Chapter 9: Java Beans

Introduction:

JavaBeans are introduced in 1996 by Sun Microsystem and defined as: **"A JavaBean is reusable, platform independent** component **that can be manipulated visually in a builder tool."**

A bean is not required to **inherit** from any particular base class or interface. Visual beans inherit from *java.awt.Component.* Though Beans are primarily targeted at builder tools, they are also entirely usable by human programmers. Beans are more than class libraries. Ordinarily stored in jar files. A Bean may be visible to an end user. One example of this is a button on a graphical user interface. A Bean may also be invisible to a user. Software to decode a stream of multimedia information in real time is an example of this type of building block. Finally, a Bean may be designed to work autonomously on a user's workstation or to work in cooperation with a set of other distributed components. Software to generate a pie chart from a set of data points is an example of a Bean that can execute locally. However, a Bean that provides real-time price information from a stock or commodities exchange would need to work in cooperation with other distributed software to obtain its data.

In computing, based on the Java Platform, JavaBeans are classes that encapsulate many objects into a single object (the bean). They are serializable, have a zero-argument constructor, and allow access to properties using getter and setter methods. The name "Bean" was given to encompass this standard, which aims to create reusable software components for Java. Beans are developed with a Beans Development Kit (BDK) from Sun and can be run on any major operating system platform inside a number of application environments (known as *containers*), including browsers, word processors, and other applications.

Builder tool enables you to create and use beans for application development purpose. In simple words JavaBean is nothing but a Java class. It connect and configure components and is a Builder Tool that allows connection and configuration of Beans.

When these JavaBeans are used in other applications, the internal working of such components are hidden from the application developer. The JavaBeans API provides a framework for defining reusable, embeddable, modular software components.

It is a java class that should follow the following conventions:

- It should be **serializable** and that which can implement the **Serializable** interface.
- It should have a **public** no-argument constructor.
- It may have a number of properties which can be **read or written**
- All properties in java bean must be **private** with **public** getters and setter methods.

The JavaBeans API:

- Features implemented as extensions to standard Java Class Library
- Main Component Services

GUI merging

- Containers usually have Menus and/or toolbars
- Allows components to add features to the menus and/or toolbars
- Define mechanism for interface layout between components and containers

Persistence

- Components can be stored and retrieved
- Default – inherit serialization
- Can define more complex solutions based on needs of the components

Event Handling

- Defines how components interact
- Java AWT event model serves as basis for the event handling API's
- Provides a consistent way for components to interact with each other

Introspection

- the process of discovering an object's characteristics
- Defines techniques so components can expose internal structure at design time
- Allows development tools to query a component to determine member variables, methods, and interfaces
- Standard naming patterns used
- Based on java.lang.reflect
  - Reflection is the third indispensable API (java.lang.reflect) for the JavaBeans architecture.
    - With reflection, it's straightforward to examine any object dynamically, to determine (and potentially invoke) its methods.
  - IDE examines a Bean dynamically to determine its methods,
    - analyze design patterns in method names and put together a list of access methods that retrieve and set instance data,
    - for example, **getForeground()** and **setForeground()** for retrieving and setting **foreground** color.
    - An instance/state variable with this type of access methods is called a property.

- IDE uses reflection to determine the Bean's properties
  - presents them for editing in a graphical window, (property sheet).
  - By using standard naming conventions a programmer can design a Bean that's configurable in a graphical builder tool.

¬ Application Builder Support

- Provides support for manipulating and editing components at design time
- Used by tools to provide layout and customizing during design
- Should be separate from component
- Not needed at run time

Why java beans?

A bean encapsulates many objects into one object, so we can access this object from multiple places. Moreover, it provides the easy maintenance.

Components of JavaBeans

The classes that contained definition of beans is known as **components of JavaBeans**. These classes follows certain design conventions. It includes properties, events, methods and persistence. There are two types of components, GUI based and non GUI based. For instance JButton is example of a component not a class.

Properties (data members): Property is a named attribute of a bean, it includes color, label, font, font size, display size. It determines appearance, behavior and state of a bean.

Methods: Methods in JavaBeans are same as normal Java methods in a class. It doesn't follow any specific naming conventions. All properties should have accessor and mutator methods tha follows a standard naming convensions(setXxxx and getXxxx methods and isXxxx for Booleans attributes).

Events: Events in JavaBeans are same as SWING/AWT event handling.

Persistence: Serializable interface enables JavaBean to store its state.

