



# Code Generation in Groovy

**Hamlet D'Arcy**  
**@HamletDRC**

**canoo**

› your provider for business web solutions ›



**HACKER  
GARTEN**

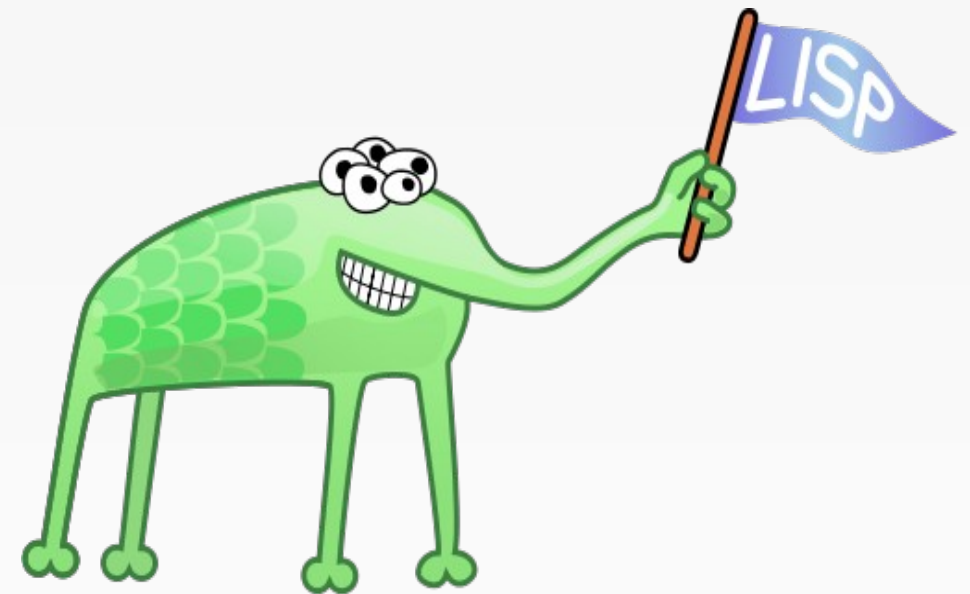


Generation

```
<binding name="TestSoapBinding" type="tns:TestSoapPortType">
  <soap:binding transport="http://schemas.xmlsoap.org/soap/http"/>
  <operation name="Multiply">
    <soap:operation style="rpc" soapAction="http://soapinterop.org/Multiply"/>
    <input>
      <soap:body encodingStyle="http://schemas.xmlsoap.org/soap/encoding/" use="encoded"
        namespace="http://soapinterop.org"/>
    </input>
    <output>
      <soap:body encodingStyle="http://schemas.xmlsoap.org/soap/encoding/" use="encoded"
        namespace="http://soapinterop.org"/>
    </output>
  </operation>
  <operation name="Add">
    <soap:operation style="document" soapAction="http://soapinterop.org/Add"/>
    <input>
      <soap:body use="literal"/>
    </input>
    <output>
      <soap:body use="literal"/>
    </output>
  </operation>
</binding>
<service name="MSInterop1DocAndRPCService">
  <port name="TestSoap" binding="tns:TestSoapBinding">
    <soap:address location="http://localhost/services/msInteropDocAndRpc"/>
  </port>
</service>
</definitions>
```

WSDL  
Generation

I hate code generation too...



**... but it isn't all bad.**

```
class Event {  
    String title  
}
```

```
class Event {  
    String title  
}
```

```
class Event {  
    String title  
  
    public void getTitle() {  
        title  
    }  
    public String setTitle(String t) {  
        this.title = t  
    }  
}
```

```
class Event {  
    @Delegate Date when  
}
```

```
class Event {
    @Delegate Date when
}
```

```
class Event implements Comparable, Clonable {
    Date when
    boolean after(Date when) {
        this.when.after(when)
    }
    boolean before(Date when) {
        this.when.before(when)
    }
    Object clone() {
        this.when.clone()
    }
    int compareTo(Date anotherDate) {
        this.when.compareTo(otherDate)
    }
    int getDate() {
        this.when.date
    }
    int getDay() {
        this.when.day
    }
    int getHours() {
        this.when.hours
    }
    int getMinutes() {
        this.when.minutes
    }
    int getMonth() {
        this.when.month
    }
    int getSeconds() {
        this.when.seconds
    }
    long getTime() {
        this.when.time
    }
    int getTimezoneOffset() {
        this.when.timezoneOffset
    }
    int getYear() {
        this.when.year
    }
    void setDate(int date) {
        this.when.date = date
    }
    void setHours(int hours) {
        this.when.hours = hours
    }
    void setMinutes(int minutes) {
        this.when.minutes = minutes
    }
    void setMonth(int month) {
        this.when.month = month
    }
    void setSeconds(int seconds) {
        this.when.seconds = seconds
    }
    void setTime(long time) {
        this.when.time = time
    }
    void setYear(int year) {
        this.when.year = year
    }
    String toGMTString() {
        this.when.toGMTString()
    }
    String toLocaleString() {
        this.when.toLocaleString()
    }
}
```

```
class Event {  
    @Lazy ArrayList speakers  
}
```



```
class Event {
    @Lazy ArrayList speakers
}
```

```
class Event {
    ArrayList speakers

    def getSpeakers() {
        if (speakers != null) {
            return speakers
        } else {
            synchronized(this) {
                if (speakers == null) {
                    speakers = []
                }
            }
            return speakers
        }
    }
}
```

- Also handles:
  - Initial values
  - Volatile fields

```
@Immutable  
class Event {  
    String title  
}
```

```
@Immutable  
class Event {  
    String title  
}
```

- Class is final
- Properties must be @Immutable or effectively immutable
- Properties are private
- Mutators throw ReadOnlyPropertyException
- Map constructor created
- Tuple constructor created
- Equals(), hashCode() and toString() created
- Dates, Clonables, and arrays are defensively copied on way in and out (but not deeply cloned)
- Collections and Maps are wrapped in Immutable variants
- Non-immutable fields force an error
- Special handling for Date, Color, etc
- Many generated methods configurable

@Newify

@Category

@Package Scope

@Grab

... and many more as libraries

```
@Log
class Event {
    def breakForLunch() {
        log.debug('...')
    }
}
```

```
@Log
class Event {
    def breakForLunch() {
        log.debug('...')
    }
}
```

```
@Log
class Event {
    private static final transient
        Logger log = Logger.getLogger('Event')

    def breakForLunch() {
        if (log.isLoggable(Level.DEBUG) {
            log.log(Level.DEBUG, '...')
        }
    }
}
```

```
@Log
class Event {
    def breakForLunch() {
        log.debug('...')
    }
}
```

```
@Log
class Event {
    private static final transient
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}
```



