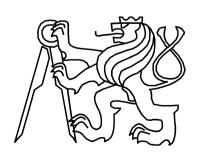


Enterprise Java (BI-EJA) Technologie programování v jazyku Java (X36TJV)

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Agenda

- Framework Spring
- Kontejner, injekce závislostí
- Aspektově orientované programování

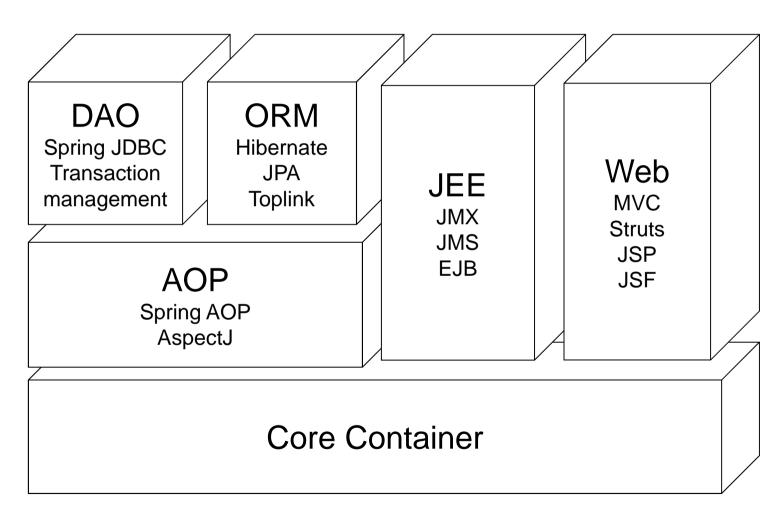
Framework Spring

- lightweight container
- dependency injection (inversion of control)
- aspect-oriented
- non-invasive
- Spring bean = Spring managed object

Hollywood Principle

"Don't call me, I'll call you."

Spring Modules



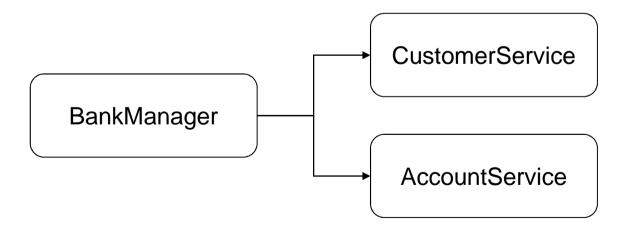
Core Container

BeanFactory

- generic factory
- implements dependency injection

Service

- POJO
- EJB
- RMI object
- web service



Příklad (1)

```
public interface CustomerService { ... }
public interface AccountService { ... }
public class CustomerServiceBean implements CustomerService { ... }
public class AccountServiceBean implements AccountService { ... }
public interface BankManager {
  void addNewCustomer( String name, String email, String currency );
```

Příklad (2)

```
public class BankManagerBean implements BankManager {
  private CustomerService customerService;
  private AccountService accountService;
  public void addNewCustomer( String name, String email,
                           String currency ) { ... }
  public void setCustomerService( CustomerService customerService ) {
    this.customerService = customerService;
  public void setAccountService( AccountService accountService ) {
    this.accountService = accountService;
```

Příklad (3)

Příklad (4)

```
ApplicationContext context =
    new ClassPathXmlApplicationContext( "config.xml" );

BankManager manager = (BankManager)
    context.getBean( "bankManager" );

manager.addNewCustomer( "Rumcajs", "rum@email.cz", "CZK" );
```

Vytváření objektů

Voláním konstruktoru

<bean id="exampleBean" class="examples.ExampleBean"/>

Pomocí statické tovární metody

<bean id="exampleBean" class="examples.StaticFactory"</pre>

factory-method="createInstance"/>

Pomocí instanční tovární metody

<bean id="exampleBean" factory-bean="serviceLocator"</pre>

factory-method="createService"/>

Injekce závislostí (1)

Constructor Injection

```
public class MovieManager {
  private MovieFinder movieFinder;
  public MovieManager( MovieFinder movieFinder ) {
    this.movieFinder = movieFinder;
```

Injekce závislostí (2)

Setter Injection

```
public class MovieManager {
    private MovieFinder movieFinder;

public void setMovieFinder( MovieFinder movieFinder ) {
    this.movieFinder = movieFinder;
    }
    ...
}
```

Autowiring

- byName:
 - setLeagueService(LeagueService leagueService)
- byType:
 - setLeagueService(LeagueService leagueService)
- constructor:

RegisterServiceBean(LeagueService leagueService)

<bean id="registerService" class="league.RegisterServiceBean"
autowire="byType"/>

Bean Scopes

- singleton: one instance per container
- prototype (non-singleton)
- web-based (request, session, global session)
- custom scope

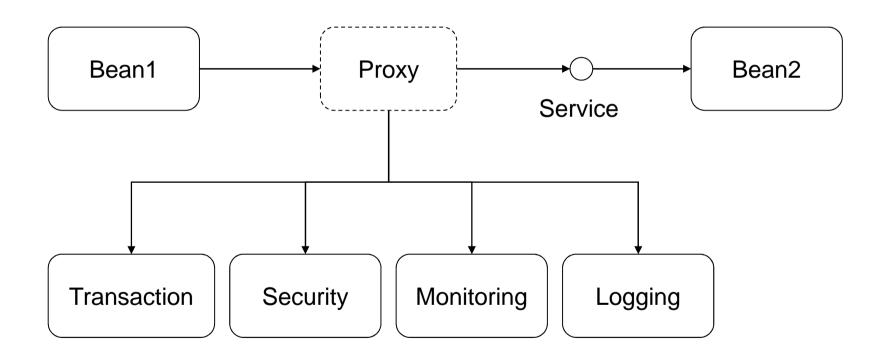
```
<br/><bean id="..." class="..."><br/><property name="accountDao"<br/>ref="accountDao"/></bean>
```

```
<bean id="accountDao" class="..." scope="singleton"/>
```

Konfigurace

<context:property-placeholder location="app.properties"/>

Aspect Oriented Programming



AOP Concepts

- Aspect: crosscutting concern, e.g. transaction management
- Join point: a point during the execution of a program method execution
- Advice: action taken by an aspect at a particular join point
- Pointcut: a predicate that matches join points

Types of Advice

- Before advice (@Before)
- After returning advice (@AfterReturning)
- After throwing advice (@AfterThrowing)
- After (finally) advice (@After)
- Around advice (@Around)

Příklad Before

```
@Aspect
public class RegisterAspect {
    private int count;

    @Before( "execution (* springapp.RegisterService+.*(..))" )
    public void used() {
        count++;
    }

    public int getCount() {
        return count;
    }
}
```

Příklad Around

```
@Aspect
public class AroundAspect {
  @Around( "execution (* springapp.RegisterService+.add*(..))" )
  public Object profile( ProceedingJoinPoint pjp ) throws Throwable {
     long start = System.nanoTime();
     try {
       return pjp.proceed();
     } finally {
       long t = System.nanoTime() - start;
       System.out.println( "time: " + t );
```

Otázky & odpovědi

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