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Add Logging at Class Load Time with Java Instrumentation

April 24, 2008
[Thorbjørn Ravn Andersen](#)



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**Add
Loggi
at
Class
Load
Time
with
Java
Instru**

April 24,
2008

Thorbjørn
Ravn
Andersen



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When

you're
trying to
analyze
why a
program
failed, a
very
valuable
piece of
information
is what the
program
was
actually
doing when
it failed. In
many
cases, this
can be

determined
with a stack
trace, but
frequently
that
information
is not
available,
or perhaps
what you
need is
information
about the
data that
was being
processed
at the
time of
failure.

Traditionally
this means
using a
logging
framework
like
["http://loggi](#)
or the
["http://java.s](#)
[summary.ht](#)
[Java](#)
[Logging](#)
[API](#), and
then
writing and
maintaining
all
necessary
log

statements
manually.

This is very
tedious and
error-prone,
and well-
suited for
automation.

Java 5
added the
["http://java.sun.com/javase/5/docs/api/java/instrument/package-summary.html"](http://java.sun.com/javase/5/docs/api/java/instrument/package-summary.html)
Java

Instrumentation
mechanism,
which
allows you
to provide
"Java
agents" that

can inspect
and modify
the byte
code of the
classes as
they are
loaded.

This article
will show
how to
implement
such a Java
agent,
which
transparently
will add
entry and
exit

logging to
all methods
in all
your
classes
with the
standard
Java
Logging
API. The
example
used
is Hello
World:

```
public class HelloWorld {  
    public static void main(String[] args) {  
        System.out.println("Hello World");  
    }  
}
```

And here is
the same
program
with entry
and exit log
statements
added:

```
import jav  
import jav  
import jav
```

```
public cla  
    final
```

```
        public  
            if
```

```
        }  
        Sy  
        if
```

```
}  
}  
}
```

The default
logger
format
generates
output
similar to:

```
2007-12-22  
INFO: >  
Hello Worl  
2007-12-22  
INFO: <
```

Note that
each log
statement is
printed on

two lines.
First, a
line with a
time stamp,
the
provided
log name,
and the
method in
which the
call was
made, and
then a line
with the
provided
log
text.

The rest of

the article
will
demonstrate
how to
make the
original
Hello
World
program
behave like
the logging
Hello
World by
manipulating
the byte
code when
it is loaded.
The
manipulation

mechanism
is the Java
Instrumentation
API added
in Java 5.

Using the Java Instrumentation API

You can
invoke Java
with the
JVM
arguments
-
javaagent:
or

-
javaagent :
to have
Java call
the
premain(..
method
listed in the
manifest of
youragent.jc
before
trying to
run the
main
method
specified.
This
premain(..
method
then allows

you to
register a
class file
transformer
with the
system
class
loader,
which
provides a
transform(
method.
This
method is
then called
as a part of
loading
each and
every

class from
then on,
and may
manipulate
the actual
byte codes
before
it is
processed
by the class
loader into
a real
Class.

For this to
work you
must have
several
pieces in

place:

**A class
implementi
ClassFileT**

The
transf
methoc
will be
called
for
each
class
as it is
being
loaded.
The
argume
is the

complete
original
byte
code
for the
whole
class.

**A class
providing
a static
void
premain()
method.**

The
premai
methoc
must
register
the

above
transfo
with
the
class
loader.
It can
also
handle
the
argume
provide
at the
comma
line.

**A correct
MANIFEST
file.**

The

MANIFEST

must

contain

a Pre-

Class:

... line

referring

to the

class

with

the

premain

method

Additional

use

Boot -

Class -

Path:

to

refer

to
externa
.jar
files.

The code
must be put
into a .jar
file with
this
manifest. If
not,
it will
silently fail.

**The
com.runjv
Sample
Agent**

This
section lists
a sample
agent
named
`com.runjva`
It
implements
the
`java.lang.`
interface
and
provides
the
`premain(..`
method
required.

The actual

byte code
manipulation
in the
transform(
method is
done with
the JBoss
["http://www.jboss.org/bytecode"](http://www.jboss.org/bytecode)
library,
which
provides
both a Java
snippet
compiler
and high-
level byte
code
manipulation
routines.

The
compiler
allows us to
do the
manipulation
by creating
Java string
snippets
that are
then
compiled
and
inserted at
the
appropriate
location.

The
signature

extraction
and return
value type
extraction
methods
are rather
complex
and have
been placed
in
`com.runjva`
which is
not listed
but
available in
the sample
code .zip
file.

See the [Resources](#) section for the sample code and links to Javassist and background articles.

This is the `com.runjava` class:

```
package co
```

```
import jav  
import jav
```

```
import jav
```

```
public cla
```

```
    public s
```

```
        Inst
```

```
        if (ag
```

```
            Stri
```

```
            Set
```

```
        if (
```

```
            Sy
```

```
            Ru
```

```
        })
```

```
    }
```

```
    // .
```

```
}
```

```
instru
```

```
}
```

The
premain(..
method is
responsible
for adding
the
LoggerAgen
as a class
transformer.
It also
considers
the string
argument
as a
comma-
separated
list of
options
and if the

option time
is given,
the date is
printed
now and at
shutdown
time.

```
String d  
String i
```

```
String[]
```

```
public b  
    Clas  
    byte
```

```
for (i  
    if (  
        re  
    }
```



```
    }  
    return  
}
```