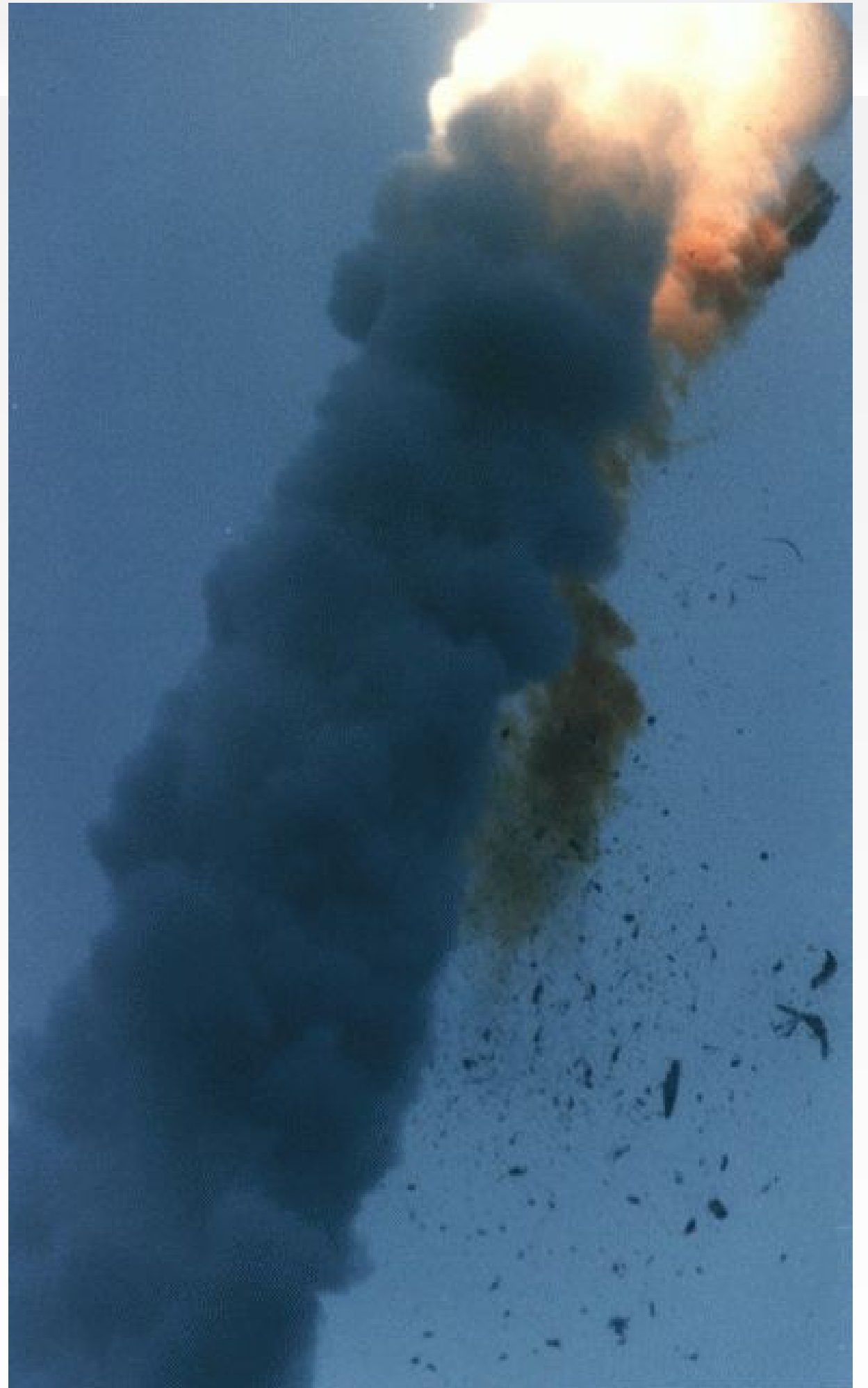
HACKER  
GARTEN







Ariane 5 Destroyed  
US\$370 *million* in damages  
... from a integer overflow error

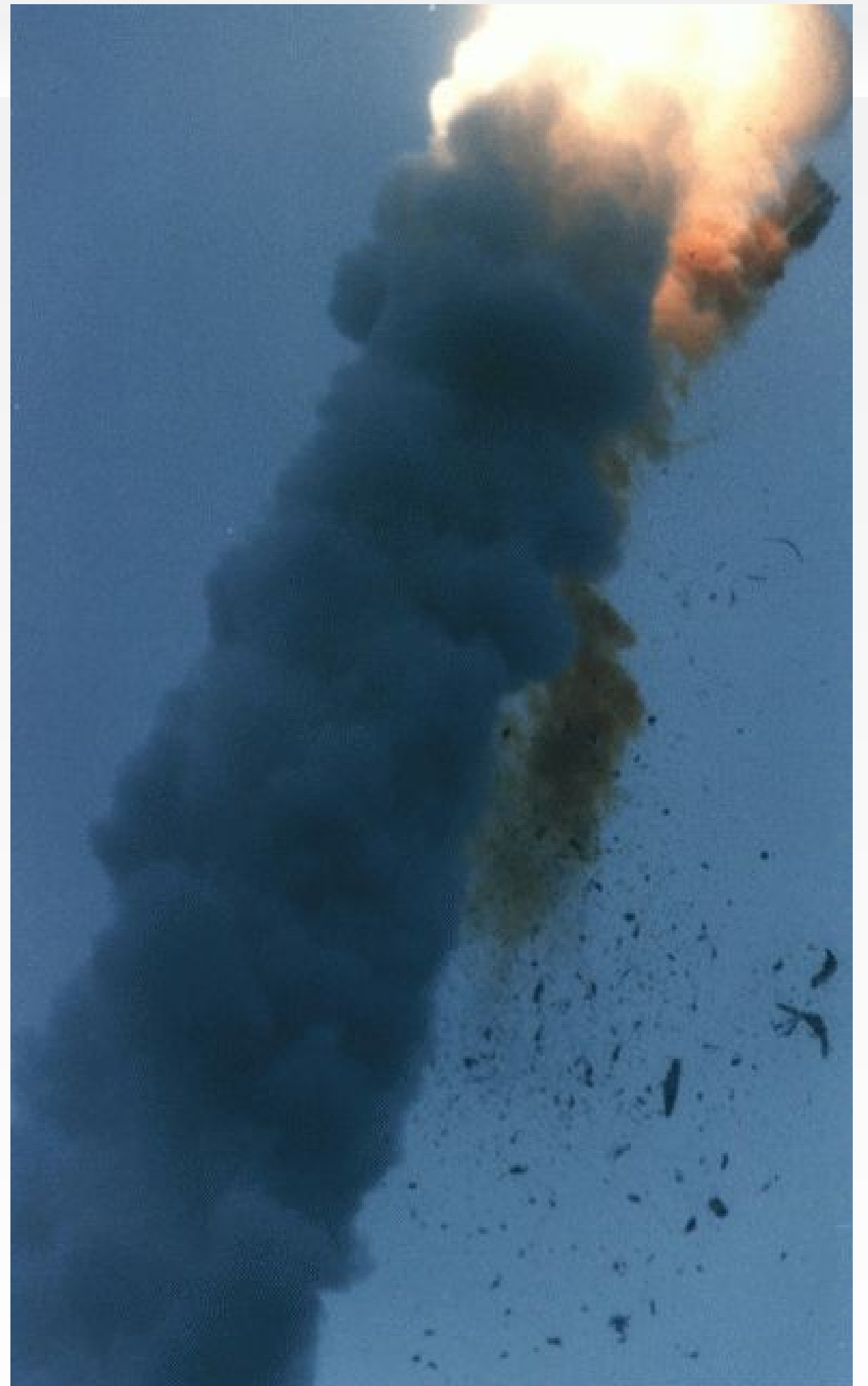


Ariane 5 Destroyed  
US\$370 *million* in damages

... from a integer overflow error

Greece bailout is \$145 *billion*

... so we look quite good  
compared to the bankers.







