

Java objects on steroids



by [Romain Rochegude](#)

Introduction

- Many ways to see "objects": POJO, bean
- Many concepts: encapsulation, inheritance, polymorphism, immutability
- [Who Is an Object?](#)
- [Seven Virtues of a Good Object](#)

1. Write simple immutable object

```
public final class User {  
  
    private final int id;  
    private final String login;  
    private final String avatarUrl;  
  
    public User(  
        final int pId,  
        final String pLogin,  
        final String pAvatarUrl) {  
        id = pId;  
        login = pLogin;  
        avatarUrl = pAvatarUrl;  
    }  
  
}
```

2. Improve pojo methods testing with pojo-tester

<http://www.pojo.pl/>

Gradle installation:

```
repositories {  
    jcenter()  
}  
  
dependencies {  
    testCompile 'pl.pojo:pojo-tester:${latest-version}'  
}
```

Write unit test:

```
import pl.pojo.tester.api.assertion.Method;
import static pl.pojo.tester.api.assertion.Assertions.assertPojoMethodsFor;

public class UserTest {
    @Test
    public void Should_Pass_All_User_Tests() {
        assertPojoMethodsFor(
            User.class
        ).testing(
            Method.EQUALS,
            Method.HASH_CODE,
            // Method.SETTER,
            // Method.GETTER,
            // Method.TO_STRING,
            Method.CONSTRUCTOR
        ).areWellImplemented();
    }
}
```

Why...

- ...no getters/setters testing?
 - Because getters/setters are evil
- ...no `toString`?
 - Because it expects a specific format that is not extensible

The result is:

Class `fr.guddy.joos.domain.User` has bad '`hashCode`' method implementation.
The `hashCode` method should **return** same hash code **for** equal objects.
Current implementation returns different values.

Object:

`fr.guddy.joos.domain.User@7946e1f4`

and

`fr.guddy.joos.domain.User@5cc7c2a6`

have two different hash codes:

`2034688500`

and

`1556595366`

3. Improve pojo methods writing with pojomatic

<http://www.pojomatic.org/>

Why pojomatic instead of Commons Lang, Guava or Lombok?

- Because pojomatic is only focused on the `equals(Object)`, `hashCode()` and `toString()` methods
- Because Commons Lang are verbose
- Because Guava has many other features
- Because Lombok needs an extra plugin and

Gradle installation:

```
compile 'org.pojomatic:pojomatic:2.0.1'
```

Configure object:

```
import org.pojomatic.Pojomatic;
import org.pojomatic.annotations.Property;

public final class User {
    @Property
    private final int id;
    // ...

    @Override
    public boolean equals(final Object pObj) {
        return Pojomatic.equals(this, pObj);
    }

    @Override
    public int hashCode() {
        return Pojomatic.hashCode(this);
    }
}
```

4. Improve immutable writing with auto-value

[https://github.com/google/auto/tree/master/v
alue](https://github.com/google/auto/tree/master/value)

Gradle installation:

```
compile 'com.google.auto.value:auto-value:1.2'  
annotationProcessor 'com.google.auto.value:auto-value:1.2'
```

Configure object:

```
import com.google.auto.value.AutoValue;

@AutoValue
public abstract class Repo {
    public abstract int id();
    public abstract String name();
    public abstract String description();
    public abstract String url();

    public static Repo create(
        final int pId,
        final String pName,
        final String pDescription,
        final String pUrl) {

        return new AutoValue_Repo(pId, pName, pDescription, pUrl);
    }
}
```

5. Improve object testing with AssertJ Assertions Generator

[http://joel-
costigliola.github.io/assertj/assertj-
assertions-generator.html](http://joel-costigliola.github.io/assertj/assertj-assertions-generator.html)

Inspired by Single Statement Unit Tests, for the following benefits:

- Reusability
- Brevity
- Readability
- Immutability
- Fluent test result

Gradle installation:

AssertJ dependency:

```
testCompile 'org.assertj:assertj-core:3.8.0'
```

assertjGen plugin installation:

```
buildscript {  
    repositories {  
        maven { url "https://plugins.gradle.org/m2/" }  
    }  
    dependencies {  
        classpath "gradle.plugin.com.github.opengl-8080:  
            assertjGen-gradle-plugin:1.1.3"  
    }  
}
```

assertjGen plugin configuration:

```
assertjGen {  
    classOrPackageNames = ['fr.guddy.joos.domain']  
    outputDir = 'src/test/java'  
    cleanOnlyFiles = true  
    assertjGenerator = 'org.assertj:assertj-assertions-generator:2.0.0'  
}
```

Run the `assertjGen` Gradle task to generate assertion classes

Write unit test:

```
import static fr.guddy.joos.domain.UserAssert.assertThat;

public class UserTest {
    @Test
    public void Should_Have_Matching_Id() {
        assertThat(
            new User(12,
                    "Romain",
                    "https://...")
        ).hasId(13);
    }
}
```

The result is:

```
java.lang.AssertionError:  
Expecting id of:  
  <User{id: {12}, login: {Romain}, avatarUrl: {https://...}}>  
to be:  
  <13>  
but was:  
  <12>
```

Conclusion

- Focus on the objects
- Less boilerplate code
- On the way to DDD
- On the way to hexagonal architecture

Bibliography

- <http://www.yegor256.com/2014/11/20/seven-virtues-of-good-object.html>
- <http://www.yegor256.com/2016/07/14/who-is-object.html>
- <http://www.yegor256.com/2014/09/16/getters-and-setters-are-evil.html>
- <http://www.yegor256.com/2017/05/17/single-statement-unit-tests.html>
- <http://thierry-leriche-dessirier.developpez.com/tutoriels/java/simplifier-code-guava-lombok/>

Logo credits

Business graphic by [freepik](#) from [Flaticon](#) is licensed under [CC BY 3.0](#).
Made with [Logo Maker](#)