

# Multi-device Content Display & Smart Use of Annotation Processing

@gdigugli

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# Speakers

## @dbaeli - Dimitri BAELI

- Java developer since 1999
- R&D Team Mentor at



- Coder, DevOps, Agile Coach
  - From idea to production
- eXo Platform
  - VP Quality

## @gdigugli - Gilles Di Guglielmo

- Java developer since 1999
- Software architect at



- ILOG - IBM
  - ✓ 2D graphic toolkit
  - ✓ Rule engine
- Prima-Solutions
  - ✓ Services platform for J2EE
  - ✓ Domain models code generators



We're working for  
A French Insurance Aggregator



# LesFurets.com mobile & desktop

1 MA DEMANDE    2 MON HISTORIQUE    3 MON VÉHICULE

**Conducteur principal**

**Sexe :**  
 Homme  Femme

**Date de naissance :**  
[ ] / [ ] / [ ]

**Profession :**  
-- Sélectionnez --

**Situation maritale :** ?  
-- Sélectionnez --

**Date d'obtention du permis de conduire :**  
Mois Année

**Permis obtenu en conduite accompagnée ?** ?  
 Oui  Non



# LesFurets.com mobile & desktop

1 MA DEMANDE

2 MON HISTORIQUE

3 MON VÉHICULE

## Conducteur principal

Assuré(e) sans interruption depuis : ?

13 ans ou plus



Résilié(e) par un assureur auto au cours des 3 dernières années :

Non



Bonus-malus actuel : ?

50% de bonus depuis 3 ans



Nombre de sinistres ou incidents déclarés depuis 3 ans : ?

0



CONTINUEZ



< Étape précédente



# LesFurets.com mobile & desktop

1 MA DEMANDE    2 MON HISTORIQUE    3 MON VÉHICULE

**Le véhicule à assurer**

Date de 1ère mise en circulation : [Comment la retrouver ?](#)

Janvier 2012 ✓

Date à laquelle le véhicule a été acheté : ?

Janvier 2012 ✓

Marque du véhicule à assurer :

Choisissez votre véhicule

Combien d'années avez-vous conservé votre précédent véhicule ?

Moins d'une année ✓

Lieu ou adresse de stationnement la nuit : ?

rue de l'essai ✓

**Votre voiture**

Retour ASSURE-MIEUX VOTRE COMPARATEUR D'ASSURANCES

Mon véhicule

Date de 1ère mise en circulation  
Janvier 2010

Date d'achat  
Janvier 2010

J'indique quel est mon véhicule  
PEUGEOT 207 1.6E 16V 120 SPORT PACK  
7 cv / Essence / Berline 3 Portes

Choisir un autre véhicule >

Combien d'années ai-je conservé mon précédent véhicule ?  
Moins d'une année

Code postal du lieu de stationnement la nuit

# In the search of Effective content display



# The story

## Effective Content Display

- Multi device & languages
  - Labels
  - Layout & images
- Clean code
  - Strong Quality
  - Easy Maintenance



## using APT Tooling

- APT Engine
- APT Processors
  - Generate technical code
  - Generate reports
  - Generate patterns

## based on i18n

- @Message
- @MessageBundle
- Dedicated APT Processors

<https://github.com/dbaeli/ez18n>



# Improved i18n for text display



# Java i18n pattern

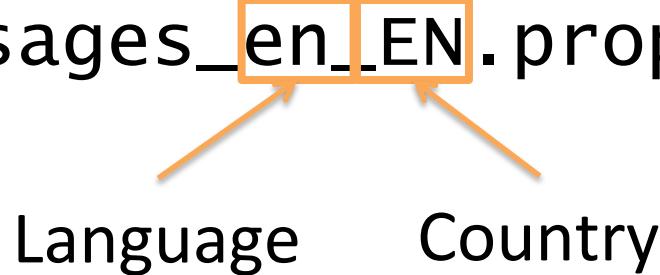
- The JDK default tooling to:
  - Dynamically bind the content
  - Usable for Texts, but also CSS and images (urls)
- Tooling :
  - `java.util.ResourceBundle` : for `.properties` reading
  - `java.util.MessageFormat` : tiny templating
  - `.properties` files with naming pattern



# java.util.ResourceBundle

- The .properties loader for a given Locale
- Key / Value in .properties
- Naming convention for the storage

Messages\_en\_EN.properties



```
ResourceBundle myResources =  
    ResourceBundle.getBundle("MyResources", currentLocale);
```



