

Byteman

Advanced Java Debugging & Testing



A Nate Hansberry Presentation

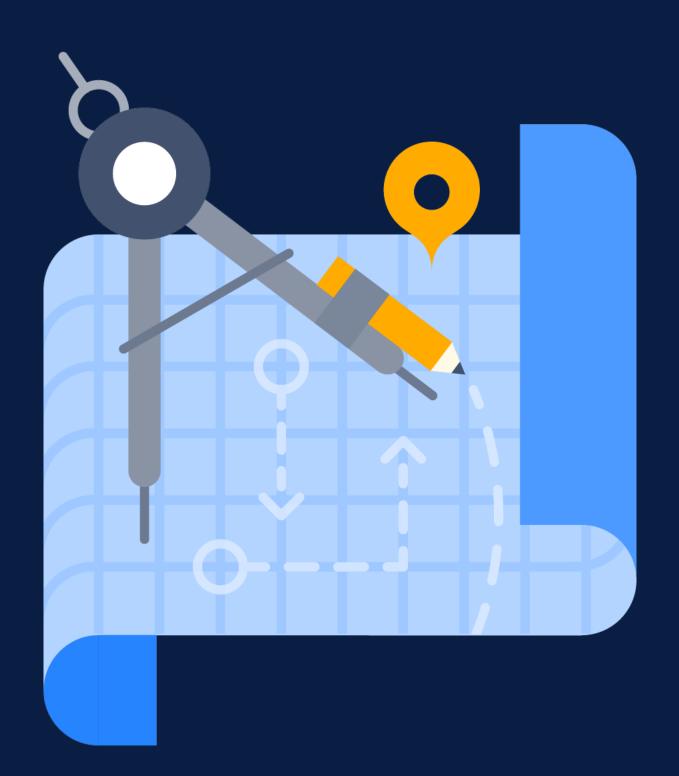


Byteman Discussion Overview

Intro - What is Byteman?

Use cases & Demos

Conclusion & Discussion



What is Byteman?

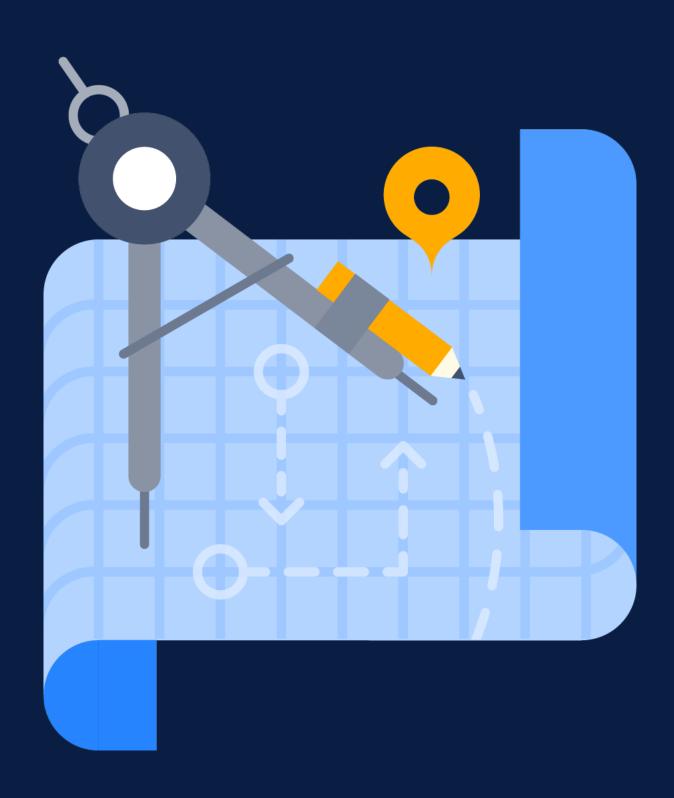
Intro

What is Byteman?

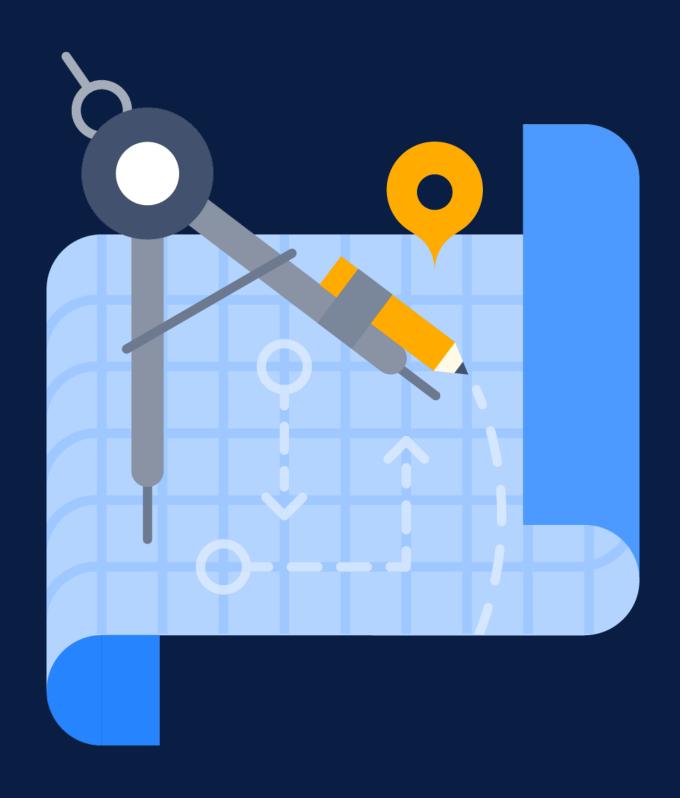
Byteman is a bytecode manipulation tool which makes it simple to change the operation of Java applications either at load time or while the application is running. It works without the need to rewrite or recompile the original program. In fact, Byteman can even be used to modify Java code which forms part of the Java virtual machine, classes such as String, Thread etc.

https://downloads.jboss.org/byteman/latest/byteman-programmers-guide.html

How is Byteman helpful?

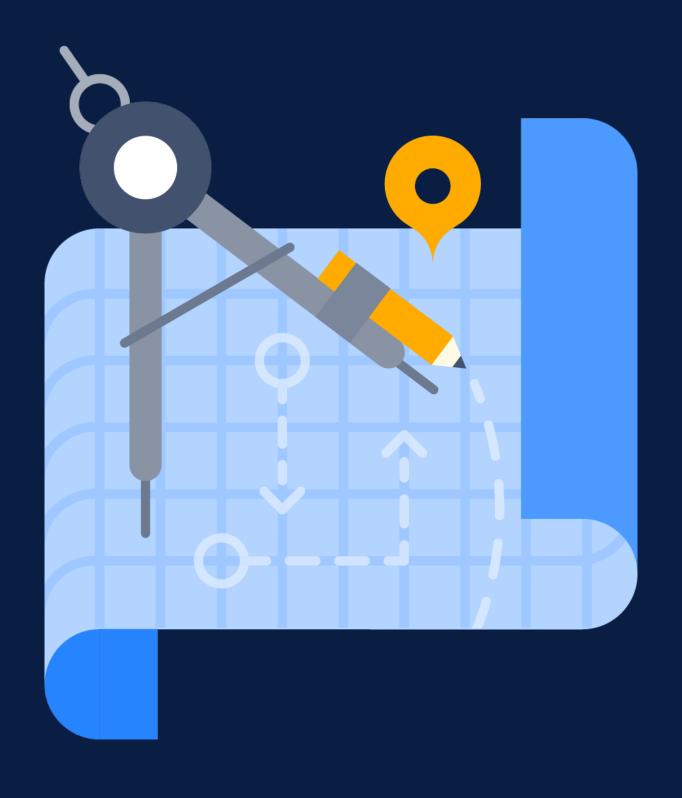


How is Byteman helpful?



