



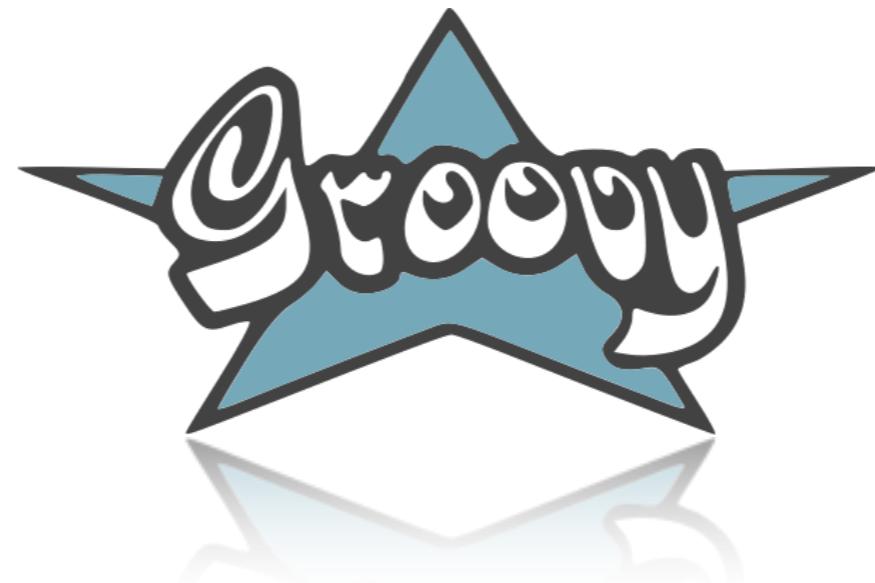
GContracts

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Europe 2011 Copenhagen, Denmark



LINZ, AUSTRIA



Terminator 3: The Redemption developer Paradigm Entertainment publisher Atari

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ABOUT GCONTRACTS.

GCONTRACTS

DESIGN BY CONTRACT (tm) FOR GROOVY
Groovy 1.7+ (was 1.6 loooong time ago)

BSD LICENSE

<https://github.com/andresteinguess/gcontracts>



JUMP START.

```
import org.gcontracts.annotations.*  
// by http://www.javacoffeebreak.com  
public class Account {  
    protected double balance;  
  
    public Account( double amount ) {  
        balance = amount;  
    }  
  
    public Account() {  
        balance = 0.0;  
    }  
  
    public void deposit( double amount ) {  
        balance += amount;  
    }  
  
    public double withdraw( double amount ) {  
        if (balance >= amount) {  
            balance -= amount;  
            return amount;  
        }  
        else {  
            // Withdrawal not allowed  
            return 0.0;  
        }  
    }  
  
    public double getBalance() {  
        return balance;  
    }  
}
```

LET'S REVIEW THIS
ACCOUNT CLASS.

Googled, found at javacoffeebreak.com

PREREQUISITES.

```
@Grab(  
    group='org.gcontracts',  
    module='gcontracts-core',  
    version='[1.2.3,)'  
)
```

no additional dependencies...

```
import org.gcontracts.annotations.*
```

3 ANNOTATIONS.

Commonalities

- special **assertion types**
- specifying boolean expressions
- **closure** instances as **annotation parameters**

```
@MyAnnotation({ param?.size() > 0 })
```