# java.util.MessageFormat

Date  
T

Date  
T

Number  
T

String  
T

At 1:15 on April 13, 1998, we detected 7 spaceships on the planet Mars.

```
template = At {2,time,short} on {2,date,long}, \
    we detected {1,number,integer} spaceships on \
    the planet {0}.
```

```
currentLocale = en_US
At 10:16 AM on July 31, 2009, we detected 7
spaceships on the planet Mars.
currentLocale = de_DE
Um 10:16 am 31. Juli 2009 haben wir 7 Raumschiffe
auf dem Planeten Mars entdeckt.
```

- Tiny templating
- `format("<pattern>", args)`
- Date, numbers are formatted according to the Locale
- Options, conditional values easy to use



# .properties issues

- Low quality control
  - Keys are strings in the code
  - Poor IDE support
    - No warning on unused or wrong keys
  - Encoding Hell
    - use \uxxxx or you're in trouble
- Forces you to maintain two files in sync
  - key declaration / value in .properties
  - Key usage in the .java files



# Improved i18n



# Ez18n : improved i18n

- Interfaces representing each .properties
- The methods acts as keys

```
@MessageBundle  
public interface Messages {  
  
    @Message(value = "Love Me Tender")  
    String loveMeTender();  
  
    @Message("I love {0}")  
    String doYouLove(String name);  
}
```

Messages.java

```
loveMeTender=Love Me Tender  
doYouLove=I love {0}
```

Messages.properties

# Annotations and Code generation

- Same pattern as in GWT, but for J2SE
- New Annotations in the code :
  - @MessageBundle to mark interfaces
    - ➔ represents a ResourceBundle
  - @Message to mark methods
    - ➔ represents a localization key
- Generate :
  - .properties file (for ‘default’)
  - A ResourceBundle for each .properties
  - Manage other languages out-side your code



# Improved i18n benefits

- Now you can
  - Refactor your keys
  - Maintain the ‘default’ in Java
  - Never change a .properties file for default locale
- And use it with other libs:
  - GWT (done on GitHub)
  - Even JQuery, Dojo, CoffeeScript (planned)
  - We called that ez18n



**Extend this pattern for  
Multi-display**



# Extended to displays

- Add mobile support in @Message declaration

```
@MessageBundle  
public interface Messages {  
  
    @Message(value = "Love Me Tender", //  
             mobile = "Love Me True")  
    String loveMeTender();  
  
    @Message("I love {0}")  
    String doYouLove(String name);  
}
```

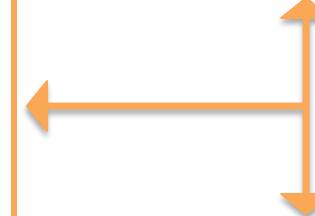
Messages.java

DesktopMessages.properties

```
loveMeTender=Love Me Tender  
doYouLove=I love {0}
```

MobileMessages.properties

```
loveMeTender=Love Me True  
doYouLove=I love {0}
```



# Multiple kind of displays

- One ResourceBundle by kind of display
- All driven by @MessageBundle annotation
- Fallback on the default display
- Keep the plumbing generated



# APT to generate .properties and ResourceBundle classes from annotations



# Behind the scene How APT works



# APT basics

- APT - Annotation Processing Tool
- Kind of old-school pre-processing
- Standard in JDK6+ (JSR 269)
- No runtime overload
- Based on annotations in source code
- Standard since JDK 1.6 (available in Sun JDK 1.5)



# APT annotations

- Use @Retention, @Target

```
@Retention(RetentionPolicy.SOURCE)
@Target(ElementType.TYPE)
public @interface MessageBundle {
```

```
@Retention(RetentionPolicy.SOURCE)
@Target(ElementType.METHOD)
public @interface Message {
```



# APT Processors

- javax.annotation.processing.Processor
- Code parsing similar to Reflection
  - No need of compiled code
  - Some limitations
- 2 key elements :
  - @SupportedAnnotationTypes to declare the matching annotations
  - FileObject : the future generated file



# Similarities with `java.lang.reflect`

<code>Java.lang.reflect</code>	<code>javax.annotation.processing</code>
<code>java.lang.Class</code>	<code>TypeElement</code>
<code>Constructor</code>	<code>ExecutableElement</code>
<code>Field, Parameter</code>	<code>VariableElement</code>
<code>Method</code>	<code>ExecutableElement</code>
<code>java.lang.Package</code>	<code>PackageElement</code>

- NO `Class.newInstance()`
- NO `instanceOf`, NO `isAssignable()`
- NO `getConstructor`, `getMethod`, ...
- Weak inheritance support



