

JAVA SEMINAR

DAY 09 - ANNOTATIONS & REFLECTION



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Today, we will focus on two other Java's specificities:

- ✓ **Annotations** allow the developers to attach information or even action to a number of things (classes, methods, variables, ...) in an elegant way.
- ✓ Reflection is a mechanism that allows you to inspect the content of a class or object at runtime.



You already used **@Override** annotation in the 6th exercise of the 4th day.

Javadoc is a tool that uses these features and generates a documentation of Java code. It heavily depends on annotations to get information about classes, methods and variables.



We encourage you to write some *Javadoc compatible* comments. To see its powerful results, you can use the command <code>javadoc YourClassFile.java</code>



Delivery: ./Inspector.java

Create a Inspector class with:

- ✓ an attribute inspectedClass of type Class<T>;
- ✓ a constructor taking the inspected class in parameter;
- ✓ a public method displayInformations that displays some info about the class to inspect.

For example:

```
Inspector < Number > inspector = new Inspector <> (Number.class);
inspector.displayInformations();
```

```
T-JAV-500> java Example
Information of the "java.lang.Number" class:
Superclass: java.lang.Object
6 methods:
- byteValue
- shortValue
- intValue
- longValue
- floatValue
- doubleValue
1 fields:
- serialVersionUID
```



The Class class use a generics, so be smart about how you store the field.



For methods and fields we only want the **declared** one. That means the one directly declared by the class (and not its parents).



Delivery: ./Inspector.java

Add a createInstance method to the previously created class that:

- ✓ creates a new instance of the inspectedClass using the default constructor;
- ✓ returns it.





Delivery: ./Test.java

We will create a very small test framework using annotations.

The first step is to create an annotation that will be used to mark the methods to call for the testing.

Create an annotation called Test with the following properties:

- ✓ it must be available at runtime;
- ✓ we should only be able to use it on methods;
- ✓ it should have two fields:
 - name: a string containing the name of the test;
 - enabled: a boolean indicating if the test is enabled or not (true by default).

Delivery: ./Test.java, ./TestRunner.java

Create a class named TestRunner with a runTests method that:

- ✓ takes a class in parameter;
- ✓ executes every method of this class that is annotated with **@Test**.



runTests should only execute methods where @Test is present and its property enabled is true.

It should also display the name of the executed test before running the method.



Be smart and combine concepts you have seen up to this point.



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Delivery: ./Before.java, ./After.java, ./BeforeClass.java, ./AfterClass.java

Create four new annotations:

- ✓ Before;
- ✓ After;
- ✓ BeforeClass;
- ✓ AfterClass.

Each annotation must be available at runtime for methods only.

They do not have any parameters.



These annotations don't do anything so far.





Delivery: ./Before.java, ./After.java, ./BeforeClass.java, ./AfterClass.java, ./Test.java, ./TestRunner.java

Change your public method runTests of TestRunner to add these features:

- ✓ before each test, you must execute the method (*) annotated with @Before;
- ✓ after each test, you must execute the method (*) annotated with @After;
- ✓ before any test is executed, you must execute the method (*) annotated with @BeforeClass;
- ✓ after any test is executed, you must execute the method (*) annotated with @AfterClass.

(*if such a method exists)

Congratulations, you have a way to launch test sequences.



Going further

You have created a basic Test Framework.

Even if you can't tell for yourself if a test is valid or not!

Have a look at JUnit to dig deeper a real Test Framework and what it can do.