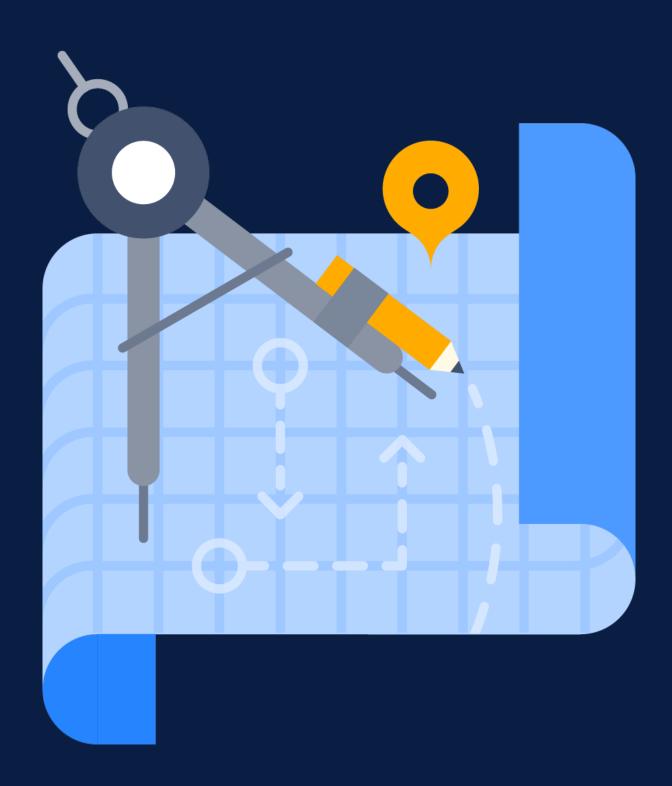
Easily create custom logging for products already released

How is Byteman helpful?



Easily create custom logging for products already released

Implement temporary fixes until patch is released



How is Byteman used?

Byteman uses a simple and easy-to-use Event Condition Action (ECA) rule language, based on Java.

The Byteman rule skeleton is:

RULE - arbitrary name for humans

CLASS - what is the fqn for target class?

METHOD - what is the target method of target class?

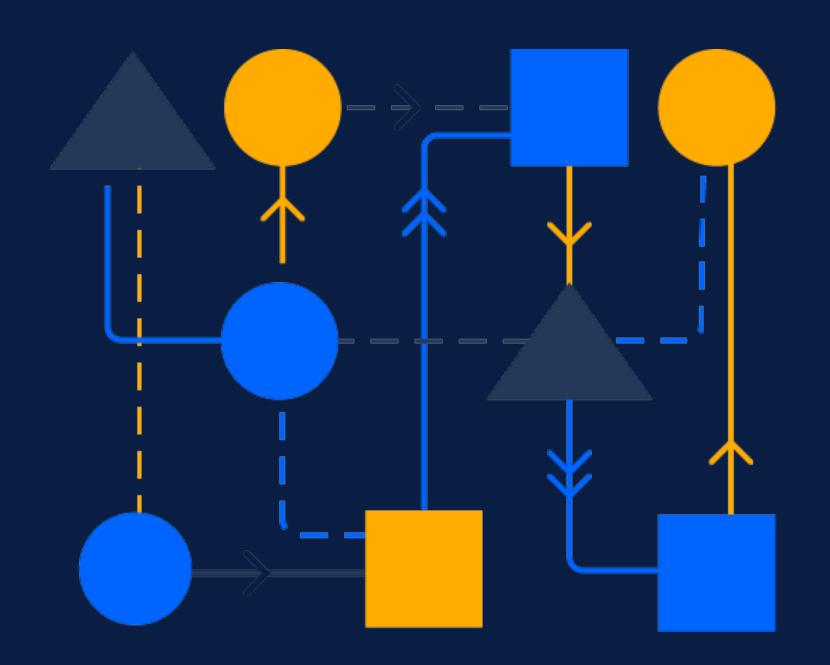
AT - should we do something when we enter

BIND - do we need variables?

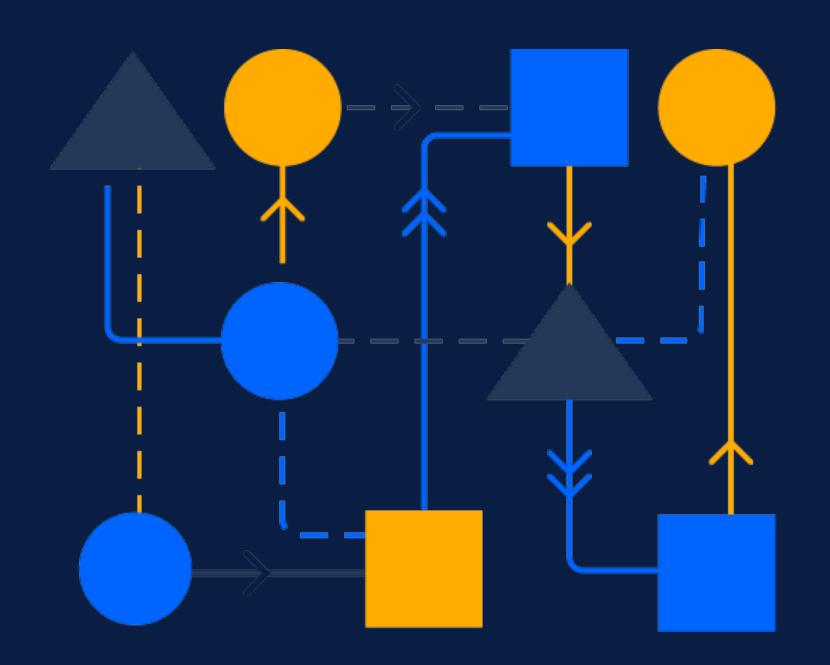
IF - what condition are we waiting for?

DO - how are we changing behaviour?

ENDRULE - end of rule so we can have multiple in one file



Use Cases



Use Case #1

Jira & Crucible
Application link

Customer

Jira Support

Crucible Support

Crucible DoS

Summary

Opens ticket with Jira Support

The issue describes a problem with the Jira UI. Specifically, when clicking on the review link in the dev panel, the view from Crucible does not load.

