```
001 // The Java Reflection API is used to manipulate classes
002 // and everything in a class including fields, methods,
003 // constructors, private data, etc.
004
005 // Because using the Reflection API is most often Dynamic
006 // it can slow down a program because the JVM can't
007 // optimize the code.
800
009 // The Reflection API can't be used with applets because
010 // of the added security applets require.
011
012 // Because this API allows you to do things like access
013 // private fields, methods, etc. it should be used
014 // sparingly, or else potentially destroy the logic
015 // of a program
016
017 import java.lang.reflect.Constructor;
018 import java.lang.reflect.Field;
019 import java.lang.reflect.InvocationTargetException;
020 import java.lang.reflect.Method;
021 import java.lang.reflect.Modifier;
022
023 public class TestingReflection {
024
025
        public static void main(String[] args){
026
027
            // Getting the class Object for UFOEnemyShip
028
            // Everything in Java has a Class Object
029
            Class reflectClass = UFOEnemyShip.class;
030
031
032
            // Get the class name of an Object
033
034
            String className = reflectClass.getName();
035
            System.out.println(className + "\n");
036
037
            // Check modifiers of a class
038
039
            // isAbstract, isFinal, isInterface, isPrivate, isProtected,
040
            // isStatic, isStrict, isSynchronized, isVolatile
041
042
            int classModifiers = reflectClass.getModifiers();
043
            System.out.println(Modifier.isPublic(classModifiers) + "\n");
044
045
046
            // You can get a list of interfaces used by a class
047
            // Class[] interfaces = reflectClass.getInterfaces();
048
049
            // Get the super class for UFOEnemyShip
050
051
            Class classSuper = reflectClass.getSuperclass();
052
053
            System.out.println(classSuper.getName() + "\n");
054
055
            // Get the objects methods, return type and parameter type
056
```

```
Method[] classMethods = reflectClass.getMethods();
057
058
            for(Method method : classMethods){
059
060
                 // Get the method name
061
062
                 System.out.println("Method Name: " + method.getName());
063
064
                 // Check if a method is a getter or setter
065
066
                 if(method.getName().startsWith("get")) {
067
068
                     System.out.println("Getter Method");
069
070
071
                 } else if(method.getName().startsWith("set")) {
072
                     System.out.println("Setter Method");
073
074
075
                 }
076
077
                 // Get the methods return type
078
                System.out.println("Return Type: " + method.getReturnType());
079
080
081
                 Class[] parameterType = method.getParameterTypes();
082
083
                 // List parameters for a method
084
                 System.out.println("Parameters");
085
086
                 for(Class parameter : parameterType){
087
880
                     System.out.println(parameter.getName());
089
090
                 }
091
092
                 System.out.println();
093
094
             }
095
096
            // How to access class constructors
097
098
099
            Constructor constructor = null;
100
            Object constructor2 = null;
101
102
103
            try {
104
                 // If you know the parameters of the constructor you
105
106
                 // want you do the following.
107
108
                 // To return an array of constructors instead do this
                 // Constructor[] constructors = reflectClass.getConstructors();
109
110
111
                 // If the constructor receives a String you'd use the
112
                 // parameter new Class[]{String.class}
113
                 // For others use int.class, double.class, etc.
```

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```
114
115
                 constructor = reflectClass.getConstructor(new Class[]
    {EnemyShipFactory.class});
116
117
                // Call a constructor by passing parameters to create an object
118
119
                 constructor2 = reflectClass.getConstructor(int.class,
    String.class).newInstance(12, "Random String");
120
121
122
             catch (NoSuchMethodException | SecurityException e) {
123
                 // Exceptions thrown
124
                 e.printStackTrace();
125
             } catch (InstantiationException e) {
126
                 // TODO Auto-generated catch block
                 e.printStackTrace();
127
128
             } catch (IllegalAccessException e) {
129
                 // TODO Auto-generated catch block
                 e.printStackTrace();
130
131
             } catch (IllegalArgumentException e) {
                 // TODO Auto-generated catch block
132
133
                 e.printStackTrace();
             } catch (InvocationTargetException e) {
134
135
                 // TODO Auto-generated catch block
136
                 e.printStackTrace();
             }
137
138
139
            // Return the parameters for a constructor
140
141
            Class[] constructParameters = constructor.getParameterTypes();
142
143
            for(Class parameter : constructParameters){
144
145
                 System.out.println(parameter.getName());
146
147
             }
148
149
            UFOEnemyShip newEnemyShip = null;
150
151
            EnemyShipFactory shipFactory = null;
152
153
            try {
154
155
                 // Create a UFOEnemyShip object by calling newInstance
156
                 newEnemyShip = (UFOEnemyShip)
157
    constructor.newInstance(shipFactory);
158
159
             }
160
161
             catch (InstantiationException | IllegalAccessException |
    IllegalArgumentException | InvocationTargetException e) {
162
163
                 e.printStackTrace();
164
165
             }
166
```