# Processor code sample

- Processor declaration

```
@SupportedAnnotationTypes(value = "org.ez18n.MessageBundle")
@SupportedSourceVersion(RELEASE_6)
public final class CSVReportProcessor extends AbstractProcessor {

    @Override
    public boolean process(Set<? extends TypeElement> annotations,
                          RoundEnvironment roundEnv) {
```

- Use a FileObject to generate the content

```
final FileObject file = processingEnv.getFiler()
    .createResource(SOURCE_OUTPUT, "", "i18n_report.csv");
final Writer writer = file.openWriter();
for (TypeElement bundleType : labelBundles.keySet()) {
    for (LabelTemplateMethod templateMethod : labelBundles.get(bundleType)) {
        writer.write("'");
        writer.write(bundleType.getQualifiedName().toString());
```



# APT command line

javac

```
-cp $CLASSPATH  
-proc:only  
-encoding UTF-8  
-processor $PROCESSOR  
-d $PROJECT_HOME\target\classes  
-s $PROJECT_HOME\target\generated-sources\apt  
-sourcepath $SOURCE_PATH  
-verbose  
$FILES
```

or -proc:none

processors fqcn list

optional



# APT tooling

- Maven integration
  - maven-processor-plugin (google-code)
- Ant integration
  - javac
- IDE integration
  - Extend the JDK compilation options



# APT usages

- Generate required repetitive code :
  - Not always possible at runtime
  - Unit tests, JMX declarations
  - Utility code with coverage and debug
- Build your reports on your code
  - Your metrics without runtime overload
  - Even fail the build if you want !



# One or Two phase compilation

- One phase :
  - APT runs during the compilation
  - Generated code is directly produced as bytecode (.class)
  - Harder to debug (no .java created)
- Two phases : “proc:only”
  - javac with proc:only then with proc:none
  - Creates .java files in the sourcepath



# Problems with APT

- Beware of the “Generate” golden hammer
  - generate needed code
- APT Processors can be tricky:
  - hard to test / maintain
  - bad error management (hidden errors !)
  - Not really (well) documented
- No built-in templating mechanism
- Enforced file path creation
- Beware of maven parallel builds
  - Because javac is not thread safe



# It's time to convince your team

- APT parses the source code to generate
  - Java Files & .class, Reports (.csv, ...)
  - Build log information or even build failures
- It allows you to have a source level DSL
  - Annotate your code & Generate the plumbing
  - Compile / Debug the generated code
- APT framework is compact