Customer

Jira Support

Fisheye Support

Fisheye DoS

Summary

Opens ticket with Jira Support

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Responds to the ticket

After checking the Jira logs they do not see any issues so they send the ticket to Fisheye Support

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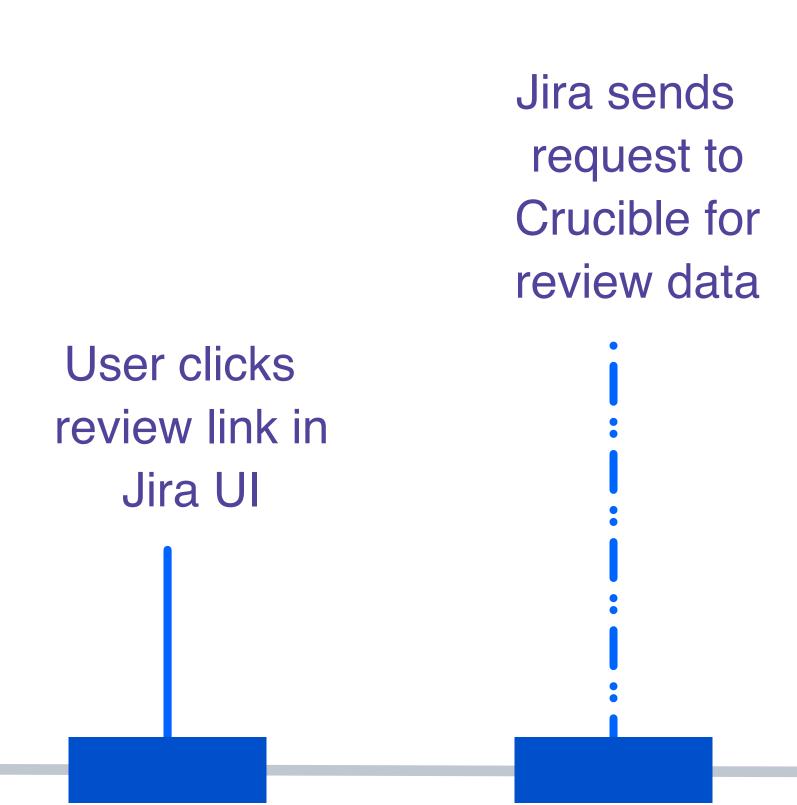
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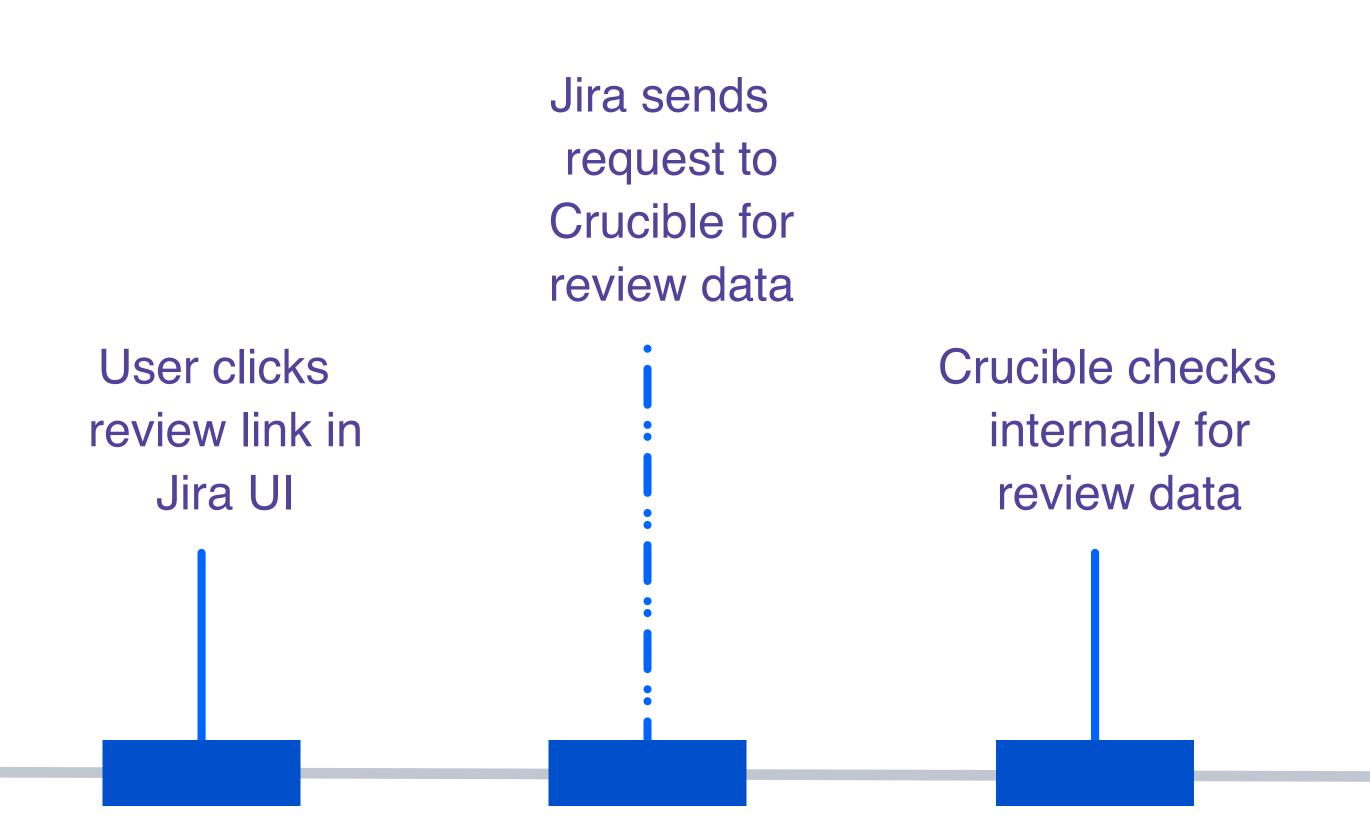
Responds to the ticket

