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THEORY:

Aspect-Oriented Programming (AOP):

Aspect-Oriented Programming (AOP) complements Object-Oriented Programming (OOP) by providing another way of thinking about program structure. The key unit of modularity in OOP is the class, whereas in AOP the unit of modularity is the aspect. Aspects enable the modularization of concerns such as transaction management that cut across multiple types and objects. One of the key components of Spring is the AOP framework. While the Spring IoC container does not depend on AOP, meaning you do not need to use AOP if you don't want to, AOP complements Spring IoC to provide a very capable middleware solution.

AOP Terminologies:

Sr.No	Terms & Description
1	Aspect This is a module which has a set of APIs providing cross-cutting requirements. For example, a logging module would be called AOP aspect for logging. An application can have any number of aspects depending on the requirement.
2	Join point This represents a point in your application where you can plug-in the AOP aspect. You can also say, it is the actual place in the application where an action will be taken using Spring AOP framework.
3	Advice This is the actual action to be taken either before or after the method execution. This is an actual piece of code that is invoked during the program execution by Spring AOP framework.
4	Pointcut This is a set of one or more join points where an advice should be executed. You can specify pointcuts using expressions or patterns as we will see in our AOP examples.
5	Introduction An introduction allows you to add new methods or attributes to the existing classes.
6	Target object The object being advised by one or more aspects. This object will always be a proxied object, also referred to as the advised object.

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7	Weaving
	Weaving is the process of linking aspects with other application types or objects to create an advised object. This can be done at compile time, load time, or at runtime.

Types of Advice:

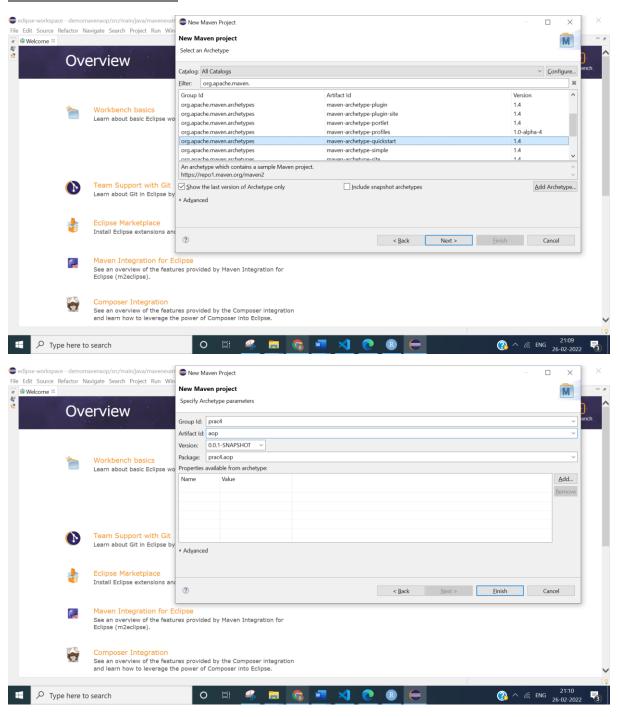
Spring aspects can work with five kinds of advice mentioned as follows -

Sr.No	Advice & Description
1	before Run advice before the a method execution.
2	after Run advice after the method execution, regardless of its outcome.
3	after-returning Run advice after the a method execution only if method completes successfully.
4	after-throwing Run advice after the a method execution only if method exits by throwing an exception.
5	around Run advice before and after the advised method is invoked.