“Design by Contract and Eiffel would have automatically avoided the crash...”

Sincerely,  
The Eiffel Guys

(not a direct quote)

# DEMO

hooray

## **Design by Contract™**

Component semantics part of interface

Semantics enforced by implementation

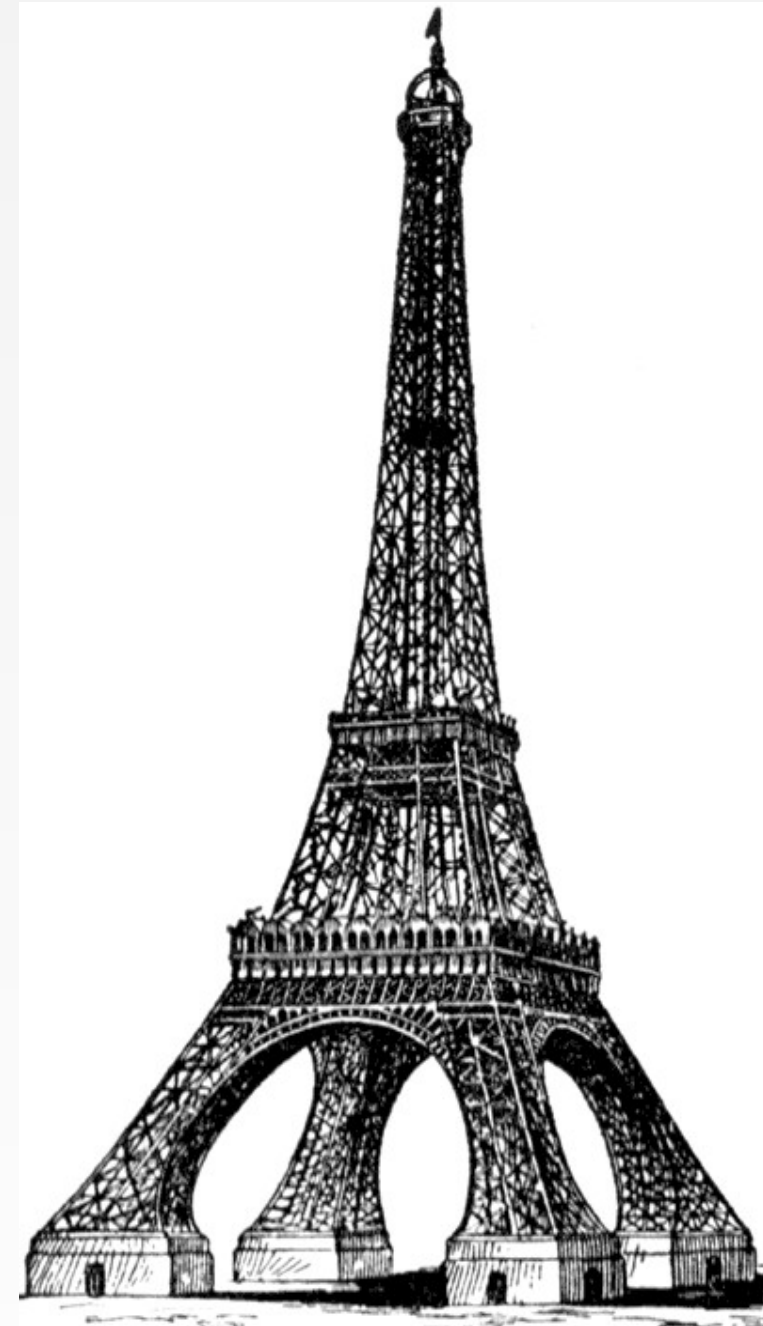
Contracts describe valid test results

Self Documenting

**Sound good?**

# Eiffel Envy

*Symptoms include:*





# Eiffel Envy

*Symptoms include:*

Unhealthy fixation on correctness

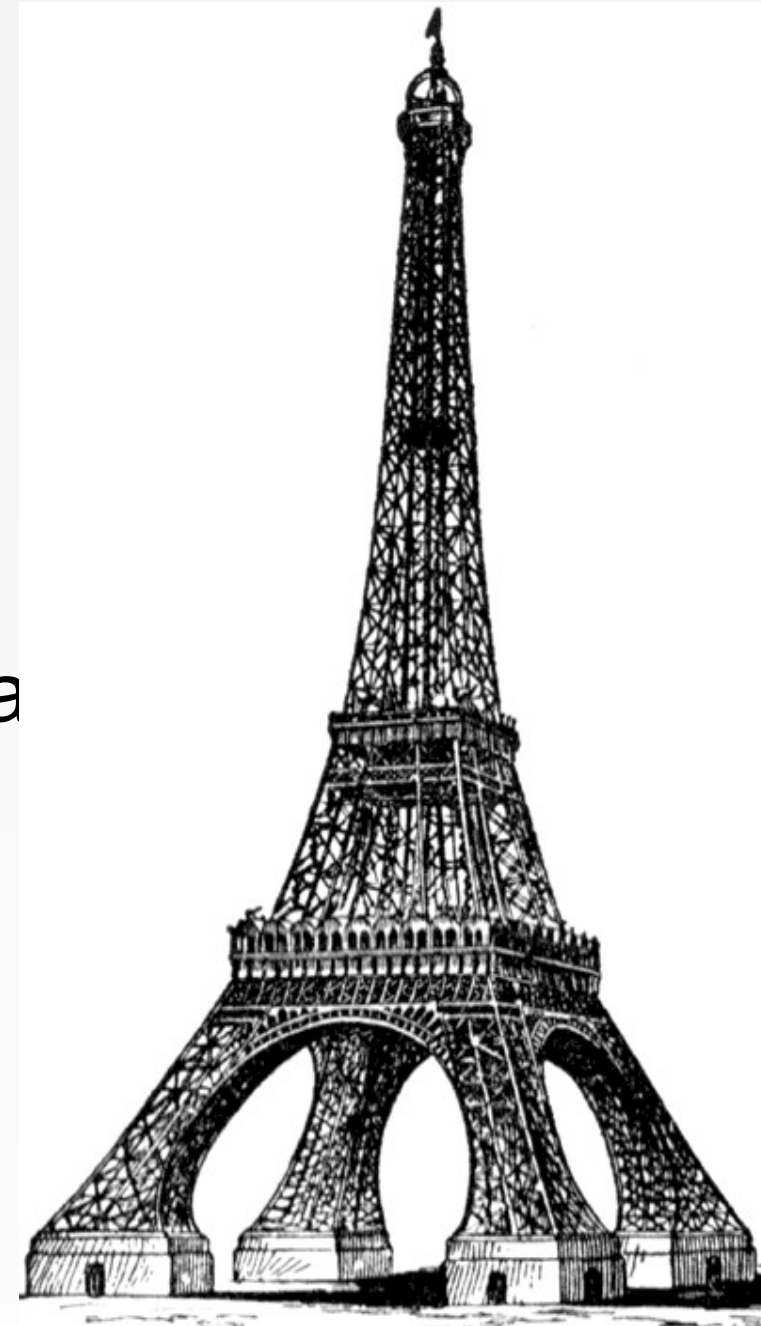
Pedantic use of unit tests

Domineering mothers

Having a 3 page interview

questionnaire testing Java arcana

Dreams of being chased by goats





# Eiffel Envy

Contracts must be:

- written correctly in the first place
- enforced by the compiler

Subclasses can only:

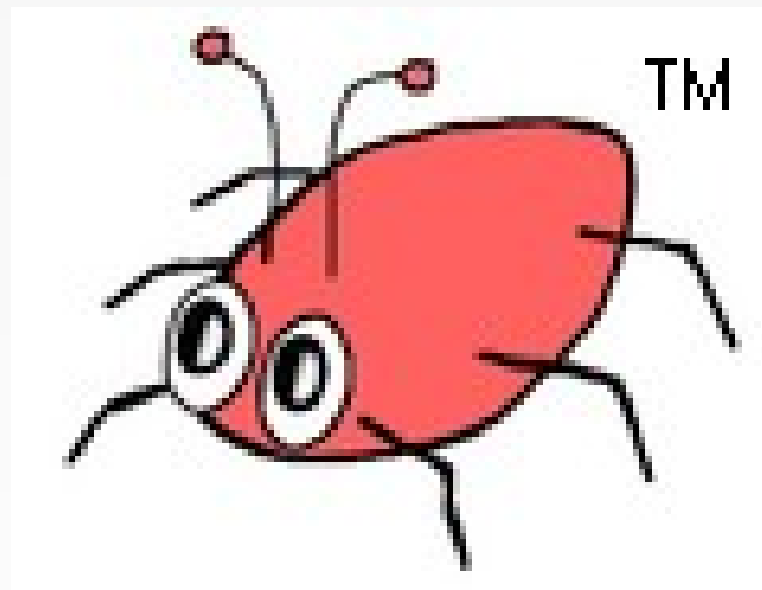
- strengthen invariants (but not weaken)
- weaken preconditions (but not strengthen)
- and strengthen post conditions (but not weaken)

*Best usage in Domain Model?*

Q. Which OS Project won a 2008 Jolt Award for lamest logo?

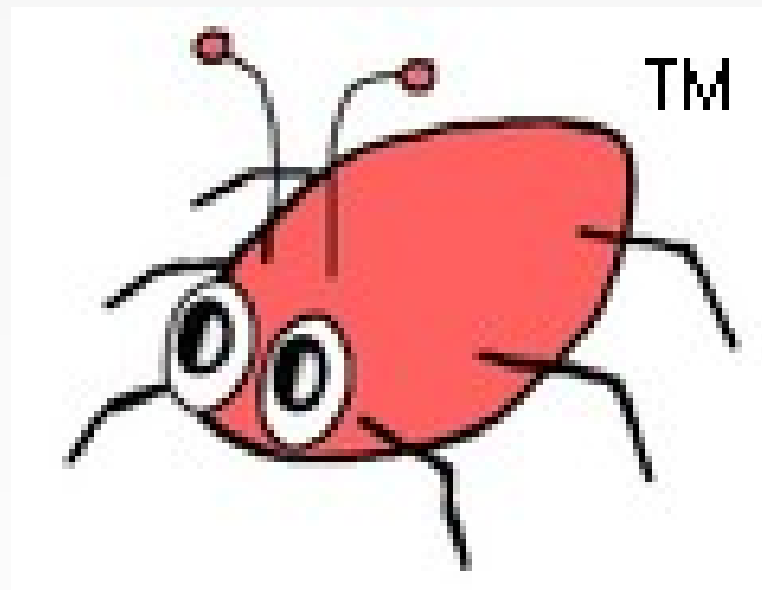
Q. Which OS Project won a 2008 Jolt Award for lamest logo?

A. FindBugs



Q. Which OS Project won a 2008 Jolt Award for lamest logo?

A. FindBugs



P.S. His name is “Buggy” and he is trademarked so no one steals him

## FindBugs Finds Bugs

Empty synchronized block

Inconsistent synchronization

Synchronization on Boolean could lead to deadlock

Synchronization on boxed primitive could lead to deadlock

Synchronization on interned String could lead to deadlock

... and 364 more rules

## FindBugs Finds Bugs

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Inconsistent synchronization

Synchronization on Boolean could lead to deadlock

Synchronization on boxed primitive could lead to deadlock

Synchronization on interned String could lead to deadlock

... and 364 more rules

## CodeNarc Finds Bugs

ThreadLocal not static final field

Volatile long or double field

Nested synchronization

Synchronized method, synchronized on this

Call to System.runFinalizersOnExit()

... and 67 more rules

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## CodeNarc Finds Bugs

ThreadLocal not static final field

Volatile long or double field

Nested synchronization

Synchronized method, synchronized on this

Call to System.runFinalizersOnExit()

... and 67 more rules

# Embedded Languages

```
def s = new ArithmeticShell()  
  
assert 2 == s.evaluate(' 1+1 '  
assert 1.0 == s.evaluate('cos(2*PI)')
```



# Embedded Languages

```
def s = new ArithmeticShell()  
  
assert 2 == s.evaluate(' 1+1 ' )  
assert 1.0 == s.evaluate('cos(2*PI) ' )  
  
shouldFail(SecurityException) {  
    s.evaluate('new File() ' )  
}
```

# Embedded Languages

Tired of hearing about DSLs?

Say “Embedded Language” instead!

ArithmeticShell ~= 300 lines of code

Alternative is

javacc?

custom interpreter?

# Embedded Languages

Tired of hearing about DSLs?

Say “Embedded Language” instead!

ArithmeticShell ~= 300 lines of code

Alternative is

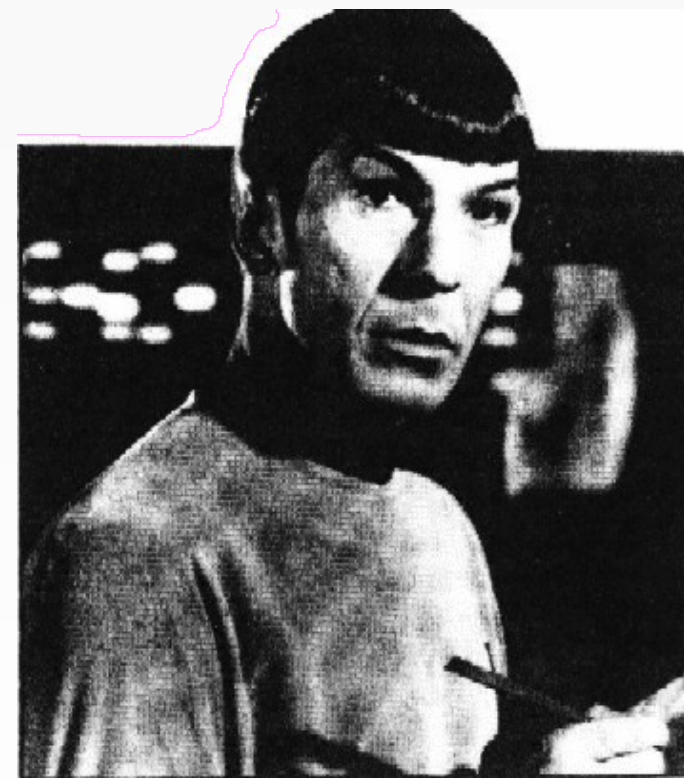
javacc?

custom interpreter?

seppuku?

