

Application Architecture in Groovy

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Who Am I?

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Application Architecture

What makes architecting a Groovy application different?



Application Architecture

What is "Application Architecture"?

The Principles of Application Architecture in Groovy

Make Code "More Readable"



Be Explicit with Magic

Favor Convention over Configuration



Make Judicious Use of the Language Constructs

- Closures as Final Argument to Method



- Map-based Constructors



- Getter/Setter Overrides



- Make varargs Maps



- Interceptors

Build Fluent, Human-Readable APIs



- Method Chaining



- String Literal Method Names

- DSLs that "make sense" of complex operations



Extending Groovy



- MetaClass Enhancements

groovy.runtime.metaclass.[package].[class]MetaClass



Concept-Driven Meta-Object Enhancements



- Category-based Enhancements

Still not enough? Change the Language!



- Global & Local AST transforms

example: http://github.com/danveloper/gdi



Groovy Ecosystem is Convention-Favorable

Be Explicit with Magic

Don't Always Extend with a MetaClass



Be Explicit with Magic

Make It Clear Through Convention Where Magic Comes From



Where do I put things?



Group by Concept

- + groovy.runtime.metaclass +- com.danveloper +- datamodel +- CarMetaClass.groovy +- locators +- MechanicLocatorMetaClass.groovy + com.danveloper +- datamodel - Car.groovy - Truck.groovy +- services +- mechanics - CarMechanic.groovy - TruckMechanic.groovy
 - +- extensions
 - StaticLookupCategory.groovy
 - StaticCreationCategory.groovy
 - +- locators
 - MechanicLocator.groovy



Think Grails & Duck Typing



the end.