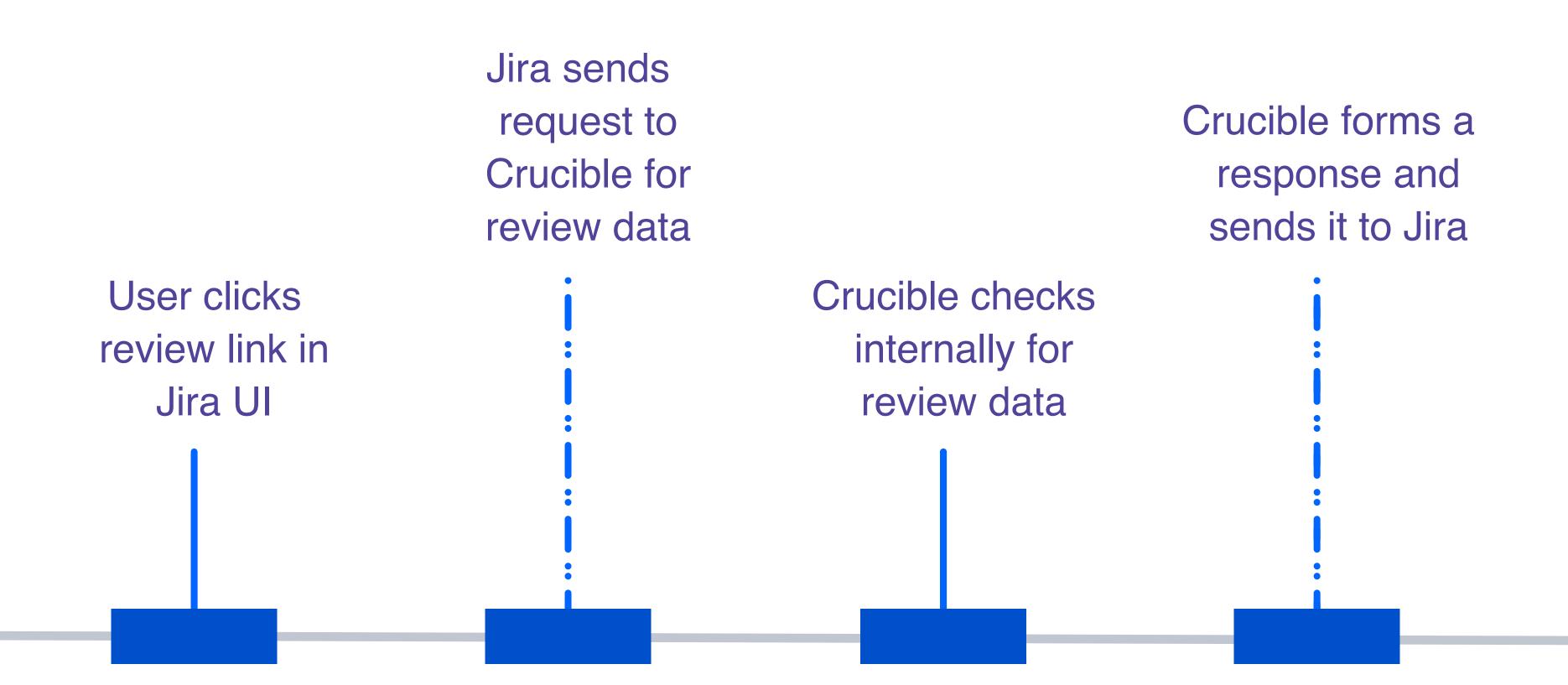
After checking the Crucible logs they do not see any issues so they send the ticket to Crucible DoS

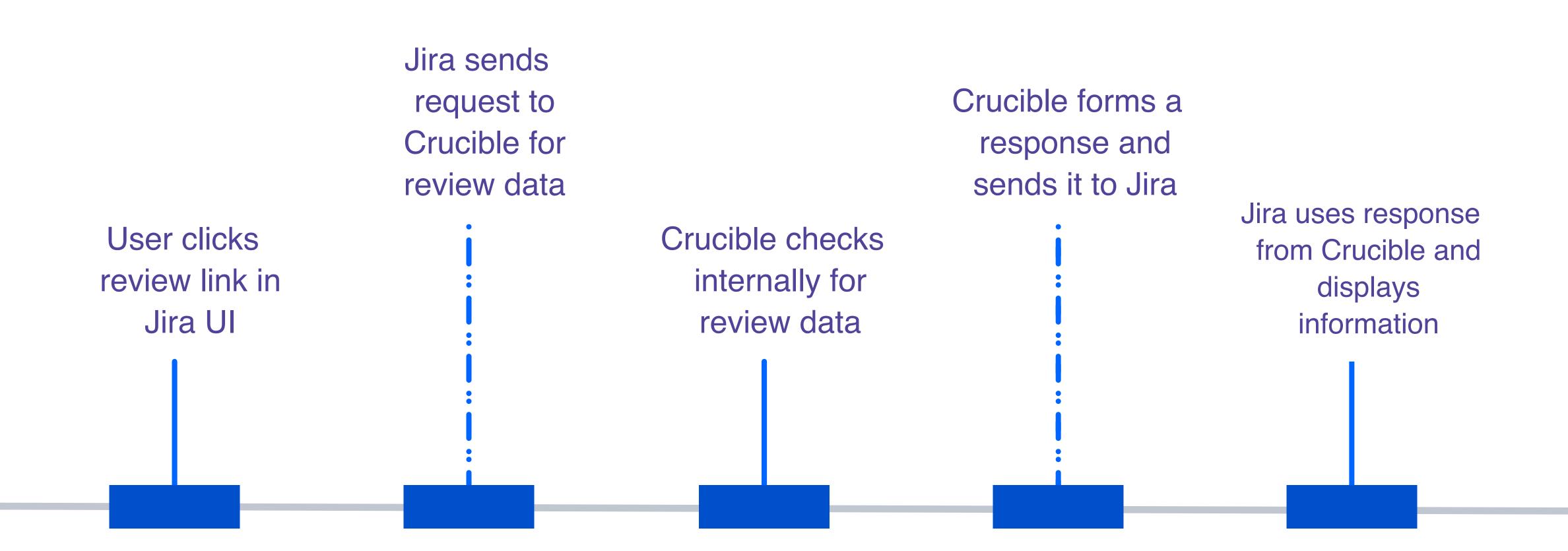
Responds to the escalation And decides to use byteman

