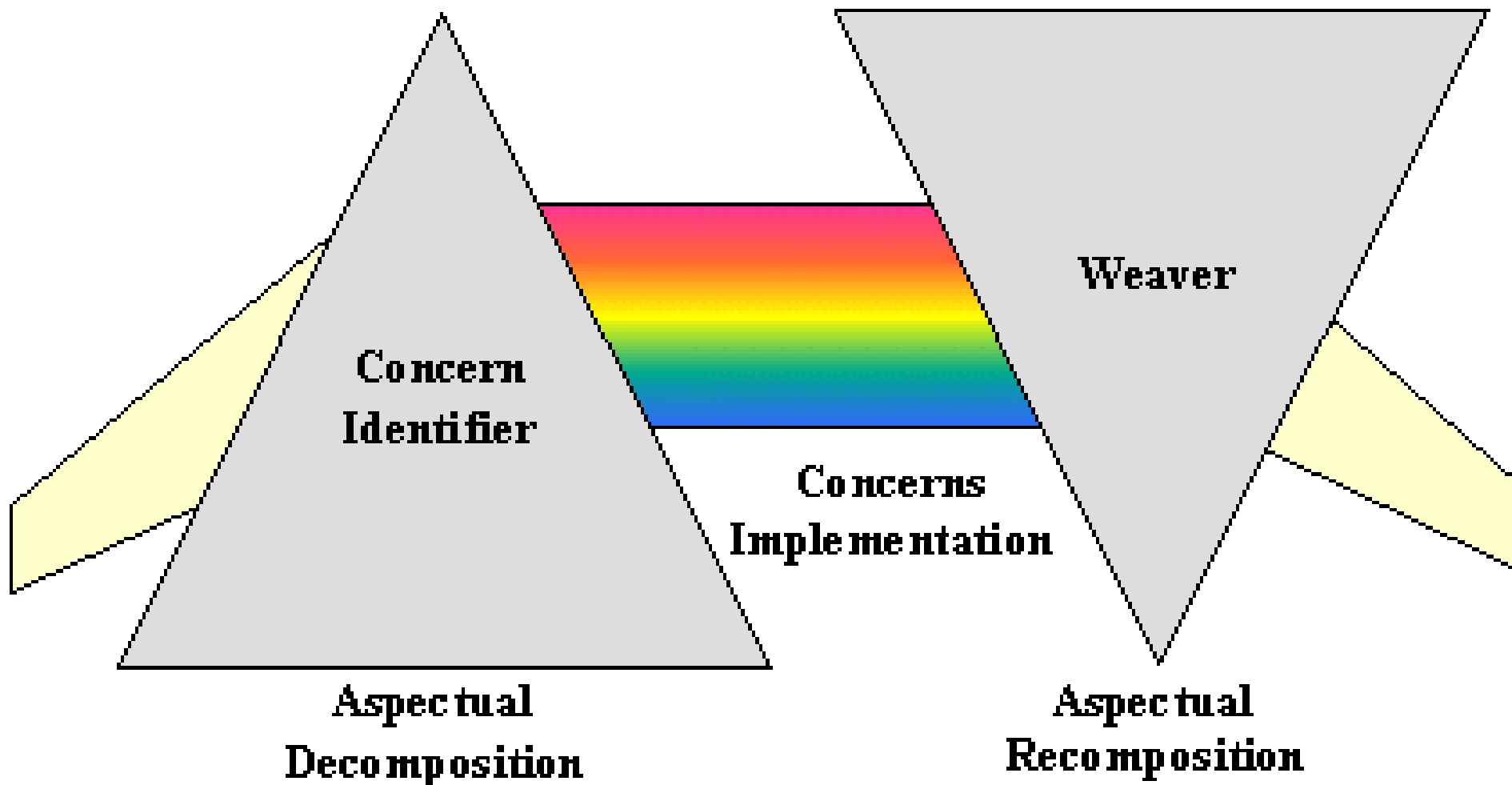
        // Commit/Rollback Transaktion

        dto.setResult(r);