# Go deep in APT usage with Ez18n

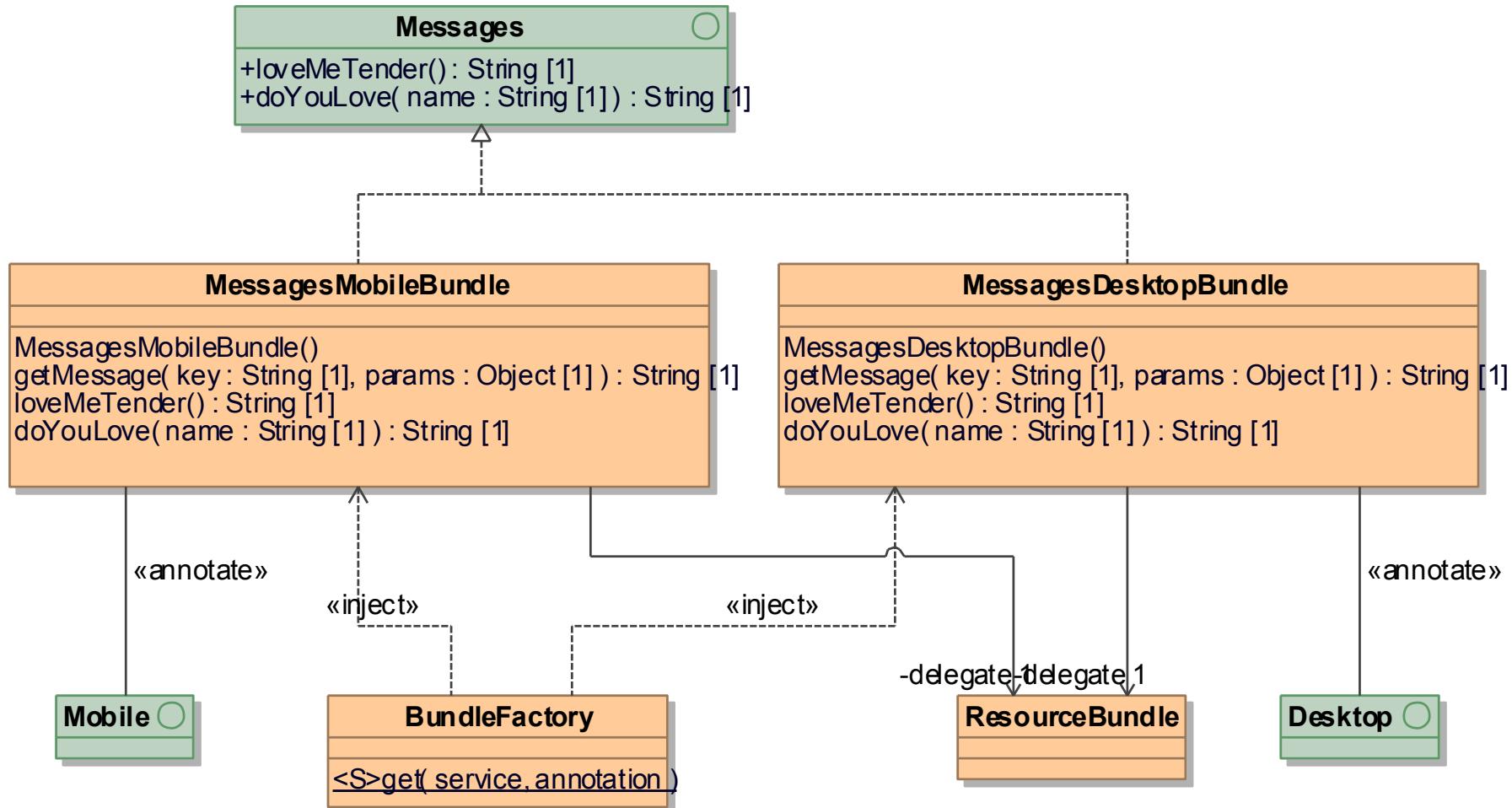


# Demo

- The Stock-watcher available on
  - <http://github.com/dbaeli/ez18n>
  - In the ez18n-webapp module
- With a desktop browser
- With a mobile browser



# Ez18n - Big picture



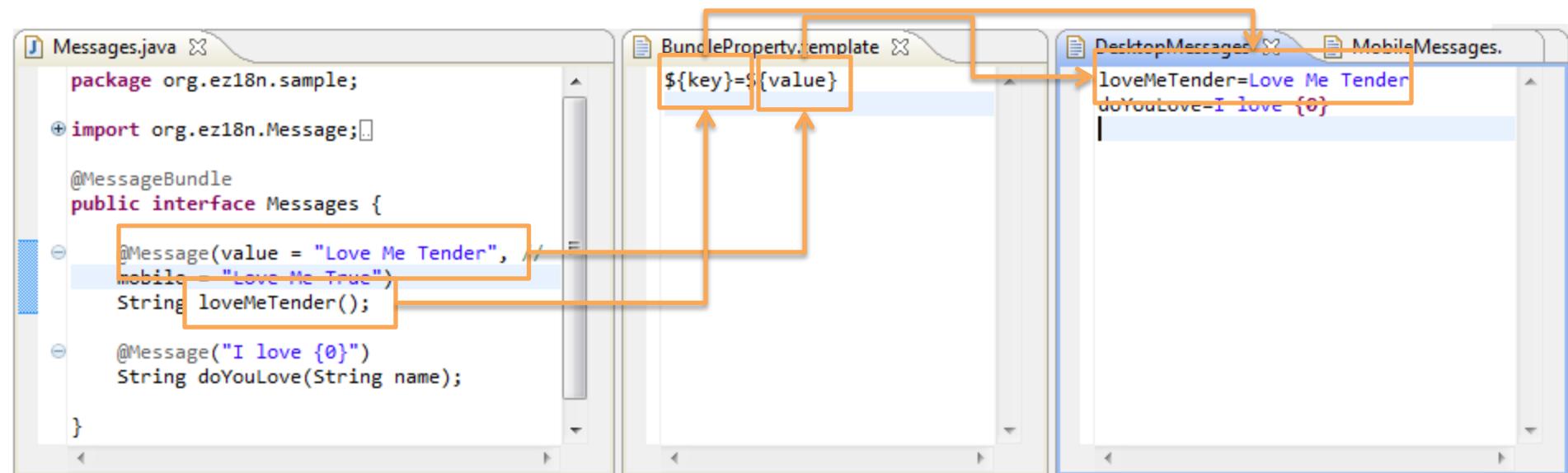
# Ez18n - APT chaining

- ```
<plugin>
  <groupId>org.bsc.maven</groupId>
  <artifactId>maven-processor-plugin</artifactId>
  <executions>
    <execution>
      <id>generate-i18n-source</id>
      <goals>
        <goal>process</goal>
      </goals>
      <phase>generate-sources</phase>
      <configuration>
        <compilerArguments>-encoding UTF-8</compilerArguments>
        <outputDirectory>${project.build.directory}/generated-sources/apt</outputDirectory>
        <processors>
          <processor>org.ez18n.apt.processor.MobileBundleProcessor</processor>
          <processor>org.ez18n.apt.processor.MobileBundlePropertiesProcessor</processor>
          <processor>org.ez18n.apt.processor.DesktopBundleProcessor</processor>
          <processor>org.ez18n.apt.processor.DesktopBundlePropertiesProcessor</processor>
          <processor>org.ez18n.apt.processor.CSVReportProcessor</processor>
          <processor>org.ez18n.apt.processor.MetaInfServicesProcessor</processor>
        </processors>
      </configuration>
    </execution>
  </executions>
</plugin>
```
- 5 APT processors to obtain the default pattern
  - Optional CSV files for analysis/tooling