The
transform(
method is
called for
every class
loaded by
the system
class loader
just before
being
instantiated
into a real
object.
Each class
contains
code to

load those
classes
it needs, so
to avoid
adding
loggers to
the runtime
library
classes,
it is
necessary
to look at
the class
name and
return
library
classes
unmodified
(note that

the
separators
are slashes,
not
dots).

```
private
  ClassP
  CtClas
  try {
    cl =
    if (

        Ct
        St

        cl

        Ct
        fo
```

```

        }
        b
    }
} catch
Syst

} fina
if (
    cl
}
}
return
}

```

The
 doClass(..
 method
 uses
 Javassist to
 analyze

the byte
stream
provided. If
it is a real
class (as
opposed to
an
interface), a
logger field
named
_log is
added and
initialized
to the name
of the class.
Each non-
empty
method is
then

processed
with
doMethod(.
The
finally
clause
ensures that
the class
definition
is
removed
again from
the
Javassist
pools to
keep
memory
usage
down.

```
private  
    thro
```

```
String  
String
```

```
method  
    +
```

```
method  
    +
```

```
}
```

```
}
```

The
doMethod(..
class
creates

```
if  
(_log.isLo
```

snippets to
insert at
the
beginning
and end of
each
method.

This level
has been
chosen as
it is the
lowest
level that
generates
output
without any
configuratio
of the
logging

system.

Note that the `JavassistH` class is available in the sample code .zip file (see ["#resources"](#))

The Sample *MANIFEST* File

Only two lines are

needed
here: one to
point to the
class with
the
premain
method,
and one to
make
Javassist
available to
the agent.

Premain-Cl
Boot-Class

Note that
the
dist/logger
needs to

lib/javassist
-hence the
../lib
relative
path.

The Sample *build.xml* File

The
build.xml
file contain
a
compilation
target, a .jar
target, a

traditional
HelloWorld
target, and
a
HelloWorld
target with
the logger
agent
active.

<projec
 <targ

 <targ
 <ja
 <
 </j
 </tar

 <targ
 <ja
 </j

</tar

<targ

<de

<mk

<ja

</j

</tar

<targ

<ja

</tar

</proje

Running

ant gives

output

similar to:

Buildfile:

compile:
[delete
[mkdir
[javac

jar:
[jar

withoutAge
[java

withAgent:
[java
[java
[java
[java
[java
[java
[java

all:

BUILD SUCC
Total time

The output shows that the logging statements have been added and that they actually generate output. The actual order of the statements may change

from run to
run, as the
log
statements
are written
to
System.err
and the
timing info,
as well
as the
output from
HelloWorld
is written to
System.out

Conclusio

The Java

Instrumenta
API can be
used to
transparently
add
method-call
logging to
any Java
code at
runtime
without
changing
the source
code or the
compiled
byte code.
By
automating
the

generation
of log
statements,
it is
guaranteed
that they
are always
up to date
and the
programmer
are relieved
of this
tedious
task.

Resources

- ["/today
code](#)

for
this
article

- ["http://
summa
Official
Java 6
Javado
for
java.1](http://summa.OfficialJava.com/Javado/java.1)
- The [Javassi](#) home page; contains a tutorial download and

forums

"



["http://
Modify
Applica
with
Java 5
Class
File
Transfo](http://www.javaloop.com/modify-application-with-java-5-class-file-transformation)

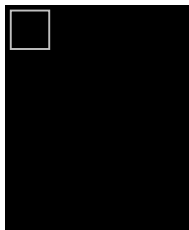
an
article
at
Javalot
by
R.J.
Lorime
outlinin
the

basics

- "["http://log-messagup.com/Log4J-in-Java-5"](http://log-messagup.com/Log4J-in-Java-5/) by Inigo Surguy explain how to use instrum to remove those

log
stateme
that
are not
enable
at
class-
load
time.
Similar
to this
agent,
but
require
log
stateme
to be
present
in the

code.



[Thorbjørn](#)
[Ravn](#)
[Andersen](#) is
a Senior
Software
Engineer
who creates
web
services,
frontends

and helper
programs
for legacy
Cobol
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A
simple/straight
and well-
written
article.

Nice intro
to how the
instrumental
framework
works ...
with code.

Thanks!

Kiran

Bhogadi

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I found
this
article
very
useful
and
implemen
an
improved
...

by *dmpl* -
2011-09-02

07:51

I found this article very useful and implemented an improved version of the LoggerAger

The class from the article requires that javasist.jar and all

other files
needed to
compile the
inserted
java code
are added
to the
bootstrap
class path.
It is
particularly
bad if the
solution is
used in
applications
with many
class
loaders or
if the

libraries the
compiled
code
depend on
should not
be on the
bootstrap
class path
because of
any other
reasons.
Debugging
of the
transformer
classes in
IDE is also
more
difficult in
this case.

Therefore I
split the
LoggerAger
in two
different
classes, the
agent and
the
transformer.
Here is my
solution:

```
import jav  
import jav  
import jav  
import jav
```

```
public cla
```

```
    privat  
    privat
```

privat
public

tr
in

}

public
tr


```
    }  
    }  
    re  
    }  
}
```

The
manifest
does not
require the
Boot-Class-
Path:
../lib/javassi
any more

The class
actually
used for the

transformati
should be
set as an
argument
of
premain(...)
.

-javaagent

This
solution
instantiates
different
transformer
objects for
each class
loader the
transform

is called.

Regards,

Dimitry
Polivaev

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article
and hope
to solve a](#)

problem this ...

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23 14:28

I really like
the article
and hope to
solve a
problem
this path. It
would be
very
helpful if
the sample
project was
still

available.
Could you
please let
me know
where to
download
it?

TIA

Frank

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23 14:45

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link
seems to
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article.

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seems to be
messed up,
however. I
found it
[here](#)

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