        // Debug-Logging("exit")
    }
}

```





```
public class MyService implements Service {
    public void doService(DTO dto) {
        try {
            Result r = compute(dto);
            dto.setResult(r);
        } catch (ServiceException ex) {}
    }
}
```

+ **DebugLogger.aj**

+ **Validierung.aj**

+ **Caching.aj**

+ **Berechtigungspruefer.aj**

+ **TransactionHandler.aj**

+ **PersistenceAspect.aj**

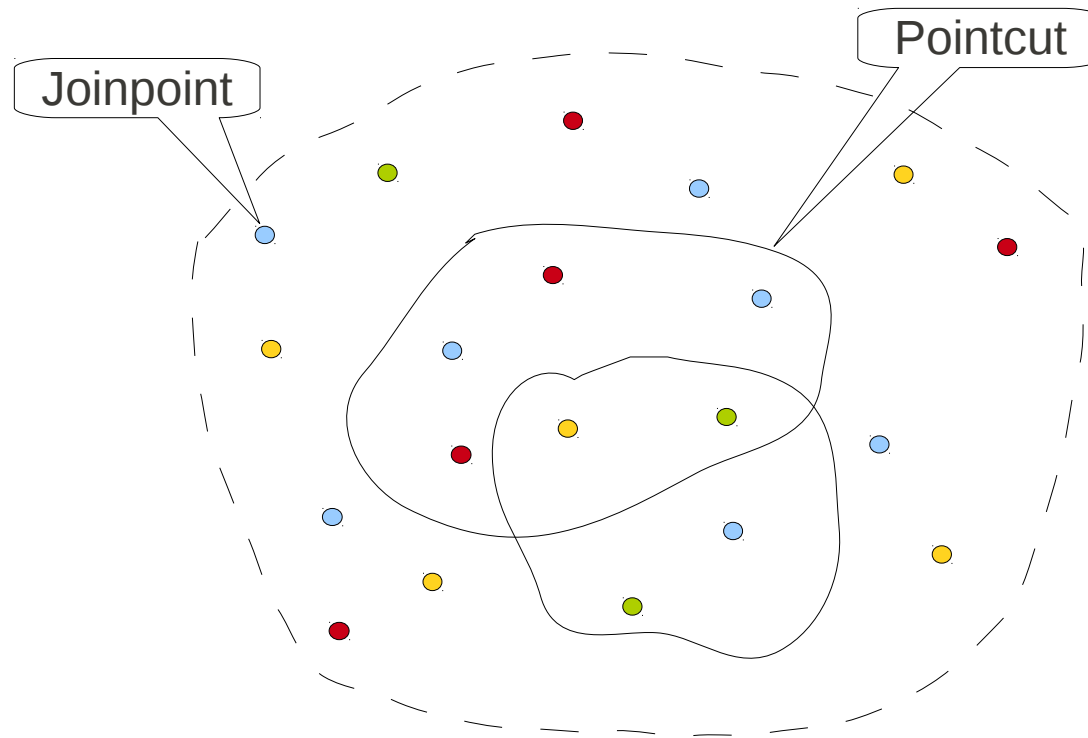