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SETUP OF MAVEN PROJECT:



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pom.xml:

```
<?xml version="1.0" encoding="UTF-8"?>
xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/xsd/maven-
4.0.0.xsd">
<modelVersion>4.0.0</modelVersion>
<groupId>prac4
<artifactId>aop</artifactId>
<version>0.0.1-SNAPSHOT</version>
<name>aop</name>
<!-- FIXME change it to the project's website -->
<url>http://www.example.com</url>
cproperties>
 <maven.compiler.source>1.7</maven.compiler.source>
 <maven.compiler.target>1.7</maven.compiler.target>
</properties>
<dependencies>
 <dependency>
  <groupId>junit
  <artifactId>junit</artifactId>
  <version>4.11</version>
  <scope>test</scope>
 </dependency>
   <!-- https://mvnrepository.com/artifact/org.aspectj/aspectjweaver -->
<dependency>
 <groupId>org.aspectj
 <artifactId>aspectjweaver</artifactId>
 <version>1.9.8</version>
</dependency>
 <!-- https://mvnrepository.com/artifact/org.springframework/spring-context -->
<dependency>
 <groupId>org.springframework
 <artifactId>spring-context</artifactId>
 <version>5.3.16</version>
</dependency>
</dependencies>
<build>
 <pluginManagement><!-- lock down plugins versions to avoid using Maven defaults (may be</pre>
moved to parent pom) -->
  <plugins>
```

```
<!-- clean lifecycle, see https://maven.apache.org/ref/current/maven-
core/lifecycles.html#clean_Lifecycle -->
    <plugin>
     <artifactId>maven-clean-plugin</artifactId>
     <version>3.1.0</version>
    </plugin>
    <!-- default lifecycle, jar packaging: see https://maven.apache.org/ref/current/maven-
core/default-bindings.html#Plugin bindings for jar packaging -->
    <plugin>
     <artifactId>maven-resources-plugin</artifactId>
     <version>3.0.2</version>
    </plugin>
    <plugin>
     <artifactId>maven-compiler-plugin</artifactId>
     <version>3.8.0</version>
    </plugin>
    <plugin>
     <artifactId>maven-surefire-plugin</artifactId>
     <version>2.22.1</version>
    </plugin>
    <plugin>
     <artifactId>maven-jar-plugin</artifactId>
     <version>3.0.2</version>
    </plugin>
    <plugin>
     <artifactId>maven-install-plugin</artifactId>
     <version>2.5.2</version>
    </plugin>
    <plugin>
     <artifactId>maven-deploy-plugin</artifactId>
     <version>2.8.2</version>
    </plugin>
    <!-- site lifecycle, see https://maven.apache.org/ref/current/maven-
core/lifecycles.html#site_Lifecycle -->
    <plugin>
     <artifactId>maven-site-plugin</artifactId>
     <version>3.7.1</version>
    </plugin>
    <plugin>
     <artifactId>maven-project-info-reports-plugin</artifactId>
     <version>3.0.0</version>
    </plugin>
   </plugins>
  </pluginManagement>
</build>
</project>
```

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A) Create class car, bike, airplane, create an aspect engine, create method drive() in car, ride() in bike, fly in airplane, the engine aspect has method enginestart() and enginestop(). When you run the application the enginestart() method should execute before drive(), ride() and fly() a enginestop() method should run after drive(), ride() and fly().

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SOURCE CODE: Bike.java: package prac4.aop.q1; import org.springframework.stereotype.Component; @Component public class Bike { public void ride() System.out.println("Bike: I am Riding"); } Car.java: package prac4.aop.q1; import org.springframework.stereotype.Component; @Component public class Car { public void drive() System.out.println("Car: I am Driving"); } Airplane.java: package prac4.aop.q1; **import** org.springframework.stereotype.Component; @Component public class Airplane { public void fly() System.out.println("Airplane: I am Flying");

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}

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import org.springframework.context.support.AbstractApplicationContext;

```
public class App
{
    public static void main( String[] args )
    {
        AbstractApplicationContext context = new
AnnotationConfigApplicationContext(AppConfig.class);
        Car c = context.getBean("car", Car.class);
        c.drive();
        Bike b = context.getBean("bike", Bike.class);
        b.ride();
        Airplane a = context.getBean("airplane", Airplane.class);
        a.fly();
    }
}
```