# Java Perversions

```
def "Does simple math work?"() {  
    expect:  
    def s = new ArithmeticShell()  
    s.evaluate(input) == output  
  
    where:  
    input      | output  
    '1 + 1'    | 2  
    'cos(2*PI)' | 1.0  
}
```



# DEMO

again?

Groovy is a compiled language

...oh yes it is

Compiled changes visible in .class file

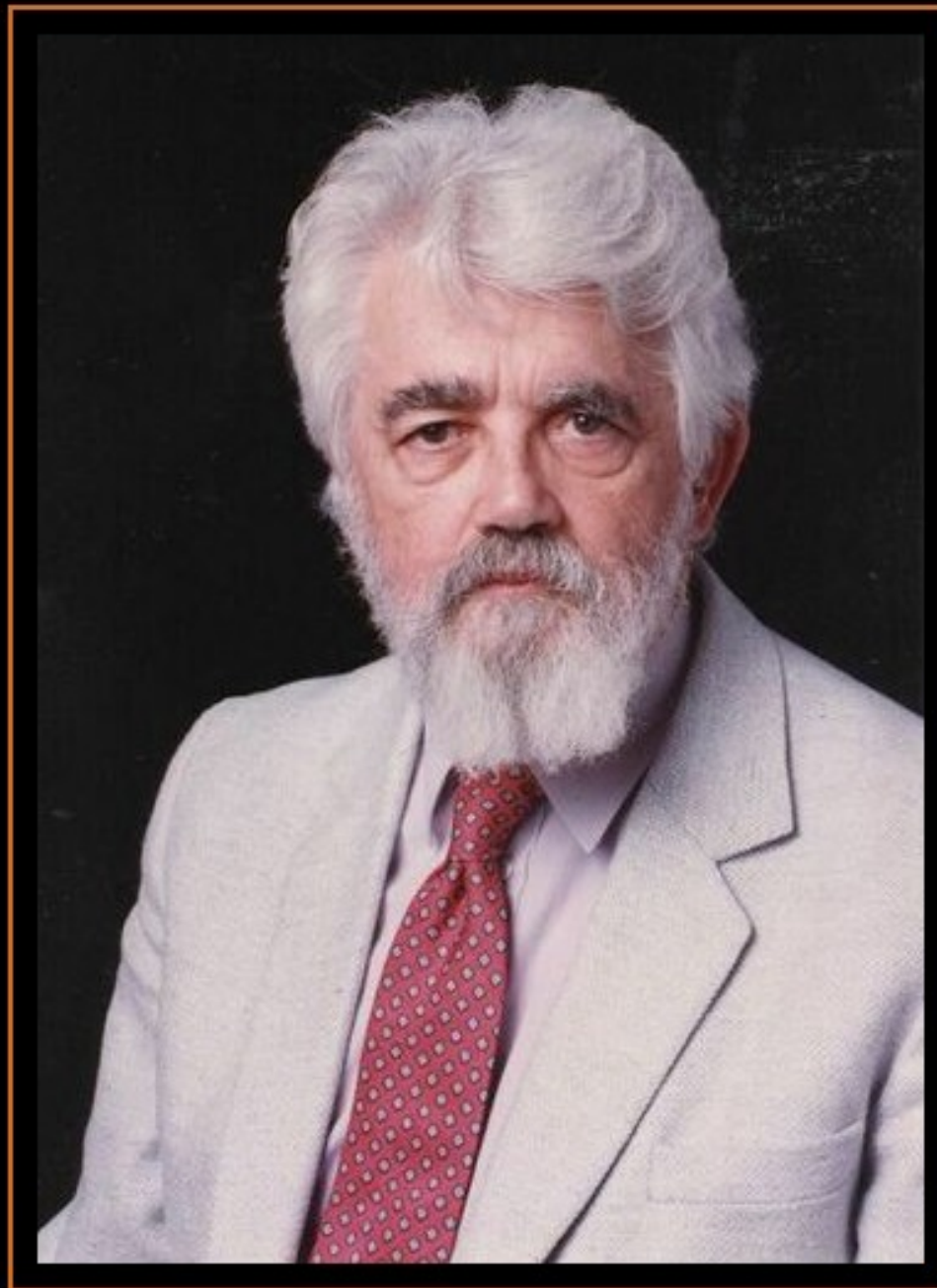
...visible to all JVM users

Language semantics are a library feature

...not hardcoded into the language

"A language should have access  
to its own abstract syntax"

