

# Java Reflection

## Quiz 2 Revision

# Reflection

## Reflection

*Reflective programming* or *reflection* is the ability of a process to examine, introspect, and modify its own structure and behaviour. (Source: Wikipedia)

- Introspect: A program can observe, and therefore reason about its own state.
- Intercede: A program can modify its execution state or alter its own interpretation or meaning.

# Reflection in Java

## Reflection

```
Employee e = new Manager(...);  
...  
if (e instanceof Manager){  
    ...  
}
```

- What if we don't know the type that we want to check in advance?
- Suppose we want to write a function to check if two different objects are both instances of the same class?

# Reflection in Java ...

## Reflection

```
public static boolean classequal(Object o1, Object o2){  
    ...  
    // return true iff o1 and o2 point to objects of same type  
    ...  
}
```

- We cannot use `instanceof` because we will have to check across all defined classes, which is not a fixed set.
- We cannot use generic type variables because if `(o1 instance of T)` is not permitted.

# Introspection in Java

## Reflection

- Can extract the class of an object using `getClass()`
- `getClass()` returns an object of type `Class` that encodes class information

```
import java.lang.reflect.*;
class MyReflectionClass{
    public static boolean classequal(Object o1, Object o2){
        Class c1, c2;
        c1 = o1.getClass();
        c2 = o2.getClass();
        return (c1 == c2);
    }
}
```

# Using the Class object

- Can create new instances of a class at runtime

```
Class c = obj.getClass();  
Object o = c.newInstance();  
// Create a new object of same type as obj
```

- Can also get hold of the class object using the name of the class

```
String s = "Manager".  
Class c = Class.forName(s);  
Object o = c.newInstance();
```

- ..., or, more compactly

```
Object o = Class.forName("Manager").newInstance();
```

# The class Class ...

## Reflection

- From the Class object for class C, we can extract details about constructors, methods and fields of C
- Constructors, methods and fields themselves have structure
  - Constructors: arguments
  - Methods : arguments and return type
  - All three: modifiers static, private etc
- Additional classes Constructor, Method, Field
- Use `getConstructors()`, `getMethods()` and `getFields()` to obtain constructors, methods and fields of C in an array.

# The class Class ...

## Reflection

- Extracting information about constructors, methods and fields

```
Class c = obj.getClass();  
Constructor[] constructors = c.getConstructors();  
Method[] methods = c.getMethods();  
Field[] fields = c.getFields();
```

- Constructor, Method, Field in turn have functions to get further details
- Example: Get the list of parameters for each constructor

```
Class c = obj.getClass();  
Constructor[] constructors = c.getConstructors();  
for (int i = 0; i < constructors.length; i++){  
    Class params[] = constructors[i].getParameterTypes();  
  
}
```



# Reflection and security

## Reflection

- Can we extract information about private methods, fields, ... ?
- For private methods, fields:

```
Constructor[] constructors = getDeclaredConstructors();  
Method[] methods = getDeclaredMethods();  
Field[] fields = getDeclaredFields();
```

- Security issue : Access to private components may be restricted through external security policies
- To be used sparingly