Aspect Oriented Programming AOP

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Software University

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Have a Question?







Aspect Oriented Programming AOP (1)



- AOP breaks the program logic into distinct parts (called concerns)
- Cross-cutting concern
 - Concern that can affect the whole application and should be centralized in one location, such as transaction management, authentication, logging, security etc.



Why Use AOP



- To dynamically add the additional concern before, after or around the actual logic
- Suppose that we have to maintain methods and needs to do actions before or after they are called
- We can solve the problem with or without AOP

Why Using AOP – Problem Example



 Student class with some methods whose activity we want to track

```
public class Student{
    public void actionOne(){...};
    public void actionTwo(){...};
    public void actionThree(){...};
    public void actionFour(){...};
    public void actionFive(){...};
}
```

Why Using AOP – Problem Solution



Solution without AOP

- If we need to log all activity of student, we need to write additional code in all tracked methods
- It leads to the maintenance problem.

Solution with AOP

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- We can define the additional concern like maintaining log, sending notification, etc. in the method of a class
- Maintenance is easy in AOP



AOP Concepts and Terminology

Terminologies



The AOP concepts and terminologies are

- Join point
- Advice
- Pointcut
- Introduction
- Target Object
- Aspect
- Interceptor
- AOP Proxy
- Weaving



Join Point







- We can have many Join points
- Spring supports only the method execution join point



Advices and Types



- Represents an action taken by an aspect at a join point
 - Before Advice: it executes before a join point
 - After Returning Advice: it executes after a joint point completes normally
 - After Throwing Advice: it executes if method exits by throwing an exception
 - After Advice: it executes after a join point regardless of join point exit whether normally or exceptional return
 - Around Advice: It executes before and after a join point



Pointcut, Introduction, Target Object



Pointcut

It is an expression language of AOP that matches join points

Introduction

- Introduction of additional method and fields for a type
- Target Object
 - The object i.e. being advised by one or more aspects
 - Also known as Proxied Object

Aspect, Interceptor, AOP Proxy, Weaving



Aspect

A class that contains advices

Interceptor

An aspect that contains only one advice

AOP Proxy

Used to implement aspect contracts, created by AOP framework

Weaving

The process of linking aspect with other application types or objects to create an advised object.

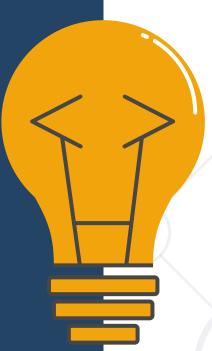


Spring AOP AspectJ Annotations

Spring AOP AspectJ (1)



- The 3 ways to use spring AOP are
 - By Spring 1.2 old style
 - By AspectJ annotation-style
 - The widely used approach is Spring AspectJ
 Annotation Style
 - By Spring XML configuration-style(schema based)



Spring AOP AspectJ (2)



- There are two ways to use Spring AOP AspectJ implementation
 - By annotation

```
@Aspect
public class LoggingAspect {
    @Before("execution(* Student.*(..))")
    public void logBefore(JoinPoint joinPoint) {
    ...
}}
```

By XML Configuration

AspectJ Annotations in Spring (1)



- @Aspect
 - Declares the class as aspect
- @Pointcut
 - Declares the pointcut expression
- @Before
 - Declares the before advice
 - Applied before calling the actual method



AspectJ Annotations in Spring (2)



- @After
 - Declares the after advice
 - Applied after calling the actual method and before returning result
- @AfterReturning
 - Declares the after returning advice
 - Applied after calling the actual method and before returning result, can get the result value in the advice

AspectJ Annotations in Spring (3)



- @Around
 - Declares the around advice
 - Applied before and after calling the actual method
- @AfterThrowing
 - Declares the throws advice
 - Applied if actual method throws exception



Pointcut



- Pointcut is an expression language of Spring AOP
- @Pointcut annotation is used to define the pointcut
- We can also refer the pointcut expression by name

```
@Pointcut("execution(public * *(..))")
private void trackStudentActions() {}
```

Pointcut Expressions



Applied on all the public methods

```
@Pointcut("execution(public * *(..))")
```

Applied on all methods of Student class

```
@Pointcut("execution(* Student.*(..))")
```

Applied on all setter methods of Student class

```
@Pointcut("execution(* Student.set*(..))")
```

Applied on all methods of class that returns an int value

```
@Pointcut("execution(int Student. *(..))")
```



Prepare for AOP Examples



You remember from previous slides our Student class

```
public class Student {
      public void actionOne(){...};
      public void actionTwo(){...};
      public void actionThree(){...};
      public void actionFour(){...};
      public void actionFive(){...};
```

Create Aspect Class



We need to create a class with @Aspect, that contains all advices

```
@Aspect
@Configuration
public class TrackStudent{
      @Pointcut("execution(* Student.*(..))")
      public track(){}
      //Can have more than one pointcuts
      //Here place all advices
```

@Before Example



Add before advice to our TrackStudent class

```
@Aspect
@Configuration
public class TrackStudent {
      @Pointcut("execution(* Student.*(..))")
       public track(){}
       @Before("track()") // Execute before track pointcut
       public void beforeAdvice(JoinPoint joinPoint){
             System.out.println("Before advice executed");
}}
```

@After Example



Add after advice to our TrackStudent class

```
@Aspect
@Configuration
public class TrackStudent {
      @Pointcut("execution(* Student.*(..))")
       public track(){}
       @After("track()") // Execute after track pointcut
       public void afterAdvice(JoinPoint joinPoint){
             System.out.println("After advice executed");
```

@AfterReturning Example



Add after returning advice to our TrackStudent class

```
@AfterReturning
(pointcut="execution(* Student.action())", returning="result")
public void afterReturning(JoinPoint joinPoint,
                                            Object result){
       System.out.println("AfterReturning advice executed");
       //In AfterReturning we can get the result of pointcut
```

@Around Example



Add around advice to our TrackStudent class

```
@Around("track()")
public Object aroundAdvices(ProceedingJoinPoint pjp)
                                            throws Throwable {
       System.out.println("Before calling");
       Object obj = pjp.proceed();
       //We need to pass the pjp references in the advice
              method, so that we can proceed
               the request by calling the proceed method
       System.out.println("After calling");
```

@AfterThrowing Example



Add after throwing advice to our TrackStudent class

```
@AfterThrowing
(pointcut="execution(* Student.action())",throwing="error")
Public void afterReturning(JoinPoint joinPoint,
                                    Throwable error){
       System.out.println("AfterReturning advice executed");
       System.out.println("Exception is: " + error);
       //In AfterThrowing we can get the exception
```

Specifying Aspects Ordering



- There are two ways:
 - By annotation

```
@Aspect
@Order(0)
public class TrackStudent{//...}
```

By implementing interface

```
@Aspect
public class TrackStudent implements Ordered {
    //Override this method
    public int getOrder(){ return 0; }
}
```

Summary



- AOP Aspect Oriented Programming
 - Breaks the program logic into distinct parts (called concerns)
 - Maintenance is easy in AOP
- Spring AOP AspectJ Annotation
 - The widely used approach is Spring AspectJ Annotation Style





Questions?

















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