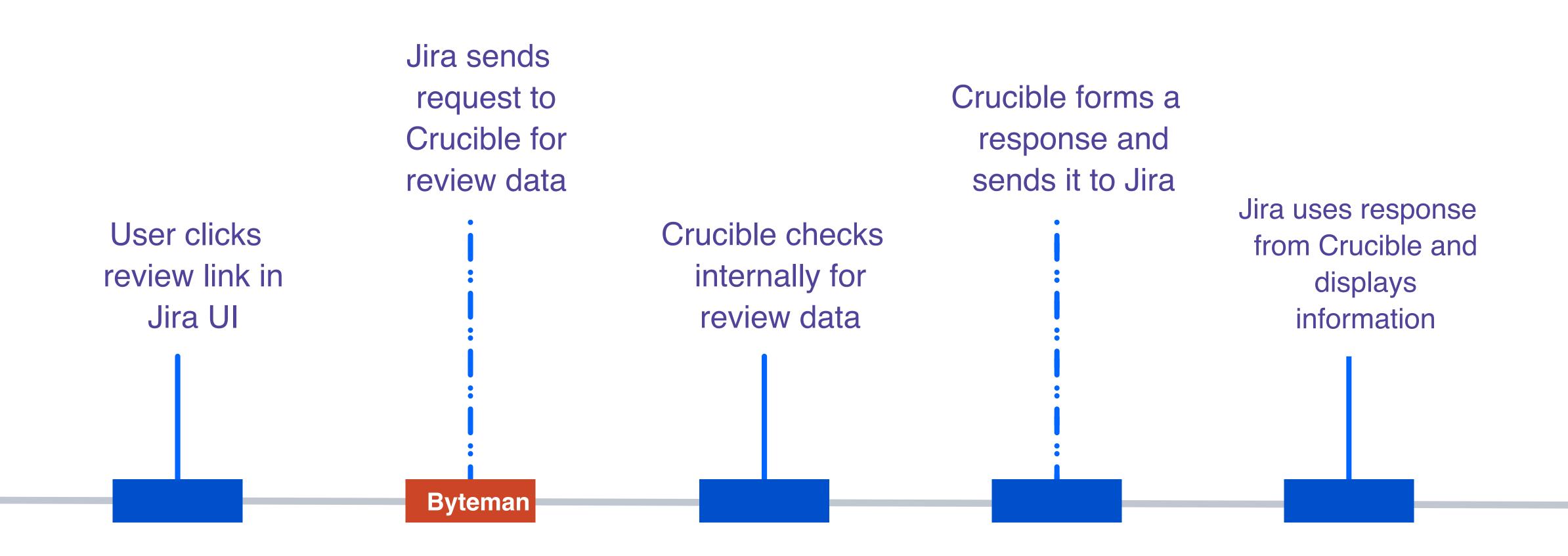
User clicks review link in Jira UI

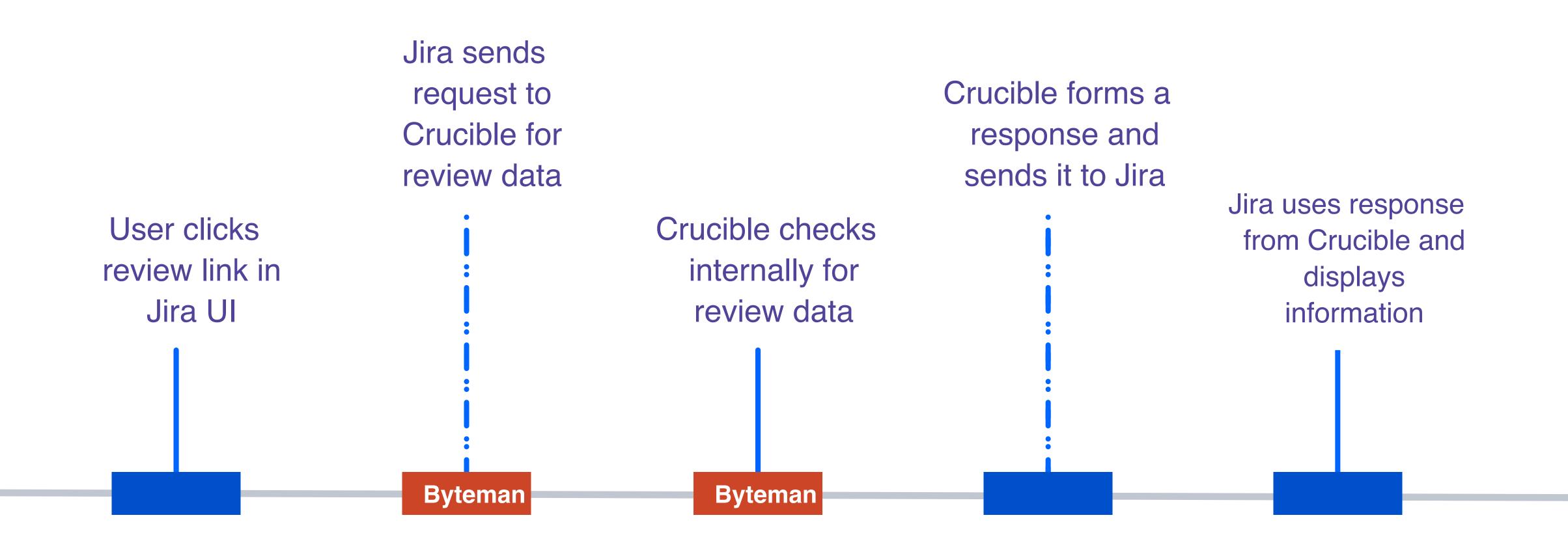


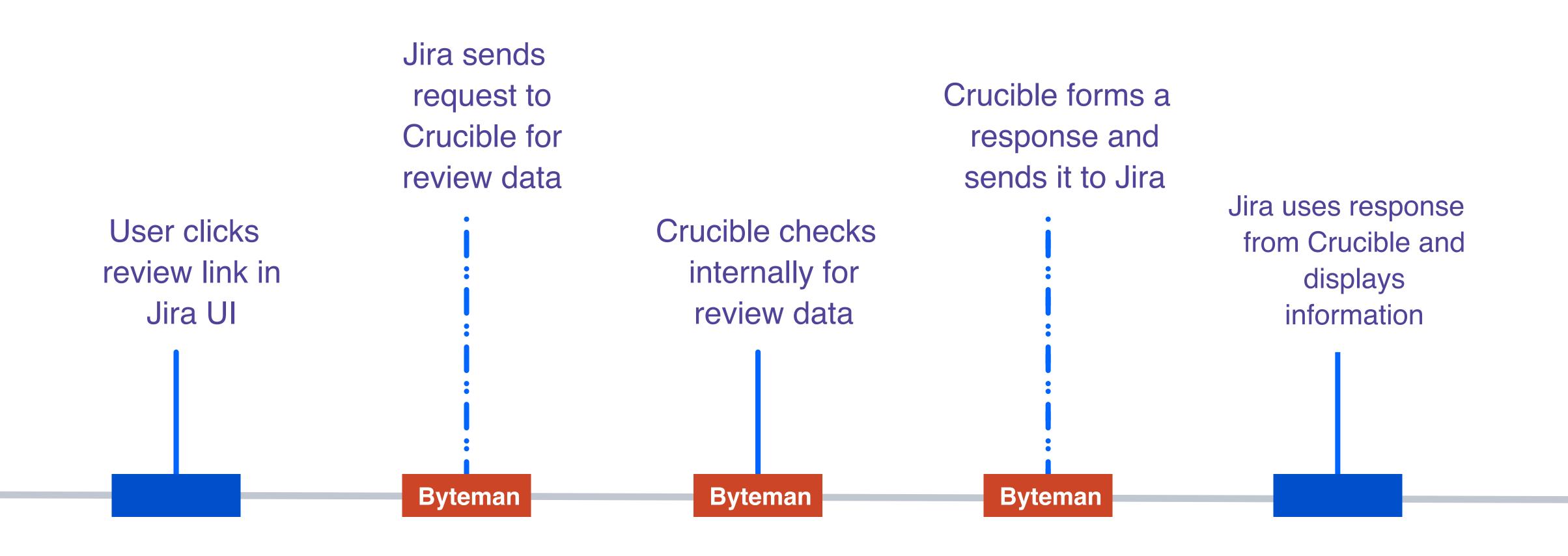












Byteman Script

Rule 1

Rule 2

Rule 3

We know we got something from Jira if we search with data

```
# this should log the directory where the Lucene index in Crucible is located
# As a result of Jira asking for data to populate the dev panel
RULE org.apache.lucene.search.IndexSearcher#search entry
CLASS org.apache.lucene.search.IndexSearcher
METHOD search(org.apache.lucene.search.Query,
org.apache.lucene.search.Collector)
AT EXIT
BIND rosr : org.apache.lucene.index.ReadOnlySegmentReader = $0.subReaders[0];
IF $1.toString().contains("<UPDATE-JIRA-ISSUEKEY-HERE>")
DO org.slf4j.LoggerFactory.getLogger("Byteman").info("->
org.apache.lucene.search.IndexSearcher#search({},{})", $1,
rosr.singleNormStream)
ENDRULE
```