+ **AusnahmeHandler.aj**

+ **PerformanceLogger.aj**

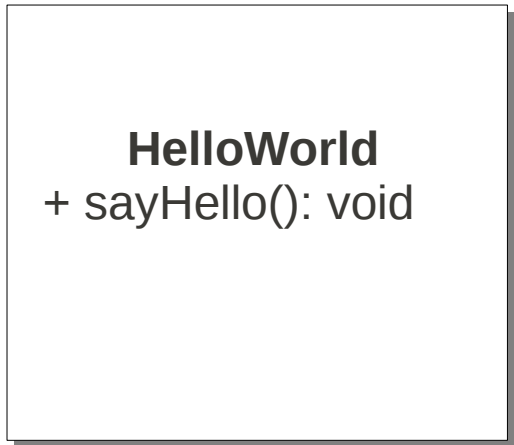


AspectJ Sprachfeatures

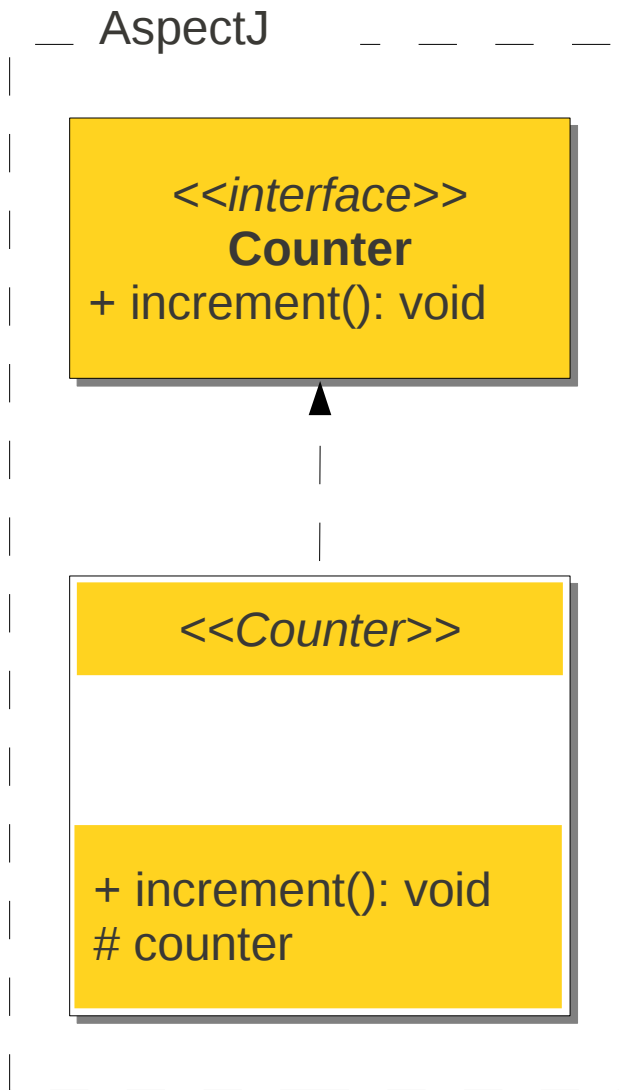
Dynamische Konzepte



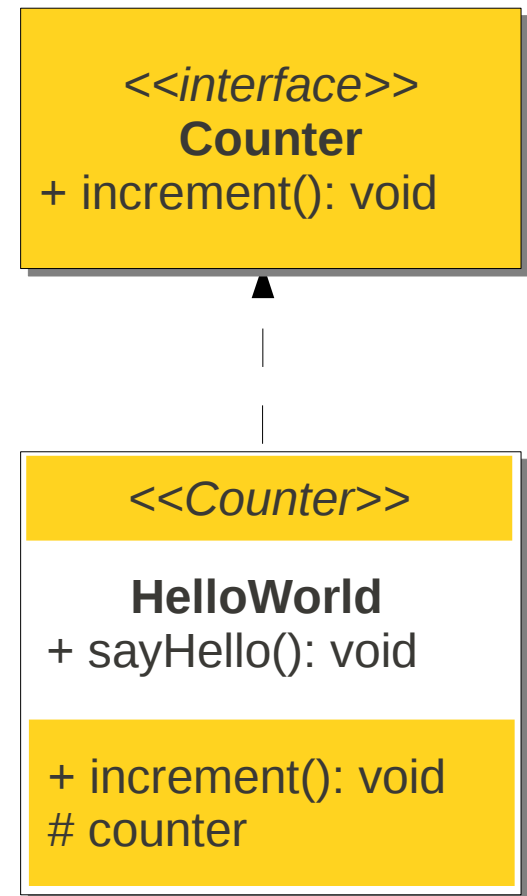
Aspekt = Pointcut + Advice



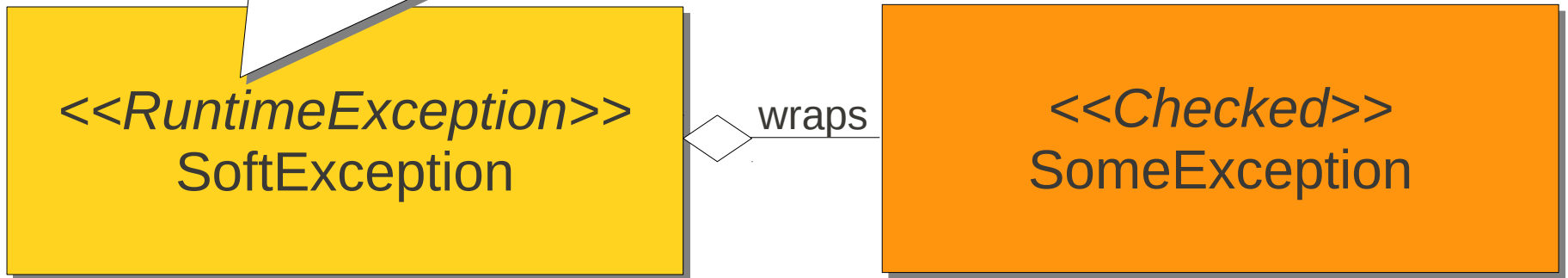
+



=



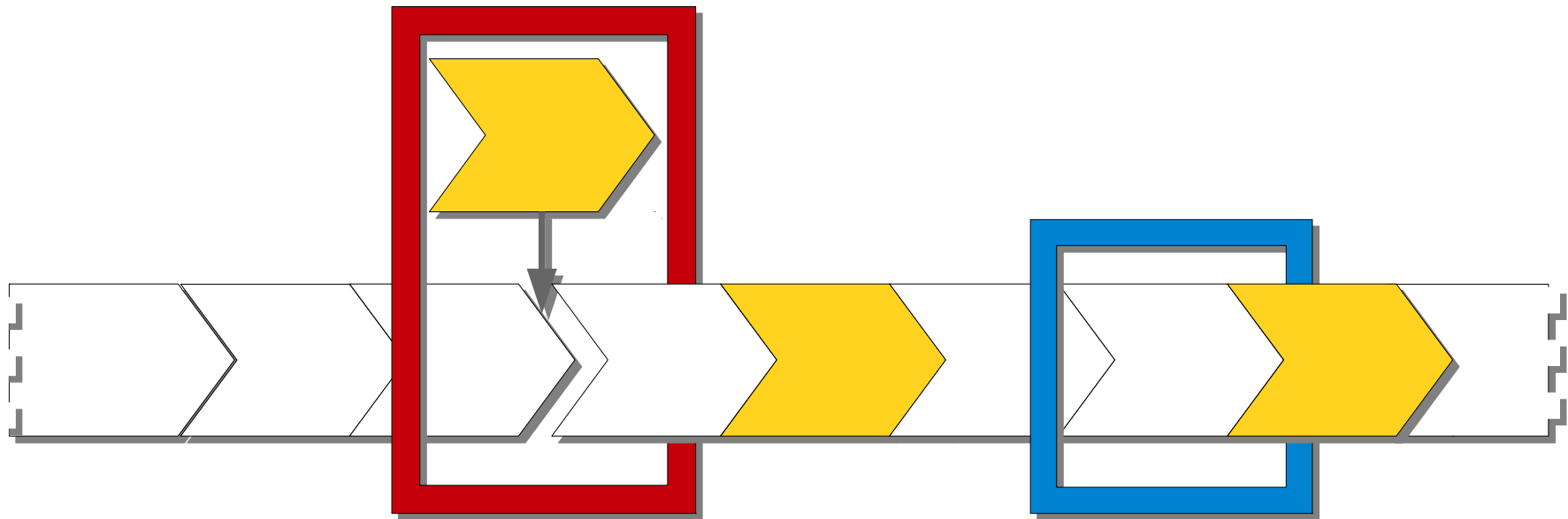
```
declare soft: SomeException: execution(* * com.x.*.*(..));
```



Compiler-Warnings und -Errors