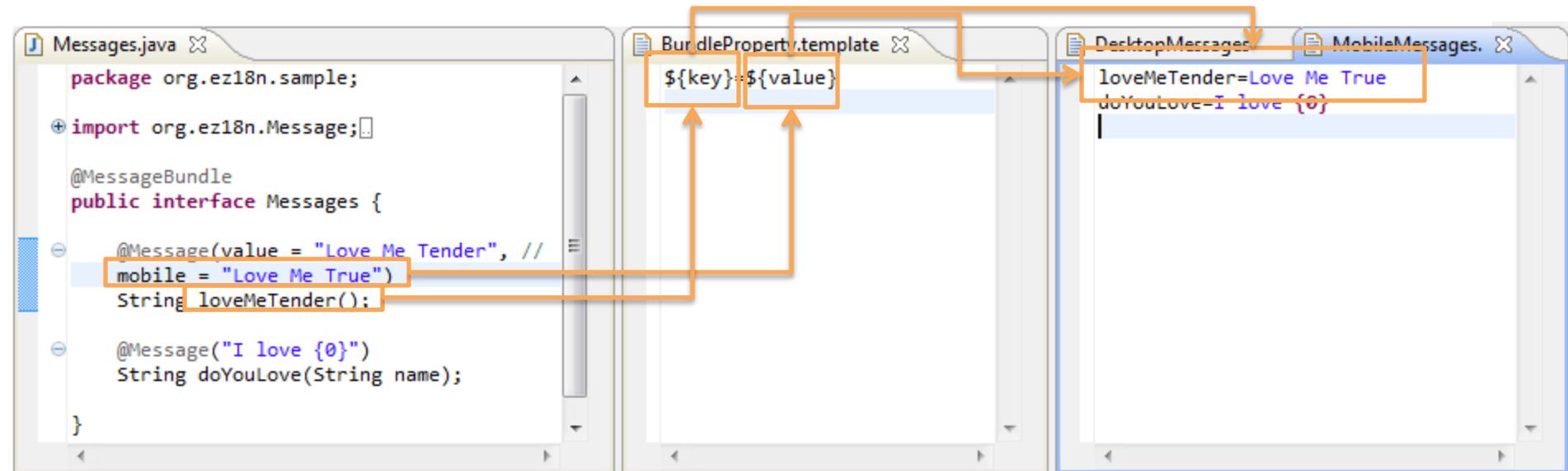
# From Messages to DesktopMessages.properties

- One property file per interface with **@MessageBundle**
- One property entry per method with **@Message**



# From Messages to MobileMessages.properties

- Another property file is generated for the mobile content
- If **@Message#mobile** is empty, the **@Message#value** is used as fallback



# From Messages to MessagesDesktopBundle.java (1/2)

The diagram illustrates the generation of `MessagesDesktopBundle.java` from two source files: `Messages.java` and `DesktopBundle.template`.