Byteman Script

Rule 1

Rule 2

Rule 3

Next we check to see how many hits we get in the index

this will return the number of search results the jira summary service uses to build the review response

RULE

com.atlassian.fecru.plugin.jira.summary.service.DefaultReviewDetailsService
#getReviewDetails exit

CLASS

com.atlassian.fecru.plugin.jira.summary.service.DefaultReviewDetailsService

METHOD getReviewDetails

AFTER WRITE \$searchResults

IF TRUE

D0 org.slf4j.LoggerFactory.getLogger("Byteman").info(">com.atlassian.fecru.plugin.jira.summary.service.DefaultReviewDetailsServic
e#getReviewDetails; number of searchResults: {}",
String.valueOf(\$searchResults.size()))

ENDRULE

Byteman Script

Rule 1

Rule 2

Rule 3

Last we check the response being sent back to the requester

this will log the json payload being sent back from fecru (by way of atlassian-rest-common plugin) to jira

RULE

com.atlassian.plugins.rest.common.interceptor.impl.DispatchProviderHelpe
r\$TypeOutInvoker#_dispatch exit

CLASS

com.atlassian.plugins.rest.common.interceptor.impl.DispatchProviderHelpe
r\$TypeOutInvoker

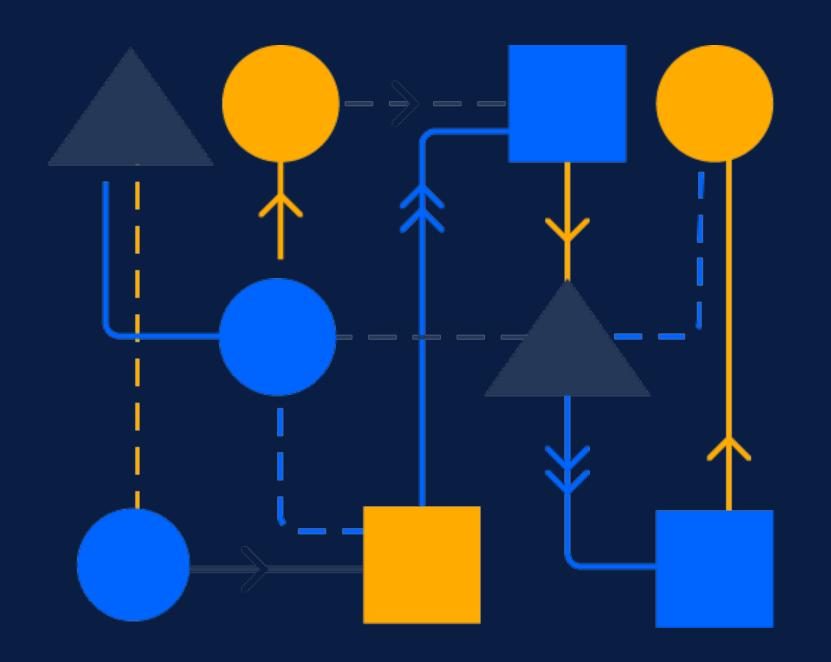
METHOD _dispatch

AT EXIT

IF TRUE

D0 org.slf4j.LoggerFactory.getLogger("Byteman").info("->
com.atlassian.plugins.rest.common.interceptor.impl.DispatchProviderHelpe
r\$TypeOutInvoker#_dispatch; response: {}", \$2.getResponse().getEntity())