John McCarthy

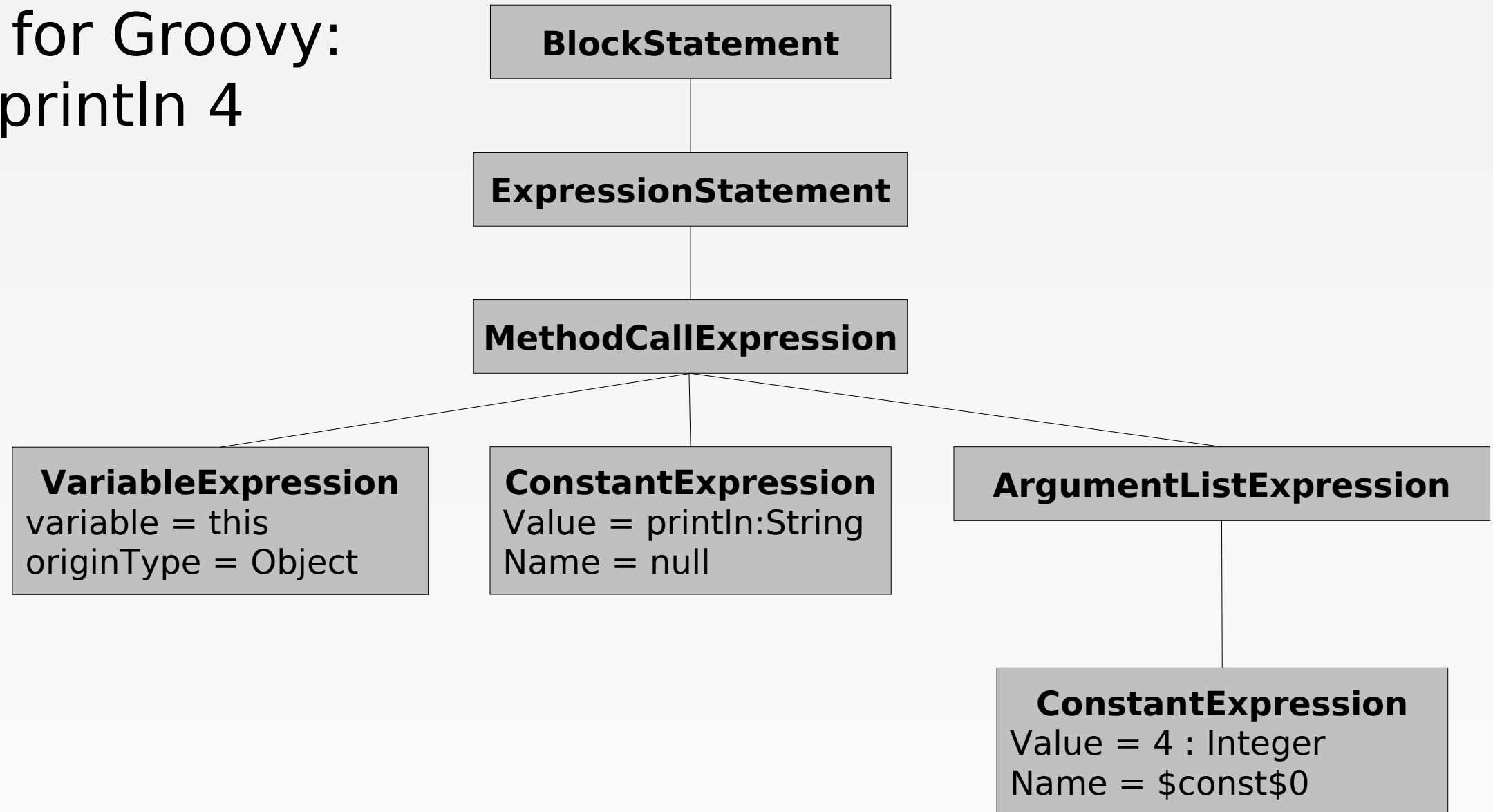


# PROGRAMMING

YOU'RE DOING IT COMPLETELY WRONG.



AST for Groovy:  
println 4



# DEMO

OH YEAH

# How It Works

Local AST Transformations

Global AST Transformations

AST Builder

AST Templates

ANTLR Plugins

@Requires(...)

...

source.groovy

@Requires(...)

...

source.groovy

```
public @interface Requires {
```

```
    ...
```

```
}
```

Requires.java

```
@Requires(...)
```

```
...
```

```
source.groovy
```

```
public @interface Requires {
```

```
...
```

```
}
```

```
Requires.java
```

```
class MyASTTransformation
```

```
    implements ASTTransformation {
```

```
...
```

```
}
```

```
MyAstTransformation.java
```

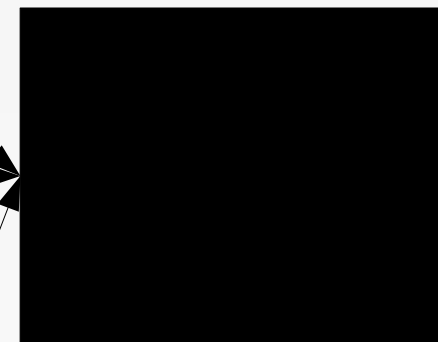
```
@Requires(...)  
...  
source.groovy
```

```
public @interface Requires {  
    ...  
}
```

Requires.java

```
class MyASTTransformation  
    implements ASTTransformation {  
    ...  
}
```

MyAstTransformation.java



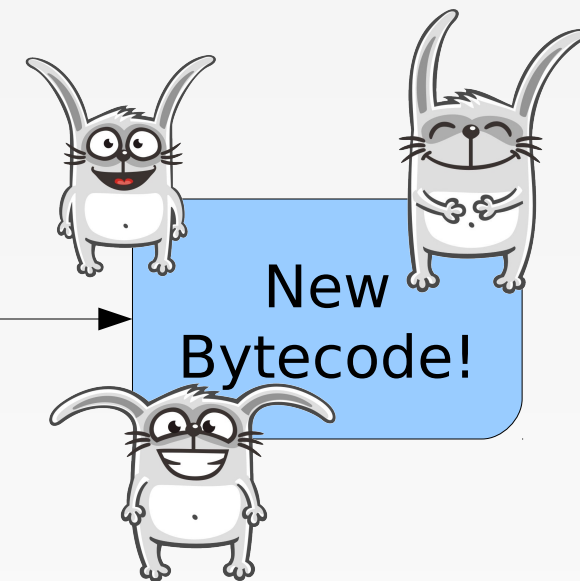
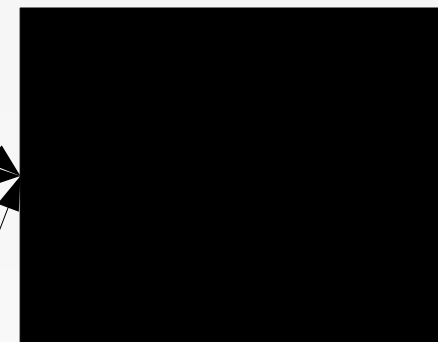
```
@Requires(...)  
...  
source.groovy
```

```
public @interface Requires {  
    ...  
}
```

Requires.java

```
class MyASTTransformation  
    implements ASTTransformation {  
    ...  
}
```

MyAstTransformation.java





```
@Requires(...)  
void startEngine() { ... }
```

```
@Requires(...)  
void startEngine() { ... }
```

---

```
@GroovyASTTransformationClass("org.pkg.MyTransformation")  
public @interface Requires {  
    ...  
}
```