**Messages.java:**

```
package org.ez18n.sample;  
  
import org.ez18n.Message;  
  
@MessageBundle  
public interface Messages {  
  
    @Message(value = "Love Me Tender", /.../  
    mobile = "Love Me True")  
    String loveMeTender();  
  
    @Message("I love {0}")  
    String doYouLove(String name);  
  
}
```

**DesktopBundle.template:**

```
package ${package.name};  
  
import javax.annotation.Generated;  
import java.util.ResourceBundle;  
  
import org.ez18n.runtime.Desktop;  
  
@Desktop  
@Generated(value = "${process.class}", date = "${process.date}")  
public final class ${target.class.name} implements ${source.class.name} {  
    private final ResourceBundle delegate;  
  
    public ${target.class.name}() {  
        delegate = ResourceBundle.getBundle("${package.name}.${bundle.prefix}");  
    }  
}
```

**MessagesDesktopBundle.java:**

```
public final class MessagesDesktopBundle implements Messages {  
    private final ResourceBundle delegate;  
  
    public MessagesDesktopBundle() {  
        delegate = ResourceBundle.getBundle("org.ez18n.sample.DesktopMessages");  
    }  
  
    @SuppressWarnings("all")  
    private String getMessage(String key, Object... params) {  
        return java.text.MessageFormat.format(delegate.getString(key), params);  
    }  
}
```

A yellow arrow points from the `Messages` interface definition in `Messages.java` down to the corresponding generated code in `MessagesDesktopBundle.java`. Another yellow arrow points from the `DesktopBundle.template` file down to its generated implementation in `MessagesDesktopBundle.java`.

# From Messages to MessagesDesktopBundle.java (2/2)

The screenshot shows an IDE interface with three tabs open:

- Messages.java**: A Java interface definition with two methods annotated with `@Message`. The first method, `loveMeTender()`, has attributes `value = "Love Me Tender"` and `mobile = "Love Me True"`.
- DesktopBundle.templ**: A template file containing a Java code snippet for overriding a method. It includes annotations `@Override` and `public`, and a call to `getMessage("${method.name}", ${input.params})`.
- MessagesDesktopBundle.java**: The generated Java class. It contains a private implementation of `getMessage` using `java.text.MessageFormat.format`. It also contains two overridden methods: `loveMeTender()` which returns the message for the key "loveMeTender" with an empty parameter array, and `doYouLove(String name)` which returns the message for the key "doYouLove" with the parameter `name`.

Orange boxes highlight the `loveMeTender()` method in `Messages.java`, the template code in `DesktopBundle.templ`, and the generated `loveMeTender()` method in `MessagesDesktopBundle.java`. An orange arrow points from the highlighted code in `DesktopBundle.templ` down to the corresponding generated code in `MessagesDesktopBundle.java`.

```
package org.ez18n.sample;
import org.ez18n.Message;
@MessageBundle
public interface Messages {
    @Message(value = "Love Me Tender",
        mobile = "Love Me True")
    String loveMeTender();
    @Message("I love {0}")
    String doYouLove(String name);
}
```

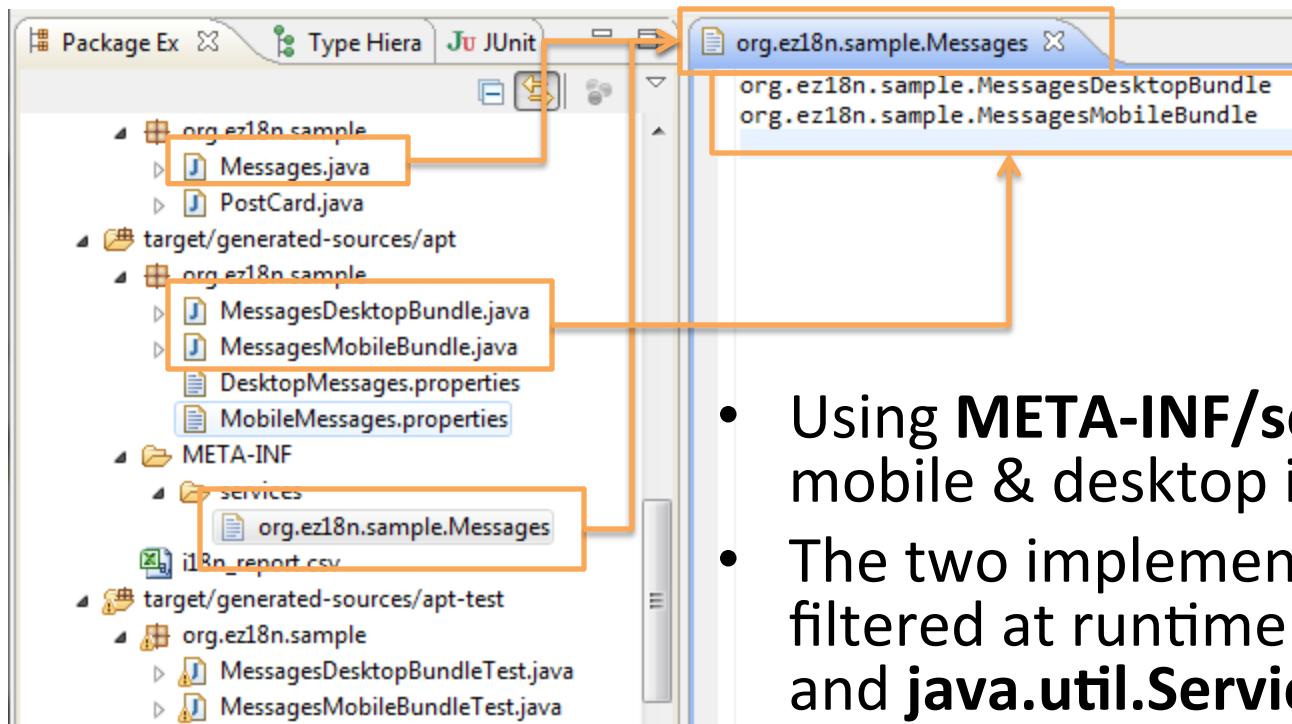
```
@Override
public ${return.type} ${method.name}(${input.typed.params}) {
    return getMessage("${method.name}", ${input.params});
}
```

```
private String getMessage(String key, Object... params) {
    return java.text.MessageFormat.format(delegate.getString(key), params);
}

@Override
public String loveMeTender() {
    return getMessage("loveMeTender", new Object[] {});
}

@Override
public String doYouLove(String name) {
    return getMessage("doYouLove", name);
}
```