@Requires

- precondition
- a method's bouncer



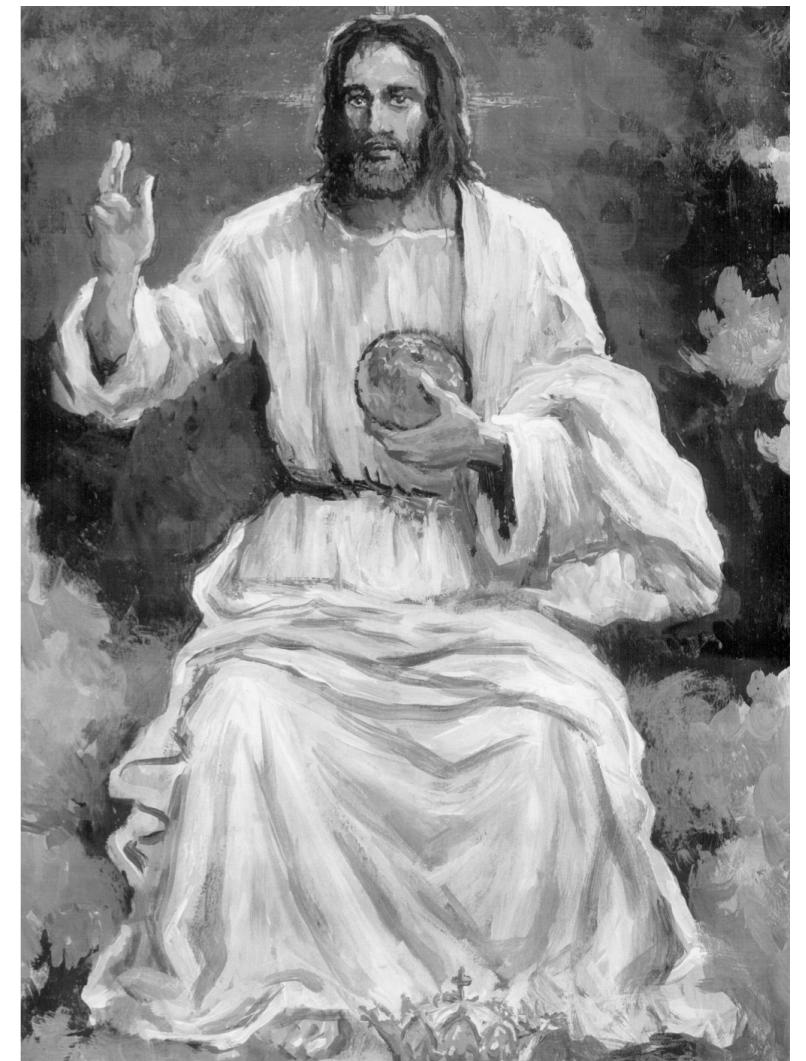
@Ensures

- **postcondition**
- **a method's mother**



@Invariant

- **class-invariant**
- **an object's god.**



```
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INTERNAL S.

compile-time

```
@Ensures({ count() == old.count + 1 })  
  
{ count() == old.count + 1 }  
  
{ result, old -> assert count() == old.count + 1 }  
  
class $_gc_closure1 extends Closure {  
    def doCall(...) {  
        // ...  
        assert count() == old.count + 1  
        // ...  
    }  
}  
  
@Requires($_gc_213123123123.class)
```

run-time

```
JVM Arguments: -ea -da  
if ($GCONTRACTS_ENABLED) { ... }  
  
org.gcontracts.ViolationTracker.init()  
  
$_gc_result = Putable$_gc_closure1.newInstance(this,  
this).call(element, key)
```

```
if (org.gcontracts.ViolationTracker.violationsOccured())  
  
org.gcontracts.ViolationTracker.rethrowFirst()
```



Closure annotation parameters

In Java, there's a limited set of types you can use as annotation parameters (String, primitives, annotations, classes, and arrays of these). But in Groovy 1.8, we're going further and let you use closures as annotation parameters – which are actually transformed into a class parameter for compatibility reasons.

```
import java.lang.annotation.*  
  
@Retention(RetentionPolicy.RUNTIME)  
@interface Invariant {  
    Class value() // will hold a closure class  
}  
  
@Invariant({ number >= 0 })  
class Distance {  
    float number  
    String unit  
}  
  
def d = new Distance(number: 10, unit: "meters")  
  
def anno = Distance.getAnnotation(Invariant)  
def check = anno.value().newInstance(d, d)  
  
assert check(d)
```

Closure annotation parameters open up some interesting possibilities for framework authors! As an example, the [GContracts](#) project, which brings the "Design by Contract" paradigm to Groovy makes heavy use of annotation parameters to allow preconditions, postconditions and invariants to be declared.

Officially Supported since Groovy 1.8!

SOFTWARE WITHOUT CRISIS

Spock Framework, Groovy, and other IT-related stuff

About Me

Home > Groovy > Empowering Annotations with Groovy Closures

Empowering Annotations with Groovy Closures

March 4, 2010 priederw Go to comments Leave a comment

A few days ago, we received the following feature request for the Spock Framework:

“Run a specification only if JDK 1.6 or higher is present, and skip it otherwise.”

Given Spock’s extensible nature, it would have been easy to jump straight in and implement this as an extension activated with `@JdkVersion(x)`. But this approach didn’t feel right to us. Surely, users would soon come up with other constraints (JDK version less than `x`, OS version equal to `y`, and so on), and we wanted a solution that could handle them all. Alas, if Groovy just allowed us to write:

```
1 @RunIf({ jdkVersion >= 1.6 })
2 class MySpec extends Specification { ... }
```

Now, this would be heaven. No more `@JdkVersion`, `@OsVersion`, and so on. Instead just *one* annotation that takes an arbitrary Groovy expression (contained in a closure) and is processed by *one* Spock extension. Problem solved – forever. (At this point you might wonder where “`jdkVersion`” comes from. I assume we would provide some convenience properties like it, but with the power of Groovy at your fingertips, you could always go beyond them.)

Staring at my screen, I became a little saddened because I knew that Groovy wouldn’t let me stick a closure into an annotation. But wait – the code in my IDE wasn’t underlined in red! Was it a bug, or were I up to something here? Hastily I fired up Groovy’s [AST Browser](#) and noticed that Groovy’s grammar *does* allow closures as annotation values. It is only the compiler’s code generator that eventually raises a compile error. At this point I became nervous. Could it be that I was just one [AST transformation](#) away from heaven?

In case you haven’t heard about AST transformations yet, let me quickly explain what they are: a way to hook into the Groovy compiler and participate in a program’s compilation. What’s particularly nice about AST transformations is that they are trivial to activate from the outside: Just put a transformation on the class path, and the compiler will pick it up automatically. Some of Groovy’s built-in features like `@Lazy` and `@Immutable` are in fact based on AST transformations, and so are many of Spock’s features.

With a rough idea in my head, I started coding an AST transformation that would allow me to pass closures as annotation values. A few hours later, I had a pretty compelling prototype done. Let me show you an example of what you can do with it *today*. Let’s say we wanted to build a simple field-based POGO (Plain Old Groovy Object) validator. To start out, let’s define an annotation type:

```
3 @Retention(RetentionPolicy.Runtime)
4 @interface Require {
5     Class value()
6 }
```

The annotation type has one attribute of type `Class`. That’s where we will stick in our closure.

RSS feed

Categories

- Groovy
- Spock Framework

Twitter Updates

- RT @glaforge: Final version of #groovy 1.8 released! Please read the release notes <http://bit.ly/groovy-18> and enjoy! 1 week ago
- RT @vaclav_pech: I’m happy to see my article on GPar Java and Groovy actors up on #drdobs <http://bit.ly/i7XuTu> 1 week ago
- RT @HamletDRC: Getting started with Spock and Groovy screencast <http://goo.gl/KsI0b> (vote at <http://goo.gl/61fz4>) #groovy #spock 3 weeks ago

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Works since Groovy 1.6

<http://pniederw.wordpress.com/2010/03/04/3/>

MORE FEATURES.

LABELING

```
@Requires( {
    valid_capacity: count() <= capacity()
    key_not_empty: !key?.isEmpty()
} )
@Ensures( {
    updated_count: count() == old.count + 1
    contains_element: has(key)
} )
def put (def element, def key) {
    store[key] = element
}
```

INTERFACE CONTRACTS

```
interface Putable {
    @Requires({
        valid_capacity: count() <= capacity()
        key_not_empty: !key?.isEmpty()
    })
    @Ensures({
        updated_count: count() == old.count + 1
        contains_element: has(key)
    })
    def put (def element, def key)

    boolean has(def key)

    int count()
    int capacity()
}
```

INTERFACE CONTRACTS

```
class Dictionary implements Putable {  
  
    private int capacity = 0  
    private def store = [:]  
  
    def Dictionary(int capacity = 10) {  
        this.capacity = capacity  
    }  
  
    def put (def element, def key) {  
        store[key] = element  
    }  
  
    boolean has(def key) {  
        store.containsKey(key)  
    }  
  
    int count() { return store.size() }  
    int capacity() { return capacity }  
}
```

INHERITANCE

- ✓ INTERFACE CONTRACTS
- ✓ ABSTRACT CLASSES
- ✓ CONCRETE CLASSES
- ✓ MIXED

INHERITANCE

✓ ACROSS COMPILED UNITS

MICRO CONTRACTS

```
@Precondition  
@AnnotationContract({ it != null })  
public @interface NotNull {}
```



REUSABLE CONTRACT PART

MICRO CONTRACTS

```
class Dictionary implements Putable {

    private int capacity = 0
    private def store = [:]

    def Dictionary(int capacity = 10) {
        this.capacity = capacity
    }

    def put(@NotNull def element,
           @NotNull def key) {
        store[key] = element
    }

    boolean has(def key) {
        store.containsKey(key)
    }

    int count() { return store.size() }
    int capacity() { return capacity }
}
```

Grails Integration