OUTPUT:

Engine: Starting Engine

Car: I am Driving

Engine: Stopping Engine Engine: Starting Engine

Bike: I am Riding

Engine: Stopping Engine Engine: Starting Engine Airplane: I am Flying Engine: Stopping Engine

B) Create a business class multiplier(int

a, int b) which returns product of a and create an aspect AdderAfterReturnAspect use After-returning advice

```
SOURCE CODE:
Multiplier.java:
package prac4.aop.q2;
import org.springframework.stereotype.Component;
@Component
public class Multiplier {
public int prod(int a, int b)
{
       return a*b;
AdderAfterRequestAspect.java:
package prac4.aop.q2;
import org.aspectj.lang.annotation.AfterReturning;
import org.aspectj.lang.annotation.Aspect;
import org.springframework.context.annotation.EnableAspectJAutoProxy;
import org.springframework.stereotype.Component;
@Component
@Aspect
@EnableAspectJAutoProxy
public class AdderAfterReturnAspect {
@AfterReturning(pointcut="execution(public int prod(..))", returning="returnvalue")
public void AdderAfterReturnAspect(int returnvalue)
{
       System.out.println("From After-returning advice");
       System.out.println("Multipication is " + returnvalue);
}
}
AppConfig.java:
package prac4.aop.q2;
import org.springframework.context.annotation.ComponentScan;
import org.springframework.context.annotation.Configuration;
@Configuration
@ComponentScan(basePackages="prac4.aop.q2")
```

```
public class AppConfig {
}
App.java:
package prac4.aop.q2;
import org.springframework.context.annotation.AnnotationConfigApplicationContext;
import org.springframework.context.support.AbstractApplicationContext;

public class App {
    public static void main( String[] args )
    {
        AbstractApplicationContext context = new
        AnnotationConfigApplicationContext(AppConfig.class);
        Multiplier m = context.getBean("multiplier", Multiplier.class);
        m.prod(10, 30);
    }
}
```

From After-returning advice Multipication is 300

OUTPUT:

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C) Create class car, bike, airplane, create an aspect engine, create method drive() in car, ride() in bike, fly in airplane, the engine aspect has method enginestart() and enginestop(). When you run the application the enginestart() method should execute before drive(), ride() and fly() a enginestop() method should run after drive(), ride() and fly() by using pointcuts.

SOURCE CODE: Airplane.java: package prac4.aop.q3; import org.springframework.stereotype.Component; @Component public class Airplane { public void fly() { System.out.println("Airplane: I am Flying"); } Bike.java: package prac4.aop.q3; import org.springframework.stereotype.Component; @Component public class Bike { public void ride() { System.out.println("Bike: I am Riding"); } Car.java: package prac4.aop.q3; import org.springframework.stereotype.Component; @Component public class Car { public void drive() System.out.println("Car: I am Driving");

}

import org.springframework.context.annotation.AnnotationConfigApplicationContext; import org.springframework.context.support.AbstractApplicationContext;

package prac4.aop.q3;

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```

```
public class App {

public static void main( String[] args )
  {
    AbstractApplicationContext context = new
AnnotationConfigApplicationContext(AppConfig.class);
    Car c = context.getBean("car", Car.class);
    c.drive();
    Bike b = context.getBean("bike", Bike.class);
    b.ride();
    Airplane a = context.getBean("airplane", Airplane.class);
    a.fly();
  }
}
```

OUTPUT:

```
Engine: Starting Engine using pointcut
Car: I am Driving
Engine: Stopping Engine using pointcut
Engine: Starting Engine using pointcut
Bike: I am Riding
Engine: Stopping Engine using pointcut
Engine: Starting Engine using pointcut
Airplane: I am Flying
Engine: Stopping Engine using pointcut
```

CONCLUSION:

From this practical, I have learned about Aspect Oriented Programming (AOP).