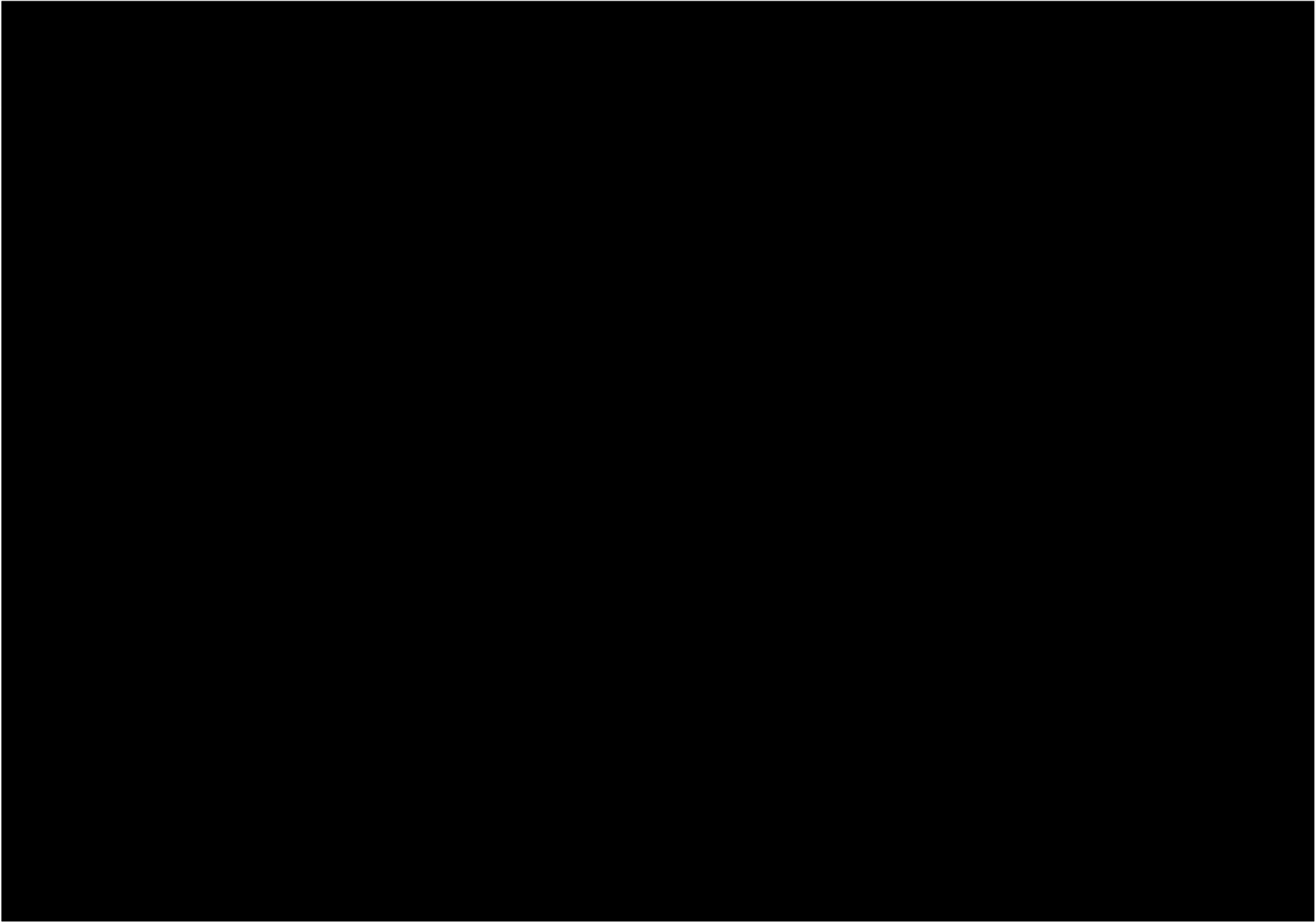
```
@Requires(...)  
void startEngine() { ... }
```

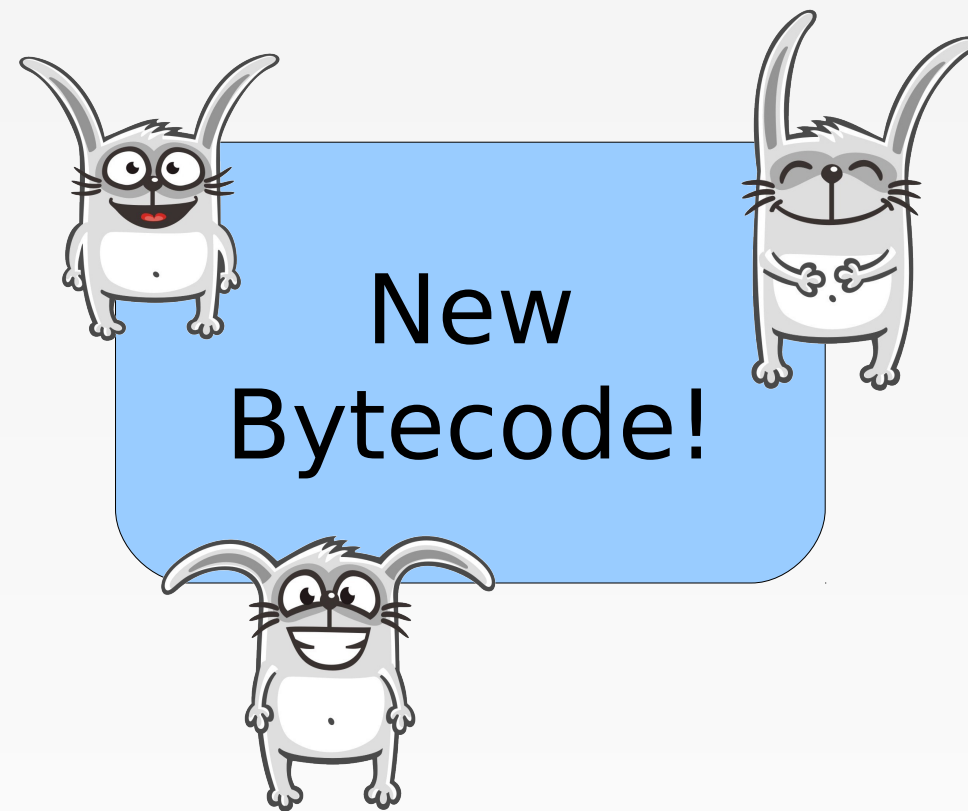
---

```
@GroovyASTTransformationClass("org.pkg.MyTransformation")  
public @interface Requires {  
    ...  
}
```

---

```
@GroovyASTTransformation(phase = CompilePhase.CANONICALIZATION)  
public class MyTransformation implements ASTTransformation {  
    public void visit(ASTNode[] nodes, SourceUnit source) {  
        ...  
    }  
}
```





# Groovy Code Visitors

```
def s = new ArithmeticShell()  
assert 2 == s.evaluate(' 1+1 ' )  
assert 1.0 == s.evaluate('cos(2*PI)')
```

---

```
public interface GroovyCodeVisitor {  
    void visitBlockStatement(BlockStatement statement);  
    void visitForLoop(ForStatement forLoop);  
    void visitWhileLoop(WhileStatement loop);  
    void visitDoWhileLoop(DoWhileStatement loop);  
    ...  
}
```

# Groovy Code Visitors

CodeNarc Rule:

```
Ban System.runFinalizersOnExit()
```

# Groovy Code Visitors

CodeNarc Rule:

Ban `System.runFinalizersOnExit()`

---

```
class SystemRunFinalizersOnExitAstVisitor extends AbstractAstVisitor {
    def void visitMethodCallExpression(MethodCallExpression call) {
        if (call.objectExpression in VariableExpression) {
            def target = call.objectExpression.variable
            if (target == "System" && call.method in ConstantExpression) {
                if (call.method.value == "runFinalizersOnExit") {
                    addViolation(call)
                }
            }
        }
        super.visitMethodCallExpression(call);
    }
}
```



# Pitfalls!

2000



ACTIVISION

# Pitfalls!

Testing AST Transformations

Writing AST

Rigid Groovy/Java syntax

Splicing source into AST

Finding insertion points

Splicing AST into source

Variable capture

# TransformTestHelper and IDE Support

```
def file = new File('./MyExample.groovy')

def transform = new MainTransformation()
def phase = CompilePhase.CANONICALIZATION

def invoker = new TransformTestHelper(transform, phase)

def clazz = invoker.parse(file)
def instance = clazz.newInstance()
```