Bean NON Requirements

- No Bean Superclass
- Visible interface not required
  - 'Invisible' Beans (timer, random number generator, complex calculation)

Bean Requirements

- Introspection
  - Exports: properties, methods, events
- Properties
  - Subset of components internal state
- Methods
  - Invoked to execute component code

- Events (If any needed)
  - Notification of a change in state
  - User activities (typing, mouse actions, …)
- Customization
  - Developer can change appearance
- Persistence
  - Save current state so it can be reloaded

Other Properties:

- Indexed properties
  - Array value with get and set elements
- Bound properties
  - Triggers event when value changed
- Constrained properties
- Triggers event when value changes and allows listeners to 'veto' the change

Advantages of JavaBeans

The following list enumerates some of the benefits that Java Bean technology provides for a component developer:

- Reusability in different environments.
- Used to create applet, servlet, application or other components.
- JavaBeans are dynamic, can be customized.
- Can be deployed in network systems
- A Bean obtains all the benefits of Java's "**write-once, run-anywhere**" paradigm.
- The properties, events, and methods of a Bean that are exposed to another application can be controlled.
- Auxiliary software can be provided to help configure a Bean. This software is only needed when the design-time parameters for that component are being set. It does not need to be included in the run-time environment.
- The state of a Bean can be saved in persistent storage and restored at a later time.
- A Bean may register to receive events from other objects and can generate events that are sent to other objects.

Disadvantages of JavaBeans

- A class with a nullary constructor is subject to being instantiated in an invalid state. If such a class is instantiated manually by a developer (rather than automatically by some kind of framework), the developer might not realize that he has instantiated the class in an invalid state. The compiler can't detect such a problem, and even if it's documented, there's no guarantee that the developer will see the documentation.
- Having to create a getter for every property and a setter for many, most, or all of them, creates an immense amount of boilerplate code.

Introspection

At the core of Java Beans is *introspection*. This is the process of analyzing a Bean to determine

its capabilities. This is an essential feature of the Java Beans API because it allows another application, such as a design tool, to obtain information about a component. Without introspection, the Java Beans technology could not operate.

There are two ways in which the developer of a Bean can indicate which of its properties, events, and methods should be exposed. With the first method, simple naming conventions are used. These allow the introspection mechanisms to infer information about a Bean. In the second way, an additional class that extends the **BeanInfo** interface is provided that explicitly supplies this information. Both approaches are examined here.

Design Patterns for Properties

A *property* is a subset of a Bean's state. The values assigned to the properties determine the behavior and appearance of that component. A property is set through a *setter* method. A property is obtained by a *getter* method. There are two types of properties: simple and indexed.

Simple Properties

A simple property has a single value. It can be identified by the following design patterns, where **N** is the name of the property and **T** is its type:

public T getN( )

public void setN(T *arg*)

A read/write property has both of these methods to access its values. A read-only property has only a get method. A write-only property has only a set method.

Here are three read/write simple properties along with their getter and setter methods:

```
private double depth, height, width;
public double getDepth( ) {
return depth;
}
public void setDepth(double d) {
depth = d;
}
public double getHeight( ) {
return height;
}
public void setHeight(double h) {
height = h;
}
public double getWidth( ) {
```

return width;
}
public void setWidth(double w) {
width = w;
}
NOTE For a boolean property, a method of the form is*PropertyName*( ) can also be used as an accessor.

Indexed Properties

An indexed property consists of multiple values. It can be identified by the following design patterns, where **N** is the name of the property and **T** is its type:

public T getN(int *index*);
public void setN(int *index*, T *value*);
public T[ ] getN( );
public void setN(T *values*[ ]);

Here is an indexed property called **data** along with its getter and setter methods:

private double data[ ];
public double getData(int index) {
return data[index];
}
public void setData(int index, double value) {
data[index] = value;
}
public double[ ] getData( ) {
return data;
}
public void setData(double[ ] values) {
data = new double[values.length];
System.arraycopy(values, 0, data, 0, values.length);
}

Design Patterns for Events

Beans use the delegation event model that was discussed earlier in this book. Beans can generate events and send them to other objects. These can be identified by the following design patterns, where **T** is the type of the event:

public void addTListener(TListener *eventListener*)
public void addTListener(TListener *eventListener*)

throws java.util.TooManyListenersException

public void removeTListener(TListener *eventListener*)

These methods are used to add or remove a listener for the specified event. The version of **addTListener( )** that does not throw an exception can be used to *multicast* an event, which means that more than one listener can register for the event notification. The version that throws **TooManyListenersException** *unicasts* the event, which means that the number of listeners can be restricted to one. In either case, **removeTListener( )** is used to remove the listener. For example, assuming an event interface type called **TemperatureListener**, a Bean that monitors temperature might supply the following methods:

```
public void addTemperatureListener(TemperatureListener tl) {
...
}
public void removeTemperatureListener(TemperatureListener tl) {
...
}
```

Methods and Design Patterns

Design patterns are not used for naming nonproperty methods. The introspection mechanism finds all of the public methods of a Bean. Protected and private methods are not presented.