```
declare error : call(* java.sql.*.*(..)): "Use DB Adapter"  
declare warning: callBackend() && !within(trusted):  
"Don't use untrusted code here"
```



- Compile-time
- Post-compile
- Load-time
- **AspectJ**: kein Run-time weaving



Gregor Kiczales (*90er Jahre*)



Adrian Colyer, Ramnivas Laddad, Andy Clement



Alec Vasseur



Mik Kersten, Ron Bodkin



AspectJ-Hoster



Kabir Khan, Bill Bourke, Marc Fleury (*JBoss-AOP*)



Guice AOP (AOP Alliance)



AOSD.11: März 2011 Porto de Galinhas, Brasilien

<http://www.visiteportodegalinhas.com>, <http://www.aosd.net/2011>



Hier & heute

Funktionsweise von AspectJ

```
$ $ASPECTJ_HOME/bin/ajc \  
-cp $ASPECTJ_HOME/lib/aspectjrt.jar \  
<Klassen und Aspekte>
```

```
$ java -cp $ASPECTJ_HOME/lib/aspectjrt.jar:. Main
```

aspectjrt.jar in Classpath aufnehmen!



- Taskdef
 - ajc-Task
- Maven-aspectj-plugin
 - On-the-fly
 - Permanent
- Plugin


```
//de/mycompany/aop/PerformanceLog.aj
```

```
package de.mycompany.aop;
```

```
import org.aspectj.lang.JoinPoint;
```

```
public aspect PerformanceLog implements Log {
```

```
    pointcut p():
```

```
        execution(* HelloWorld.*(..)) ||
```

```
        execution(HelloWorld.new(..));
```

```
    Object around(): p() {
```

```
        long t = System.currentTimeMillis();
```

```
        try {
```

```
            return proceed();
```

```
        } finally {
```

```
            t = System.currentTimeMillis() - t;
```

```
            log(thisJoinPoint, t);
```

```
        }
```

```
    }
```

```
    private void log(JoinPoint jp, long ms) {
```

```
        System.out.println(jp + " " + t + " ms");
```

```
    }
```

```
}
```

```
package de.mycompany.aop;
```

```
public class HelloWorld {  
    private String name;  
    public HelloWorld(String name) {  
        this.name = name;  
    }  
    public String getName() {  
        return name;  
    }  
    public void sayHello() {  
        System.out.println("Hello, "+  
            getName()+"!");  
    }  
}
```