# Pitfalls!

~~Testing AST Transformations~~

Writing AST

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# Writing AST

```
def ast = new ExpressionStatement(  
    new MethodCallExpression(  
        new VariableExpression("this"),  
        new ConstantExpression("println"),  
        new ArgumentListExpression(  
            new ConstantExpression("Hello World")  
        )  
    )  
)
```

# Writing AST

```
def ast = new ExpressionStatement(  
    new MethodCallExpression(  
        new VariableExpression("this"),  
        new ConstantExpression("println"),  
        new ArgumentListExpression(  
            new ConstantExpression("Hello World")  
        )  
    )  
)
```

---

```
def ast = new AstBuilder().buildFromCode {  
    println "Hello World"  
}
```

# Writing AST

```
def ast = new AstBuilder().buildFromString(  
    ' println "Hello World" '  
)
```

---

```
def ast = new AstBuilder().buildFromSpec {  
    methodCall {  
        variable('this')  
        constant('println')  
        argumentList {  
            constant 'Hello World'  
        }  
    }  
}
```

# Pitfalls!

~~Testing AST Transformations~~

~~Writing AST~~

Rigid Groovy/Java syntax

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Variable capture



# Rigid Syntax

```
given "some data", {  
    ...  
}  
when "a method is called", {  
    ...  
}  
then "some condition should exist", {  
    ...  
}
```

# Rigid Syntax

```
given "some data" {
    ...
}
when "a method is called" {
    ...
}
then "some condition should exist" {
    ...
}
```



```
String addCommas(text) {
    def pattern = ~/(*)(given|when|then) "([^\\"]*(\\.([^\\"]*))*)" \{(*)/
    def replacement = /$1$2 "$3", {$4/
    (text =~ pattern).replaceAll(replacement)
}
```

... from “Groovy ANTLR Plugins for Better DSLs”

# Pitfalls!

~~Testing AST Transformations~~

~~Writing AST~~

~~Rigid Groovy/Java syntax~~

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# Combining AST with AST Builder

```
def wrapWithLogging(MethodNode original) {  
  new AstBuilder().buildFromCode {  
    println "starting $original.name"  
    $original.code  
    println "ending $original.name"  
  }  
}
```

# Combining AST with AST Builder

```
def wrapWithLogging(MethodNode original) {  
  new AstBuilder().buildFromCode {  
    println "starting $original.name"  
    $original.code  
    println "ending $original.name"  
  }  
}
```

**Too bad this is not valid code.**



# Combining AST with AST Builder

```
[meta]
def wrapWithLogging(original as Expression):
  return [|
    println "starting " + $original.name
    $(original.ToCodeString())
    println "ending " + $original.name
  |]
```



# Combining AST with AST Builder

```
def wrapWithLogging(MethodNode original) {  
    new AstBuilder().buildFromCode {  
        println "starting $original.name"  
        $original.code  
        println "ending $original.name"  
    }  
}
```

**... from GEP-4 AST Templates**

# Combining AST with AST Builder

```
def memoizeMethod(MethodNode original) {  
  def parameters = methodNode.parameters  
  
  return new AstBuilder().buildFromCode {  
    if (cache.contains( $parameters )) {  
      return cache.get( $parameters )  
    }  
    def result = $methodNode.code  
    cache.put($parameters, result)  
    return result  
  }[0]  
}
```

**... from GEP-4 AST Templates**



# Pitfalls!

~~Testing AST Transformations~~

~~Writing AST~~

~~Rigid Groovy/Java syntax~~

~~Splicing source into AST GEP-4 in 1.8?~~

Finding insertion points

Splicing AST into source

Variable capture

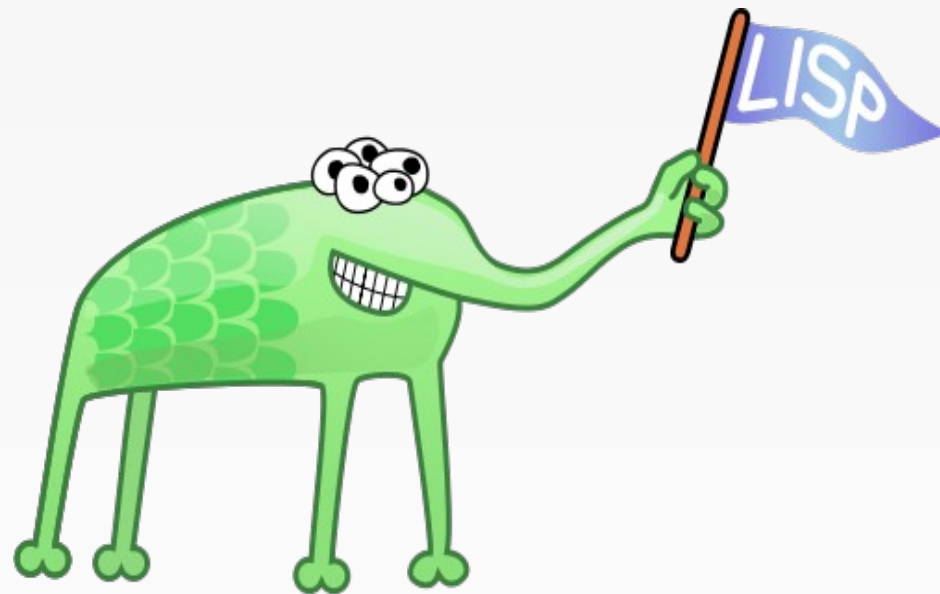
# Finding Insertion Points & Splicing AST into Source

```
public interface ASTTransformation {  
    public void visit(ASTNode[] nodes,  
                     SourceUnit source);  
}
```

# Finding Insertion Points & Splicing AST into Source

```
def x = "some value"  
setNull x  
assert x = null
```

# Warning... Lisp Ahead



# Finding Insertion Points & Splicing AST into Source

```
def x = "some value"  
setNull x  
assert x = null
```

---

```
(defmacro setNull (var)  
  (list 'setq var nil))
```

# Variable Capture

```
def ast = new AstBuilder().buildFromCode {  
    String syntheticField = ...  
}
```

# Groovy Code Generation

## Good Things

- When nothing else will do
- To call functions without evaluating arguments
- To modify variables in calling scope

## Bad Things

- Difficult to write
- Difficult to write *correctly*
- Source code clarity
- Runtime clarity
- Version compatibility

# Groovy Code Generation

## Good Things

- When nothing else will do
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- Difficult to write *correctly*
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**... from “On Lisp” by Paul Graham**



Q. You are marooned on a deserted island with only one programming language. Which do you want?

Q. You are marooned on a deserted island with only one programming language. Which do you want?

A. One with AST Transformations

...and a freakin' sweet logo



# Thanks!

## ⊙ What to do next:

- ▶ Groovy Wiki and Mailing List is amazingly helpful
- ▶ Use your creativity and *patience*
- ▶ Come to Hackergarten at Canoo
- ▶ <http://hamletdarcy.blogspot.com> & @HamletDRC

## ⊙ I am speaking at:

- ▶ CZ Jug
- ▶ SpringOne/2GX
- ▶ JavaOne
- ▶ Your JUG? Please?