# From Messages to META-INF/services/org.ez1n.sample.Messages



- Using **META-INF/services** to inject the mobile & desktop implementation
- The two implementations could be filtered at runtime using **annotations** and **java.util.ServiceLoader**
  - **@Mobile**
  - **@Desktop**

# A factory for the Messages implementations

- Using `java.util.ServiceLoader` to inject the interface with `@MessageBundle`
- `@Desktop` and `@Mobile` used to filter the injection result

```
@MessageBundle
public interface Messages {
    @Message(value = "Love Me Tender", // mobile = "Love Me True")
    String loveMeTender();

    @Message("I love {0}")
    String doYouLove(String name);
}

public class BundleFactory {
    public static final <S> S get(Class<S> service, Class<? extends Annotation> annotation) {
        final ServiceLoader<S> loader = ServiceLoader.<S> Load(service);
        for (S bundle : loader) {
            if (bundle.getClass().getAnnotation(annotation) != null)
                return bundle;
        }
        throw new IllegalStateException("bundle not found for " + service.getName());
    }
}
```

The diagram illustrates the flow of the injection process. It starts with the `Messages` interface, which is annotated with `@MessageBundle`. This interface defines two methods: `loveMeTender()` and `doYouLove(String name)`. Below the interface, the `BundleFactory` class contains a static method `get` that takes a service class and an annotation as parameters. Inside this method, a `ServiceLoader` is created for the given service class. The loader then iterates through its bundles. For each bundle, the class's annotation is checked against the specified annotation. If a match is found, the bundle is returned. If no matching bundle is found, an `IllegalStateException` is thrown. Three orange arrows point from the `@MessageBundle` annotation on the `Messages` interface to the `annotation` parameter in the `get` method of `BundleFactory`. Two additional orange arrows point from the `@Retention` and `@Target` annotations on the `Mobile` and `Desktop` interfaces to the same `annotation` parameter.

# Client code sample with JUnit

- Some basic JUnit test using the API

```
@Generated(value = "org.ez18n.apt.processor.TestDesktopBundleProcessor", date = "9/14/12 7:07 PM")  
public class MessagesDesktopBundleTest {
```