```
package de.mycompany.aop;
```

```
public aspect PerformanceLog implements Log {  
    pointcut p():  
        execution(* HelloWorld.*(..)) ||  
        execution(HelloWorld.new(..));  
    public void log(String msg) {  
        System.out.println(msg);  
    }  
    Object around(): p() {  
        long t = System.currentTimeMillis();  
        try {  
            return proceed();  
        } finally {  
            t = System.currentTimeMillis() - t;  
            log(thisJoinPoint + " " + t + " ms");  
        }  
    }  
}
```

HelloWorld.java

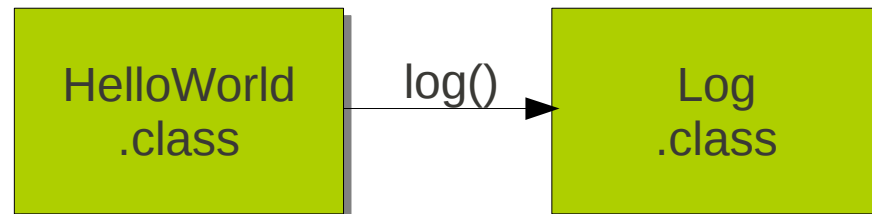
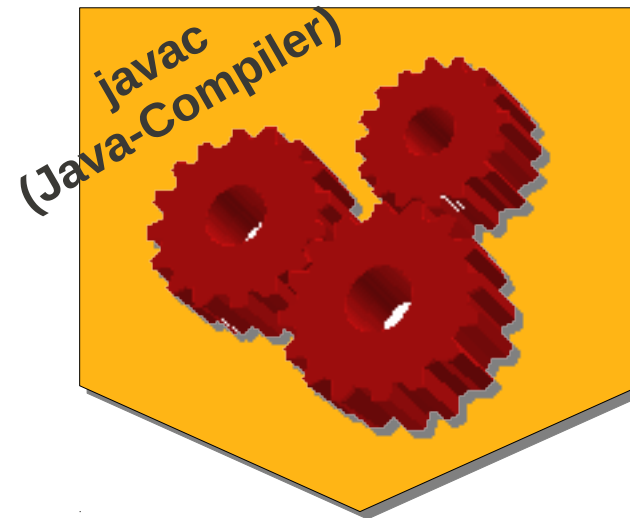
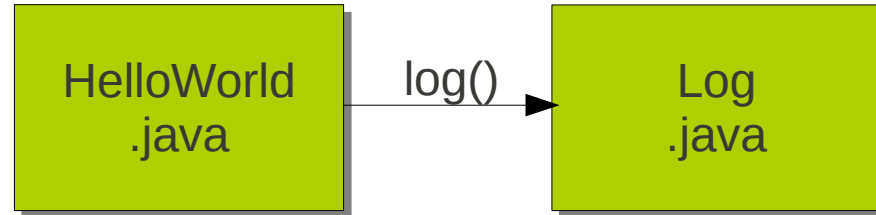


PerformanceAspect.aj



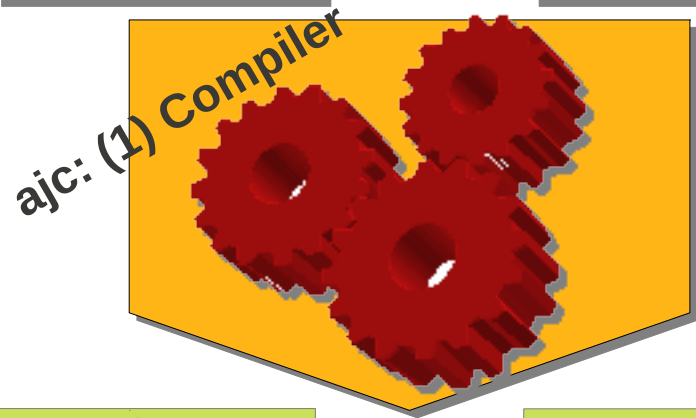
```
execution(de.mycompany.aop.HelloWorld(String)) 1 ms  
execution(String de.mycompany.aop.HelloWorld.getName()) 1 ms  
Hello, Test!  
execution(void de.mycompany.aop.HelloWorld.sayHello()) 2 ms
```





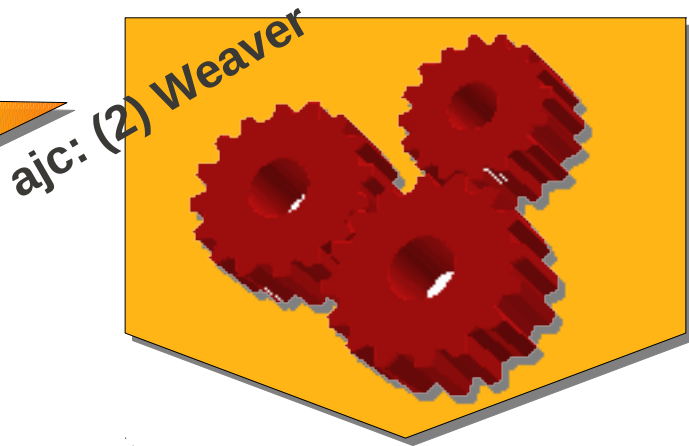
HelloWorld
.java

Log
.aj



HelloWorld
.class

Log
.class



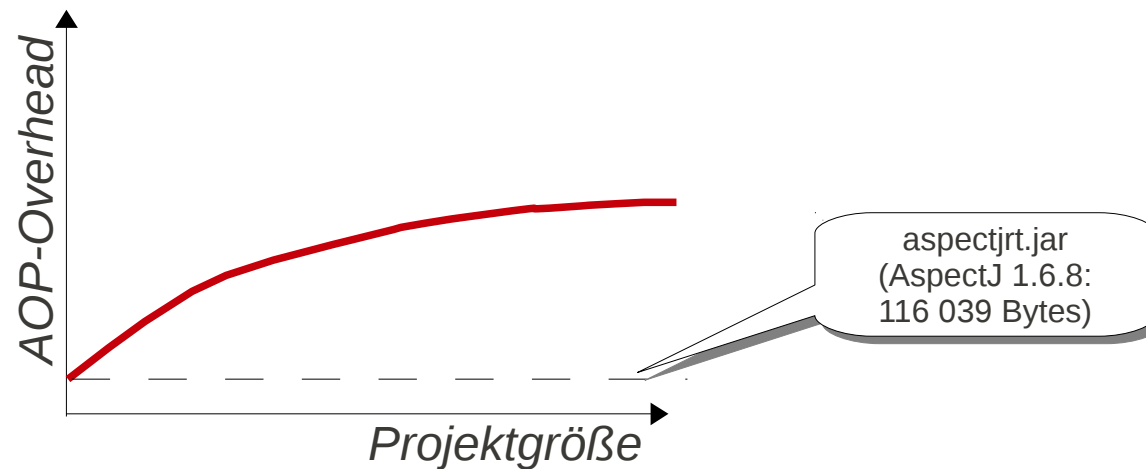
