

## Why getter and setter methods are evil

: Allen Holub

: (<u>lemigeo@hotmail.com</u>)

: Bizcom Java Article Center

[Intermediate level java developer]

가

Bizcom Java Article Center

1 - (ahnyounghoe@empal.com)

Allen Holub "Why getter and setter methods are evil" JavaWorld

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http://www.javaworld.com/javaworld/jw-09-2003/jw-0905-toolbox.html

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```
(Summery)
getter/setter
                           (idiom)
                                (accessor)
(encapsulation)
                                                           getter/setter /
                               (design methodology)
                                                                  . (2003-09-05)
                   (is evil)
                             "Why extends Is Evil"
                                                                get/set
    getter/setter 가
                                                                             (OO)
  (Object Oriented: OO)
                                  , 00
                                                                getter
                                                                        setter
  가
  (red flag) .
       getter/setter
       , getter/setter
                  (On the nature of design)
                                              가
                   "Why extends is evil"
                                                                  (Talkback)
extends가
             가
                                                            가
                   가
                                가
                                                                           (trade-
                                                         가
off) 가
                               (context)
```

```
. Gang of Four
                     Design Patterns
                                                        "Consequences"
  (chapter)
                                                                (idiom)
                                                                           가
                                                               가
                      (incentive)
                                                           (design idiom)
                                                                      가
                   . so they de-emphasize that the way in which you do it is less than
ideal.
                                   (practice)
                                   (EJB : Enterprise JavaBean)
                                                                       가
              . EJB
    가
                         가
              (Data abstraction)
```

```
getter/setter
                                             getX()
                                                             1,000
                                        가
                                                            , getX()
Χ
                                                          가
                               가
X가 int
                                                              가
                  long
                                        , 1,000
        int
                                                   가
                                            1,000
                                                                   가
                                         (data abstraction)
   가
                            (constant)
                                          가
                                                                       private
               public
                                                       1,000
                 (implementation hiding principle) ,
    가
           가?"
                                                                   가
 (accessor)
                                                         가 가
                    getter/setter
                                            , public
  가
                                                             가
```

```
가?
                                                                           가?
                                     가
                    (encapsulation principle)
                                        가
                                                                (design process)
getter/setter
                           , 가
                        가
                                                가
                      getter/setter
                                                     가
                                        (
                  (relationship)
                  (association)
                                                     가
                         (relationship)
                                        (association)
```

```
가
         가
                            가
    가
                                                                          (design-by-
guessing strategy)
              가
                            (force of habit)
                                                가
                                                                   , C
                       ) struct
                                 가
                                                                struct 가
                                                                              , public
                                    가
                                                                    private
                           private
                                            , public
                          public
Draw thyself
                                                   (UI)
                         , UI
                                         (UI builder class)
                                                                    getAttribute()
                                             drawYourself(...)
                       가 Identity
    , getIdentity()
                                drawYourself()
                                                        identity
                                                                          JComponent
(give-me-a-JComponent-that-represents-your-identity)
                      getIdentity가 "get"
                                                                            가
   가
                                                                가
                                                Identity
identity가
    , drawYourself()
                                           UI
                                                                           . UI
                                     "identity"가
                                                                                ID
```

```
가
                                           ID
                                                                          가 identity
          JComponent (give-me-a-JComponent-that-represents-your-identity)
  가
               , identity
                                       UI
AWT (Abstract Window Toolkit)
                                   Swing
                                                  UI
                       UI
                                 AWT/Swing
                        UI
                                             (inner class)
                                                                     Facade
         (JavaBeans)
               (JavaBeans)
                                           가?"
                                                      getter/setter
                                                                       JavaBeans
           . BeanCustomizer, BeanInfo
                                          BeanDescriptor
                                                   getter/setter
                                                   . getter/setter
                                                                        , UI
                                API (introspection API)
    Class
(metadata)
                  2004
                                         Java 1.5
private int property;
public int getProperty (          ){ return property; }
```

```
public void setProperty (int value){ property = value; }
private @property int property;
UI
                               API
                           가? (When is an accessor okay?)
                        , 가
                                                      "getter"가
                                                       (procedural boundary layer)
  가
                                    . Java Database Connectivity (JDBC)
                        API
                                                      가
   가
                                 (not-knowing-how-it-will-be-used)
                                             . JDBC
         (A design strategy)
```

```
가?
     , getter/setter
                                       가
                                                            (task)
                                                                       가
                                . (
       use case
                                    use case가
                                                              use case .)
                        use case
        (activities)
                         . use case
                                                                 use case
                  , use case
1989 Kent Beck
                 Ward Cunningham
                                                                 가
                                                                  가
                    get/set
                      가
                                    가
                     가
Cunningham
                                     CRC(classes, responsibilities, collaboration)
                                                              4 x 6
          (Class):
         (Responsibilities):
                             가
          (Collaborators):
              가
CRC
      , Beck Cunningham use case
                                            , use case
   가
                        가
```

```
CRC
     가
                                        use case
          (use case)
                                   , use case
    가 가
                                             가
                                                      , CRC
      가
     가
                       가
        CRC
                                         CRC
                                                           가
        CRC 가 가
                       가
                                                 (CRC
                         . 4 x 6
                                                       CRC
가
                CRC
                Unified Modeling Language (UML)
                               , get/set
get/set
            가
(Summing up)
                                       가
                                                       (getter/setter)
                                            가
                                                       . , get/set
             가
```

```
99% 가
                                 가
   (coder)
                                                                      getter/setter
                                           가
                                                                             가
                                     . Cunningham
                                                     CRC
                                                       가
                                                              Holub on Patterns:
Learning Design Patterns by Looking at Code , 가 Apress (www.apress.com)
       D W
         (Resources)
         Java Toolbox
                                                         가
                         (1998 7)
                     UI
    http://www.javaworld.com/javaworld/jw-07-1999/jw-07-toolbox.html
    CRC
                    Kent Back
                                Ward Cunningham
    http://c2.com/doc/oopsla89/paper.html
                 Susan Suchman Simon (Addison-Wesley 1997, ISBN 0201895358)
    David Bellin
    The CRC Card Book
                                                             CRC
   http://www.amazon.com/exec/obidos/ASIN/0201895358/alleiholuasso
    Java Toolbox
                    Allen Holub
    http://www.javaworld.com/columns/jw-toolbox-index.shtml
                 Java Design Patterns
    David Geary
    http://www.javaworld.com/columns/jw-java-design-patterns-index.shtml
    Design Patterns, Eric Gamma, Richard Helm, Ralph Johnson, and John Vlissides
    (Addison-Wesley Publishing Co., 1995; ISBN: 0201633612)
    http://www.amazon.com/exec/obidos/ASIN/0201633612/javaworld
    JavaWorld Topical Index
                            Design Patterns
    http://www.javaworld.com/channel_content/jw-patterns-index.shtml
    JavaWorld Topical Index Object-Oriented Design and Programming
    http://www.javaworld.com/channel_content/jw-oop-index.shtml
    Programming Theory & Practice
    http://www.javaworld.com/javaforums/postlist.php?Cat=&Board=TheoryPractice
                                  가
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