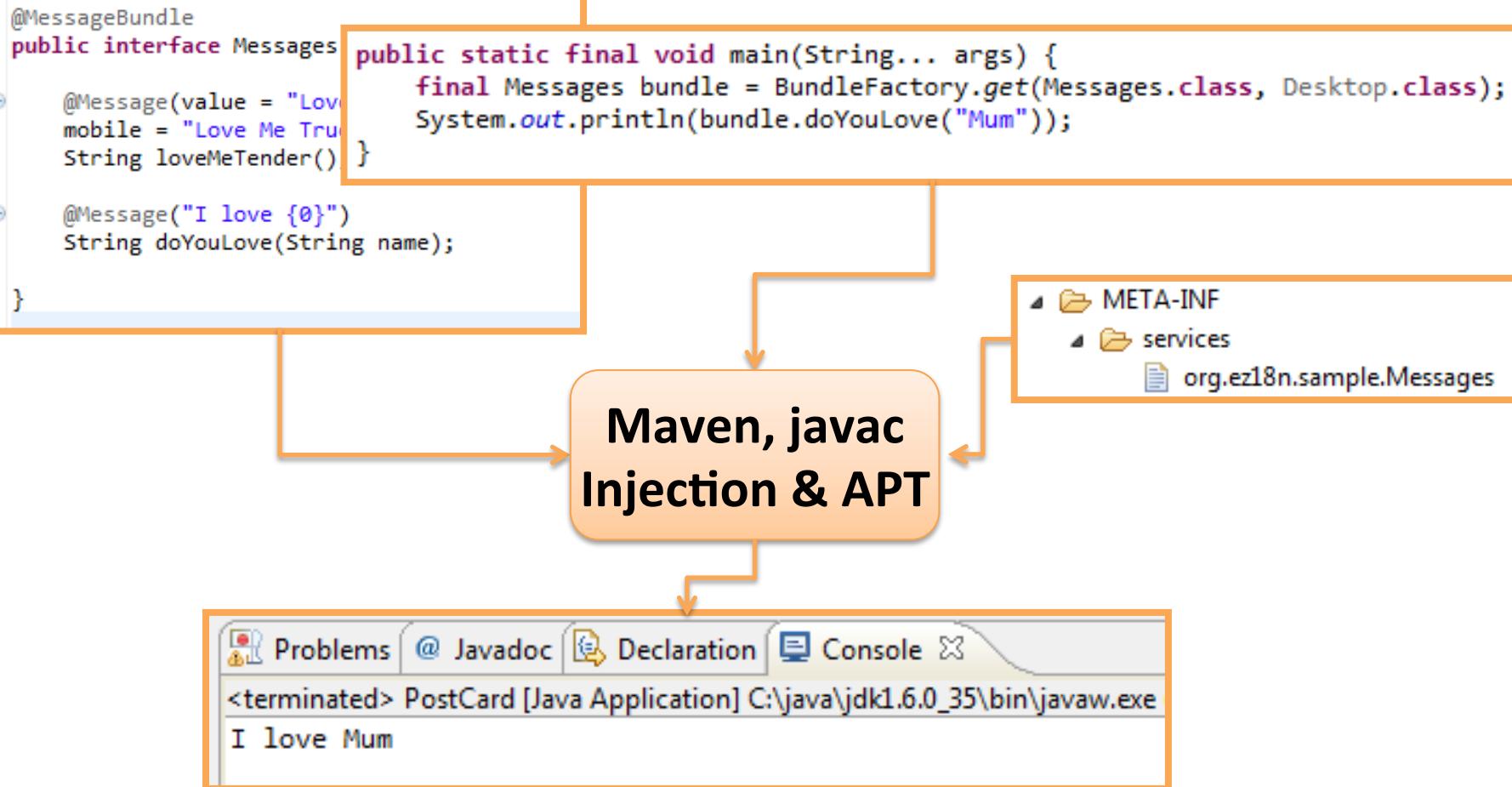
```
    private Messages bundle;  
  
    @org.junit.Before  
    public void setUp() {  
        bundle = BundleFactory.get(Messages.class, Desktop.class);  
    }
```

```
@org.junit.Test  
public void loveMeTender() {  
    assertNotNull(bundle.loveMeTender());  
}  
  
@org.junit.Test  
public void doYouLove() {  
    assertNotNull(bundle.doYouLove(null));  
}
```

The unit tests are generated using APT too ☺

**BundleFactory.get(...)** usage in the test  
@Before to retrieve the bundle implementation

# Ez18n - Summary





If you'd like  
a JSR for ez18n  
please tell us !

Ez18n =  
@Message  
@MessageBundle  
Set of Processors

# APT virtual mini-track

## Sessions

- **CON3372 - Advanced Annotation Processing with JSR 269**
  - Jaroslav Tulach
- **CON6489 - Build Your Own Type System for Fun and Profit**
  - Werner Dietl and Michael Ernst
- **CON4469 - Annotations and Annotation Processing: What's New in JDK 8?**
  - Joel Borggrén-Franck
- **HOL3925 - Hack into Your Compiler!**
  - Jaroslav Tulach
- **CON7928 - Writing Annotation Processors to Aid Your Development Process**
  - Ian Robertson

## Thanks to

- Joseph D. Darcy (APT spec lead) - <https://blogs.oracle.com/darcy/>

“As the lead engineer on JSR 269 in JDK 6, I'd be heartened to see greater adoption and use of annotation processing by Java developers.” **Joseph D. Darcy (Oracle)**



# Thank you !

Ez18n is on GitHub.  
Just fork it !



<https://github.com/dbaeli/ez18n>