HelloWorld
.class

Log
.class

log()

**Aspect
Magic**

- Größe des Bytecodes
 - Runtime-Lib
 - Generischer Code durch Weaving
- Performance
 - Compiletime fast wie handgestrickt
 - Loadtime vernachlässigbar



Joinpoints

- call, execution
- handler
- within
- withincode
- initialization
 - preinitialization
 - staticinitialization
- get, set
- cflow, cflowbelow
- if

- this
- target
- args

Wildcards

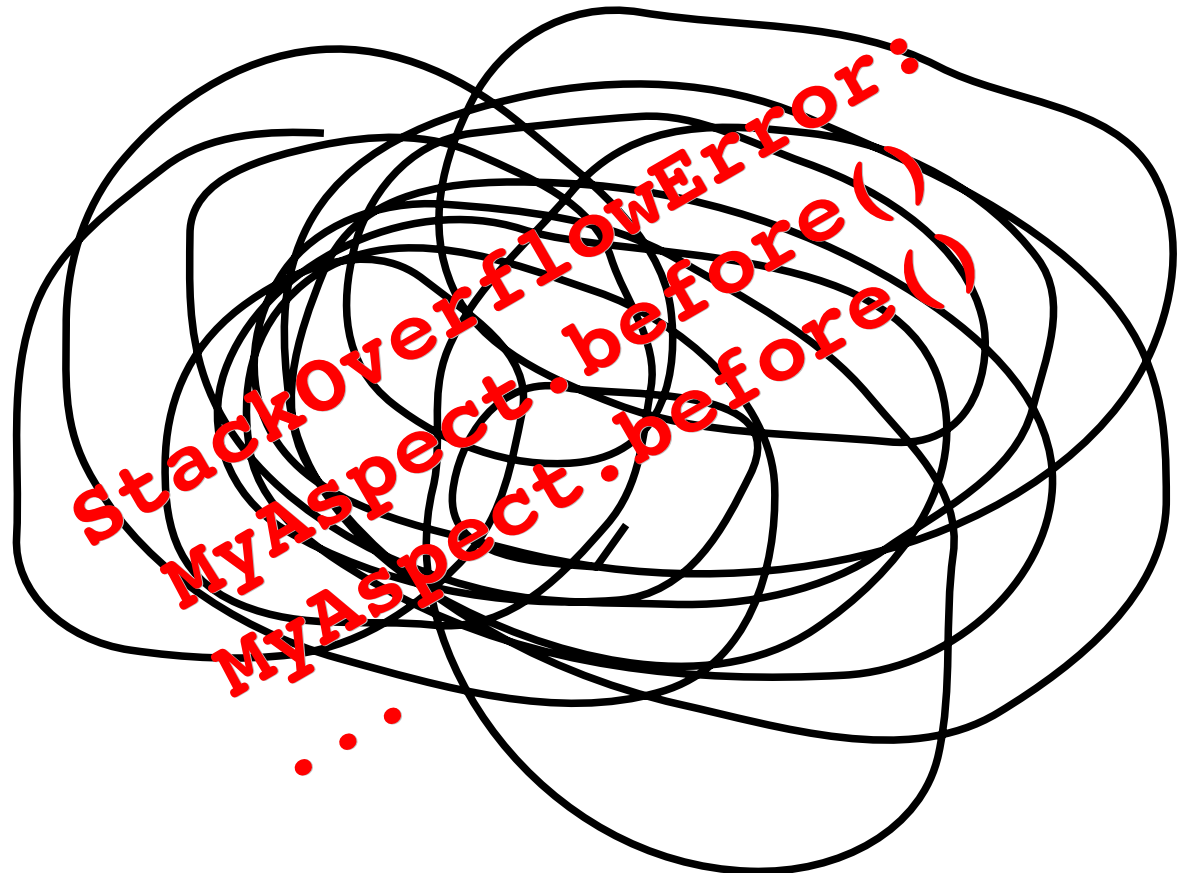
- *, + und ..

Verknüpfungen

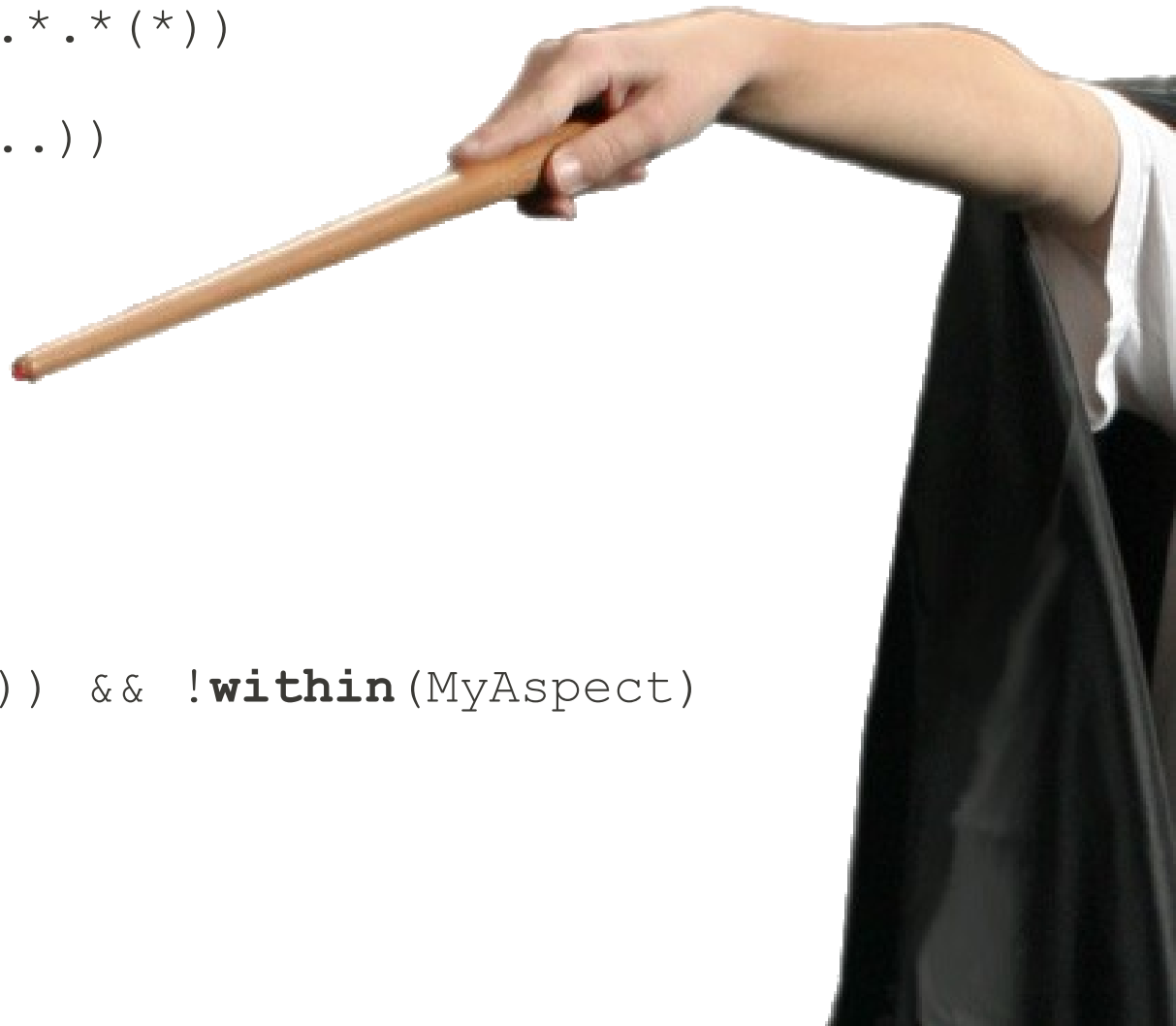
- &&, ||, !