```
@Service  
@Invariant({ anotherService != null })  
class MyService {  
  
    def anotherService  
  
    static transactional = true  
  
    // ...  
}
```

- Container extends object construction time
- `@Service` stereotype causes CI validation in `@PostConstruct`

GroovyDoc Integration

Constructor Summary

[EiffelStack\(\)](#)

[EiffelStack\(List preElements\)](#)

Method Summary

`def count()`

`boolean @Ensures({ result == true ? count() > 0 : count() >= 0 })
has(def item)`

`boolean is_empty()`

`def @Requires({ !is_empty() })
last_item()`

`def @Ensures({ last_item() == item })
put(def item)`

`def @Requires({ !is_empty() })
@Ensures({ result != null })
remove()`

`def @Requires({ !is_empty() })
@Ensures({ last_item() == item })
replace(def item)`

<https://github.com/andresteinguess/gcontracts/wiki>

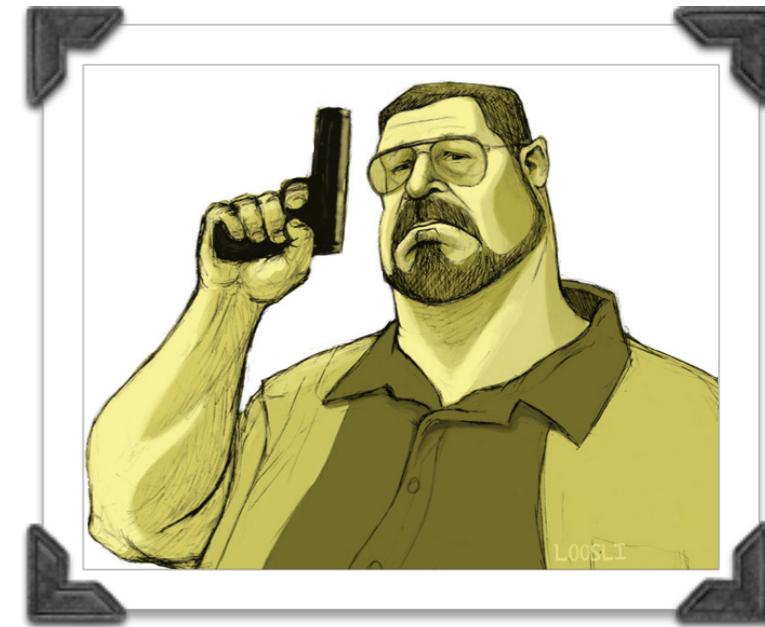
**ABOUT
CONTRACTS.**



MR.
„DESIGN BY CONTRACT“



WHY CONTRACTS?



SPOCK, JUNIT, et. al. ARE
„~~THE CHINAMAN IS~~
NOT THE ISSUE HERE,
DUDE.“

External API Changes

New Programmers

Changing Requirements

Assumptions

Additional Libraries

New Use-Cases

More Clients

New Knowledge

Code Conventions



The diagram features four overlapping rectangular boxes containing Java code. The top-left box shows a class definition for `Greet` with a `name` field and a `salute` method. The top-right box shows the same class definition with a constructor. The bottom-left box shows the same class definition with a constructor and a main method. The bottom-right box shows the same class definition with a constructor and a main method, along with a call to the `greet` method.

```
class Greet {  
    def name  
    Greet(who) { name = who[0].toUpperCase() +  
                who[1..-1] }  
    def salute() { println  
        "Hello $name!" }  
}  
  
g =  
new //  
g.s //  
"He  
  
class Greet {  
    def name  
    Greet(who) { name = who[0].toUpperCase() +  
                who[1..-1] }  
    def salute() { println  
        "Hello $name!" }  
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class Greet {  
    def name  
    Greet(who) { name = who[0].toUpperCase() +  
                who[1..-1] }  
    def salute() { println  
        "Hello $name!" }  
}  
  
g =  
new Greet('world')  
// create object  
g.salute()  
// Output  
"Hello World!"
```

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```
class Greet {  
    def name  
    Greet(who) { name = who[0].toUpperCase() +  
                who[1..-1] }  
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        "Hello $name!" }  
}  
  
g =  
new Greet('world')  
// create object  
g.salute()  
// Output  
"Hello World!"
```

WHAT DID YOU PROGRAM LAST WEEK?

CAN YOU RECALL YOUR THOUGHTS, MODELS?

WHY SHOULD ANYONE ELSE KNOW ABOUT THEM?



BUILD YOUR PLAYGROUND.



<http://about.me/asteingress>

Thank you!

"Design by Contract" is a trademark of Interactive Software Engineering.