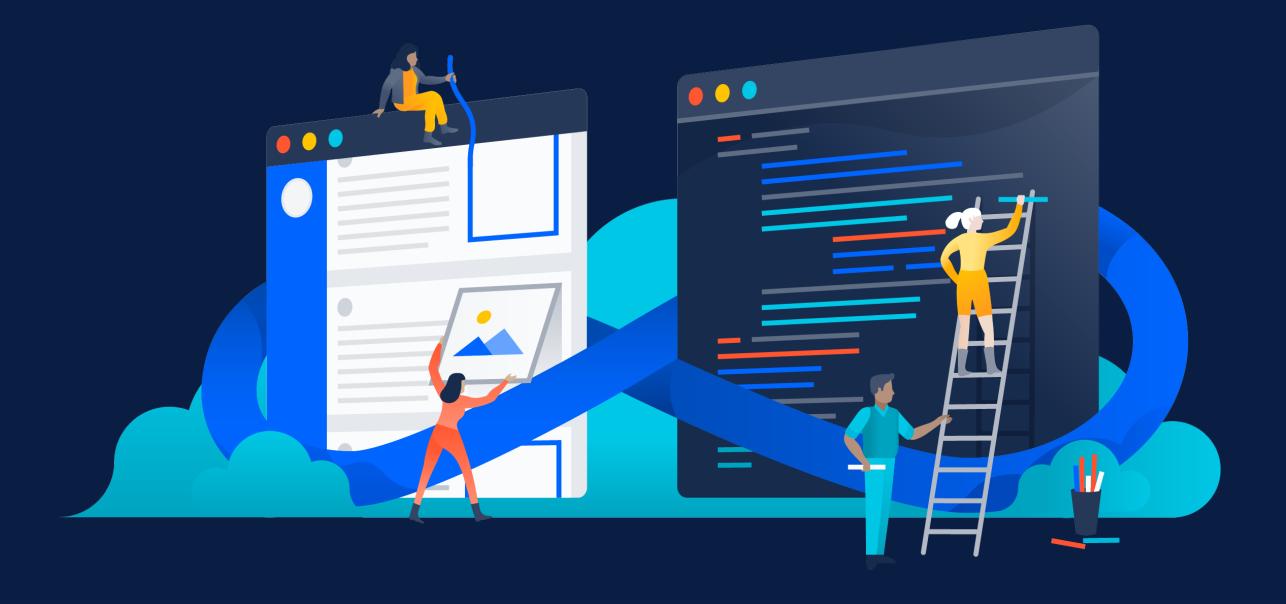
ENDRULE



Use Case #2

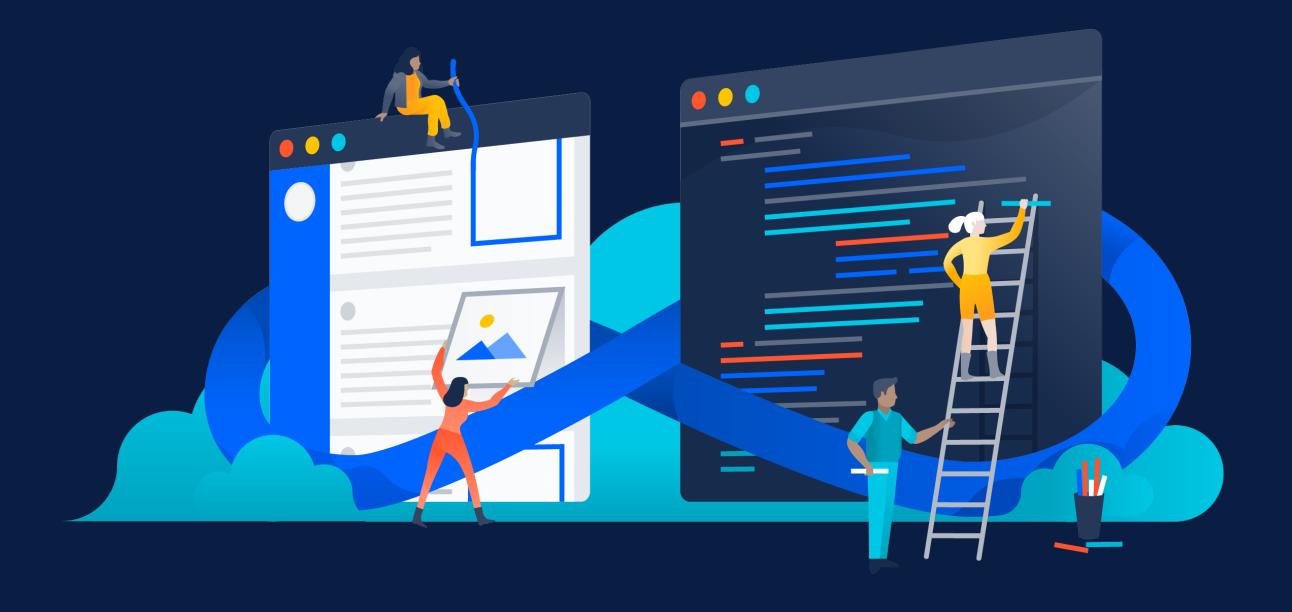
Fisheye UI
Performance Timings & temporary fixes

Demo Time

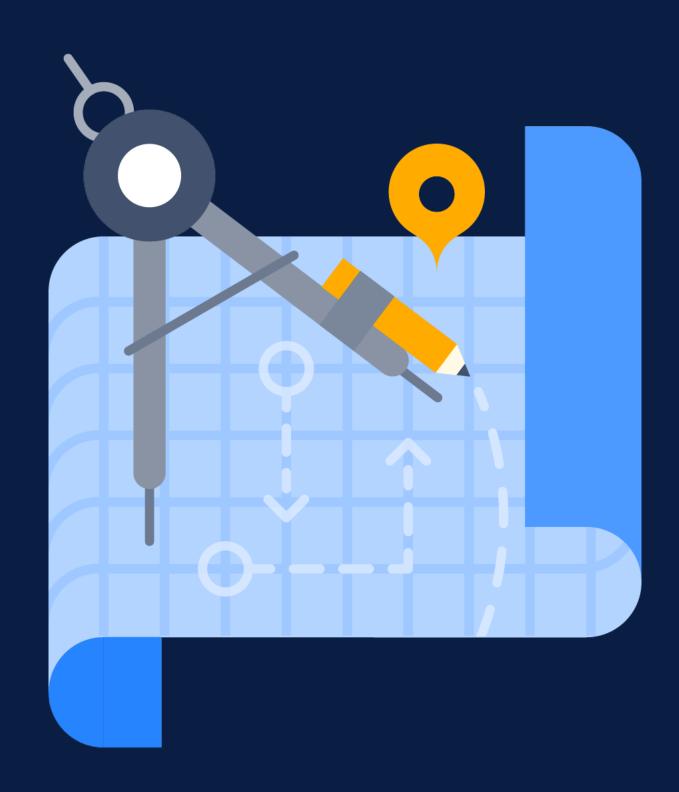


Custom Logging

Demo Time



Custom Logging and Temporary Patching



Advanced Topics Testing

Byteman and JUnit

Maven

Test Class Option 1

Test Class Option 2

To include dependencies using Maven add the following elements to the main pom.xml in your project

```
<dependency>
        <groupId>org.jboss.byteman/
groupId>
        <artifactId>byteman</artifactId>
        <scope>test</scope>
        <version>${byteman.version}
version>
    </dependency>
    <dependency>
        <groupId>org.jboss.byteman/
groupId>
        <artifactId>byteman-submit/
artifactId>
        <scope>test</scope>
        <version>${byteman.version}
version>
    </dependency>
    <dependency>
        <groupId>org.jboss.byteman/
groupId>
        <artifactId>byteman-install/
artifactId>
        <scope>test</scope>
        <version>${byteman.version}
version>
    </dependency>
    <dependency>
        <groupId>org.jboss.byteman/
groupId>
        <artifactId>byteman-bmunit/
artifactId>
        <scope>test</scope>
        <version>${byteman.version}
version>
    </dependency>
```

Byteman and JUnit

Add annotation to specify configuration and location

Maven

Test Class Option 1

Test Class Option 2

```
@RunWith(org.jboss.byteman.contrib.bmunit.
BMUnitRunner.class)
@BMUnitConfig(loadDirectory="target/test-
classes")
@BMScript(value="check.btm")
```