```
public aspect MyAspect {  
    before () : call (* * (..)) {  
        // ... wünsch dir was  
    }  
}
```



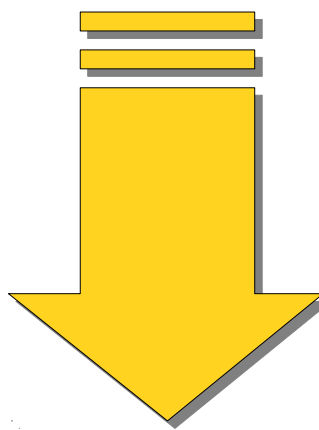
- 1) `call(public void de.mycompany.aop.HelloWorld.sayHello())`
- 2) `call(void de.mycompany.aop.*.sayHello(..))`
- 3) `call(* Hello*+.say*(..))`
- 4) `call(* *(..) throws !IOException)`
- 5) `call(* * de.mycompany.*.*.*(*))`
- 6) `call(* de.mycompany..*(..))`
- 7) `call(public int *(int))`
- 8) `call(* *Hello(..))`
- 9) `set(static int A.x)`
- 10) `within(de.mycompany..*)`
- 11) `cflow(call(* sayHello())) && !within(MyAspect)`
- 12) `handler(IOException)`




```

public class MyService extends Service {
    @Override
    public void set(int x, int y) {
        ...
    }
}

```



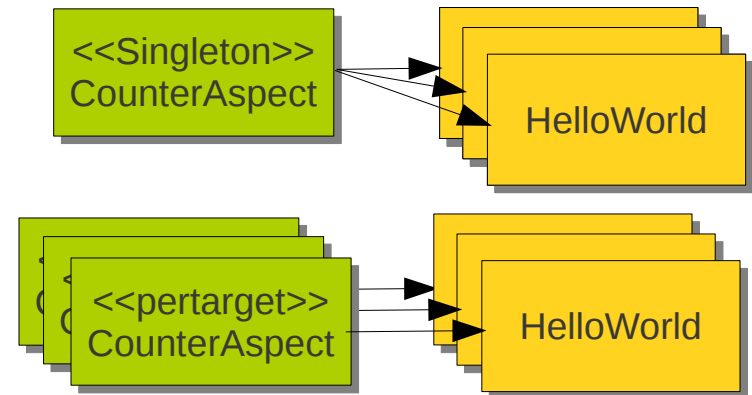
- thisJoinPoint
- this
- target
- args

```

after(Service s, int x, int y) returning:
    call(void Service+.set(int, int))
    && target(s)
    && args(x, y) {
        log(thisJoinPoint+" "+s+"= (" +x+" / "+y+" ) ");
    }

```

- Vorrangregeln bei mehreren Advices
- Zugriff auf private members: privileged
- Annotations
- Generics
- Singleton vs. pertarget/perthis



3 kurze Beispiele zum Ausprobieren

3

```
String around(): call(String get*()) {  
    return "Dummy";  
}
```

2

```

--> call(void de.mycompany.aop.HelloWorld.setName(String))
  --> execution(void de.mycompany.aop.HelloWorld.setName(String))
    --> set(String de.mycompany.aop.HelloWorld.name)
      <-- set(String de.mycompany.aop.HelloWorld.name)
        <-- execution(void de.mycompany.aop.HelloWorld.setName(String))
<-- call(void de.mycompany.aop.HelloWorld.setName(String))
--> call(void de.mycompany.aop.HelloWorld.sayHello())
  --> execution(void de.mycompany.aop.HelloWorld.sayHello())
    --> get(PrintStream java.lang.System.out)
      <-- get(PrintStream java.lang.System.out)
        --> call(java.lang.StringBuffer(String))
          <-- call(java.lang.StringBuffer(String))
            --> call(String de.mycompany.aop.HelloWorld.getName())
              --> execution(String de.mycompany.aop.HelloWorld.getName())
                --> get(String de.mycompany.aop.HelloWorld.name)
                  <-- get(String de.mycompany.aop.HelloWorld.name)
                    <-- execution(String de.mycompany.aop.HelloWorld.getName())
                      <-- call(String de.mycompany.aop.HelloWorld.getName())
                        --> call(StringBuffer java.lang.StringBuffer.append(String))
                          <-- call(StringBuffer java.lang.StringBuffer.append(String))
                            --> call(StringBuffer java.lang.StringBuffer.append(String))
                              <-- call(StringBuffer java.lang.StringBuffer.append(String))
                                --> call(String java.lang.StringBuffer.toString())
                                  <-- call(String java.lang.StringBuffer.toString())
                                    --> call(void java.io.PrintStream.println(String))
Hello, Test!
      <-- call(void java.io.PrintStream.println(String))
        <-- execution(void de.mycompany.aop.HelloWorld.sayHello())
<-- call(void de.mycompany.aop.HelloWorld.sayHello())

```

```

public aspect Tracer {

    final static String B="-----";

    private int cnt=0;

    private void log(String s) {
        System.out.println (s);
    }

    pointcut p(): cflow(call(* *(..))) && !within(Tracer);

    before(): p() {
        log(B.substring(0,cnt++*2)+"--> "+thisJoinPoint);
    }

    after() returning: p() {
        log(B.substring(0,--cnt*2)+"<-- "+thisJoinPoint);
    }
}

```


1

```

import org.aspectj.lang.JoinPoint;
public aspect PerformanceLogger {
    private Log logger = LoggerFactory.getLogger();

    private void log(JoinPoint, long ms) {
        logger.log(thisJoinPoint+" "+ms+" ms");
    }

    Object around(): execution(* doService(..)) {
        long t = System.currentTimeMillis();
        try {
            return proceed();
        } finally {
            log(thisJoinPoint,
                System.currentTimeMillis()-t);
        }
    }
}

```



- Lernkurve
- Standard, aber kein Sprachstandard
- Tool für Entwicklung und Fehlersuche
- Projektrisiken
- Langlebigkeit von AOP-Lösungen
- Design-Entscheidung

→ **Persönliche Entscheidung**

Vielen Dank.