```
// Now I can call methods in the UFOEnemyShip Object
167
168
169
            newEnemyShip.setName("Xt-1000");
            System.out.println("EnemyShip Name: " + newEnemyShip.getName());
170
171
172
            // Access private fields using reflection
173
174
            // Field stores info on a single field of a class
175
176
            Field privateStringName = null;
177
178
            try {
179
180
                // Create a UFOEnemyShip object
181
182
                UFOEnemyShip enemyshipPrivate = new UFOEnemyShip(shipFactory);
183
184
                 // Define the private field you want to access
                 // I can access any field with just its name dynamically
185
186
187
                 privateStringName =
    UFOEnemyShip.class.getDeclaredField("idCode");
188
189
                // Shuts down security allowing you to access private fields
190
191
                 privateStringName.setAccessible(true);
192
193
                 // Get the value of a field and store it in a String
194
195
                 String valueOfName = (String)
    privateStringName.get(enemyshipPrivate);
196
197
                 System.out.println("EnemyShip Private Name: " + valueOfName);
198
199
                 // Get access to a private method
                 // getDeclaredMethod("methodName", methodParamters or null)
200
201
202
                // Since I provide the method name as a String I can run any
    method
203
                 // without needing to follow the normal convention methodName()
204
205
                 String methodName = "getPrivate";
206
207
                Method privateMethod =
    UFOEnemyShip.class.getDeclaredMethod(methodName, null);
208
209
                // Shuts down security allowing you to access private methods
210
                privateMethod.setAccessible(true);
211
212
213
                 // get the return value from the method
214
215
                 String privateReturnVal = (String)
    privateMethod.invoke(enemyshipPrivate, null);
216
                 System.out.println("EnemyShip Private Method: " +
217
    privateReturnVal);
```

```
218
219
                 // Execute a method that has parameters
220
221
                 // Define the parameters expected by the private method
222
223
                 Class[] methodParameters = new Class[]{Integer.TYPE,
    String.class);
224
225
                 // Provide the parameters above with values
226
227
                 Object[] params = new Object[]{new Integer(10), new
    String("Random")};
228
229
                 // Get the method by providing its name and a Class array with
    parameters
230
231
                 privateMethod =
    UFOEnemyShip.class.getDeclaredMethod("getOtherPrivate", methodParameters);
232
233
                 // Shuts down security allowing you to access private methods
234
235
                 privateMethod.setAccessible(true);
236
237
                 // Execute the method and pass parameter values. The return
    value is stored
238
239
                 privateReturnVal = (String)
    privateMethod.invoke(enemyshipPrivate, params);
240
241
                 System.out.println("EnemyShip Other Private Method: " +
    privateReturnVal);
242
             }
243
244
245
             catch (NoSuchFieldException | SecurityException e) {
246
                 // TODO Auto-generated catch block
247
                 e.printStackTrace();
248
             }
249
250
             catch (IllegalArgumentException e) {
251
                 // TODO Auto-generated catch block
252
                 e.printStackTrace();
253
             }
254
255
             catch (IllegalAccessException e) {
256
                 // TODO Auto-generated catch block
257
                 e.printStackTrace();
258
             }
259
260
             catch (NoSuchMethodException e) {
261
                 // TODO Auto-generated catch block
262
                 e.printStackTrace();
263
             }
264
265
             catch (InvocationTargetException e) {
266
                 // TODO Auto-generated catch block
267
                 e.printStackTrace();
```

268 }
269
270 }
271
272 }