Wikipedia ---en.wikipedia.org/wiki/Reflection\_(computer\_programming)--- will tell you that:

Reflection is the ability of a computer program to examine, introspect,  
 and modify its own structure and behavior at runtime.

A Java program can do that. It can get a list of fields in a class and investigate their properties. It can change the value of a private field of an object from outside the class. Information about methods, constructors, and annotations on them is available through the reflection mechanism.

There are many reasons to use Java’s reflection mechanism. We once used reflection in writing a grading program for an assignment. A field in a class that students submitted was private, but the only way to write a suitable grading program was to get at that field and change it. Reflection let us do that.

We also suspect that the JUnit 4 program that calls methods with @Test before them uses reflection to process each method and its annotations. (Look at the line “Junit 4 annotations” in JavaHyperText entry “Junit testing”.)

Here, we show you how to get descriptions of the fields of an object and change the value of one field. Based on that, you can study other aspects of reflection yourself.

**Class java.lang.Class**

We illustrate using class Point, shown to the right.

/\*\* An instance is a point (x, y) in  
 \* the plane.\*/

public class Point {

private int x; // x-coordinate

private int y; // y-coordinate

/\*\* Constructor: a point (x, y). \*/

public Point(int x, int y)

{ this.x= x; this.y= y; }

}

An object of class java.lang.Class describes a class or interface. Both expressions below evaluate to a pointer to the object of class Class that describes class Point. It turns out that class is a static field of every class and function getClass() is in every object.

Point.class  
 (new Point(3, 5)).getClass()

Given Point.class, you can look at all aspects of Point. This requires using classes like Field, Method, and Modifier. These are in package java.lang.reflect, so you have to import them.

**Looking at fields of a class**

/\*\* Print a description of the fields of ob. \*/

public static void printFields(Object ob) {

Class cb= ob.getClass();

Field[] fields= cb.getDeclaredFields();

System.out.println(Arrays.toString(fields));

}

A call printFields(new Point(3, 4)); on the procedure to the right prints this:

[private int Point.x, private int Point.y]

In the function, use getFields instead of getDeclared­Fields to get only the public fields.

Class Field contains methods to get the name of the field, its value, it type, and its modifiers —(e.g. public, final, static). There are even methods to change the value in the field.

As an example, to the right is a method to change field x of a Point object. Thus, after execution of this:

/\*\* Set the value of field x of p to v. \*/

public static void setX(Point p, int v)   
 throws NoSuchFieldException,  
 IllegalAccessException {

Class cp= p.getClass();

Field f= cp.getDeclaredField("x");

f.setAccessible(true);

f.set(p, v);

}

Point p= new Point(3, 5); setX(p, 1)

field p.x will contain 1.

The method first gets the Class object for Point. It then stores in local variable f the description of field x. Procedure f.setAccessible is called to make field x accessible. Without that, since x is private, it can’t be used outside class Point. Finally, the call on procedure set changes x’s value to v.

JavaHyperText entry “reflection” contains some demo code —what we did on this page as well as functions to get field-value pairs for all fields in an object. Neat!