Byteman and JUnit

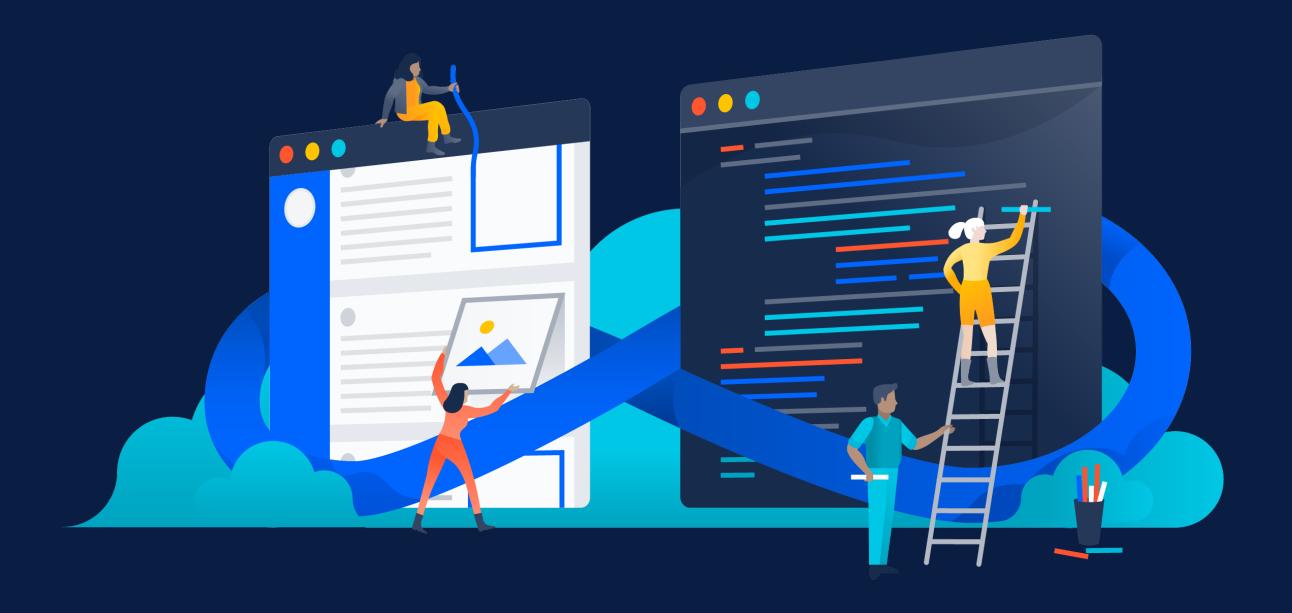
Maven

Test Class Option 1

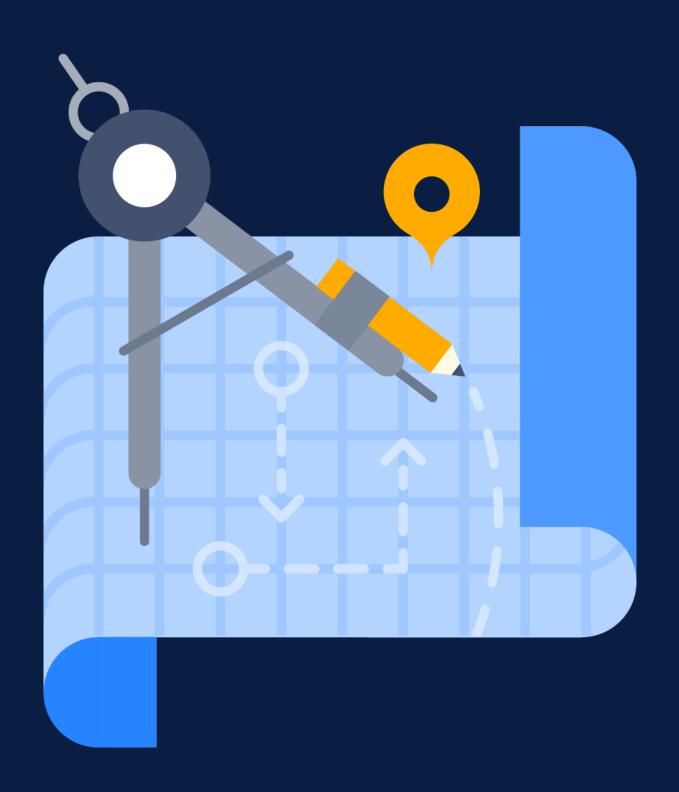
Test Class Option 2

Provide rule in annotation instead of separate script

Demo Time

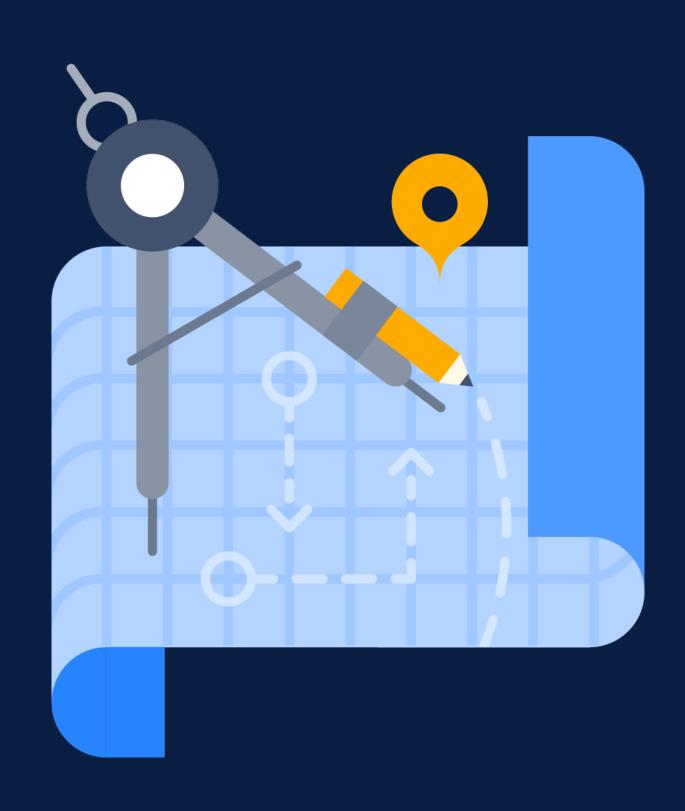


Running JUnit and Byteman



Advanced Topics Offline Testing

What happens when the code is changed?



Helpful Resource Links

Byteman Tutorial

https://

developer.jboss.org/docs/

DOC-17213

BMUnit Tutorial

https://

developer.jboss.org/docs/

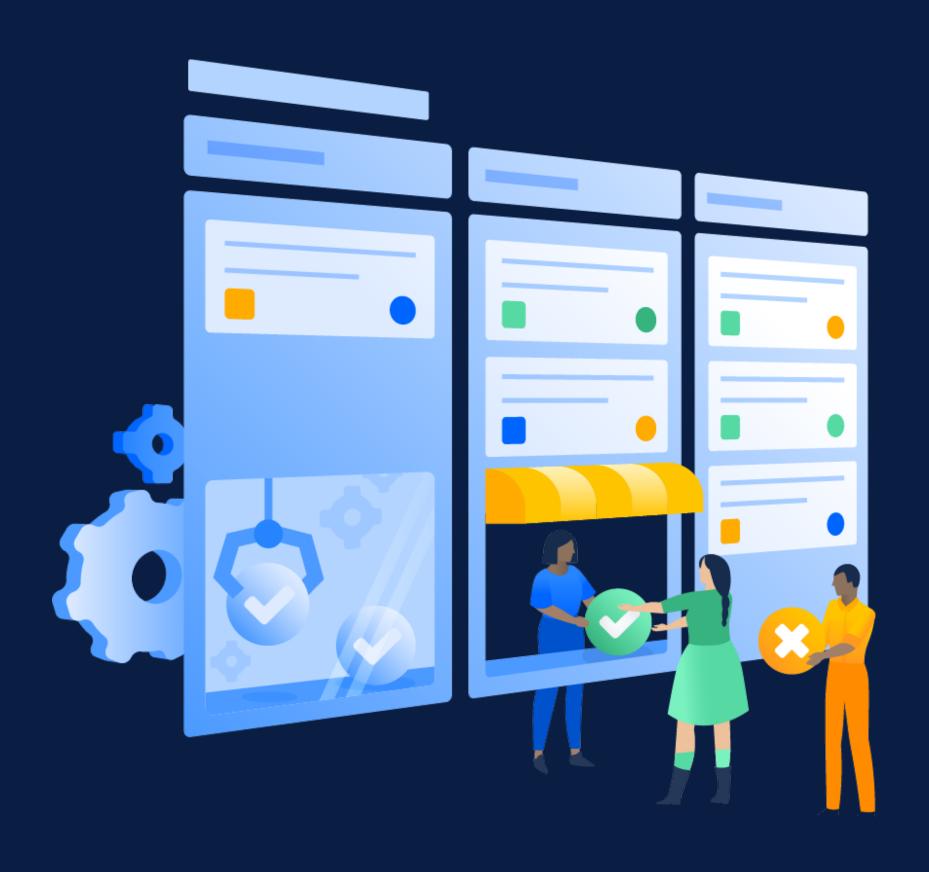
DOC-52953

BM Rule Check

https://

developer.jboss.org/docs/

DOC-48911



Conclusions & Discussion

For pdf version of this presentation go to:

https://github.com/dark3rMatt3r/bytemanPresentation

Or scan this QR





https://www.linkedin.com/in/nathaniel-hansberry/



Thank you:)



This has been A Nate Hansberry Presentation