Using the BeanInfo Interface

As the preceding discussion shows, design patterns *implicitly* determine what information is available to the user of a Bean. The **BeanInfo** interface enables you to *explicitly* control what information is available. The **BeanInfo** interface defines several methods, including these:

```
PropertyDescriptor[ ] getPropertyDescriptors( )
EventSetDescriptor[ ] getEventSetDescriptors( )
MethodDescriptor[ ] getMethodDescriptors( )
```

They return arrays of objects that provide information about the properties, events, and methods of a Bean. The classes **PropertyDescriptor**, **EventSetDescriptor**, and **MethodDescriptor** are defined within the **java.beans** package, and they describe the indicated elements. By implementing these methods, a developer can designate exactly what is presented to a user, bypassing introspection based on design patterns.

When creating a class that implements **BeanInfo**, you must call that class *bname*BeanInfo, where *bname* is the name of the Bean. For example, if the Bean is called **MyBean**, then the information class must be called **MyBeanBeanInfo**.

To simplify the use of **BeanInfo**, JavaBeans supplies the **SimpleBeanInfo** class. It provides default implementations of the **BeanInfo** interface, including the three methods just shown. You can extend this class and override one or more of the methods to explicitly control what aspects of a Bean are exposed. If you don't override a method, then design-pattern introspection will be used. For example, if you don't override **getPropertyDescriptors( )**, then design patterns are used to discover a Bean's properties. You will see **SimpleBeanInfo** in action later in this chapter.

Bound and Constrained Properties

A Bean that has a *bound* property generates an event when the property is changed. The event is of type **PropertyChangeEvent** and is sent to objects that previously registered an interest in receiving such notifications. A class that handles this event must implement the **PropertyChangeListener** interface.

A Bean that has a *constrained* property generates an event when an attempt is made to change its value. It also generates an event of type **PropertyChangeEvent**. It too is sent to objects that previously registered an interest in receiving such notifications. However, those other objects have the ability to veto the proposed change by throwing a **PropertyVetoException**. This capability allows a Bean to operate differently according to its run-time environment. A class that handles this event must implement the **VetoableChangeListener** interface.

Persistence

Persistence is the ability to save the current state of a Bean, including the values of a Bean's properties and instance variables, to nonvolatile storage and to retrieve them at a later time. The object serialization capabilities provided by the Java class libraries are used to provide persistence for Beans.

The easiest way to serialize a Bean is to have it implement the **java.io.Serializable** interface, which is simply a marker interface. Implementing **java.io.Serializable** makes serialization automatic. Your Bean need take no other action. Automatic serialization can also be inherited. Therefore, if any superclass of a Bean implements **java.io.Serializable**, then automatic serialization is obtained. When using automatic serialization, you can selectively prevent a field from being saved through the use of the **transient** keyword. Thus, data members of a Bean specified as **transient** will not be serialized.

If a Bean does not implement **java.io.Serializable**, you must provide serialization yourself, such as by implementing **java.io.Externalizable**. Otherwise, containers cannot save the configuration of your component.

Customizers

A Bean developer can provide a *customizer* that helps another developer configure the Bean. A customizer can provide a step-by-step guide through the process that must be followed to use the

component in a specific context. Online documentation can also be provided. A Bean developer has great flexibility to develop a customizer that can differentiate his or her product in the marketplace.

The Java Beans API

The Java Beans functionality is provided by a set of classes and interfaces in the **java.beans** package. This section provides a brief overview of its contents. Table 37-1 lists the interfaces in **java.beans** and provides a brief description of their functionality. Table 37-2 lists the classes in **java.beans**.

Table 9-1 The Interfaces in **java.beans**

Interface	**Description**
AppletInitializer	Methods in this interface are used to initialize Beans that are also applets.
BeanInfo	This interface allows a designer to specify information about the properties, events, and methods of a Bean.
Customizer	This interface allows a designer to provide a graphical user interface through which a Bean may be configured.
DesignMode	Methods in this interface determine if a Bean is executing in design mode.
ExceptionListener	A method in this interface is invoked when an exception has occurred.
PropertyChangeListener	A method in this interface is invoked when a bound property is changed.
PropertyEditor	Objects that implement this interface allow designers to change and display property values.
VetoableChangeListener	A method in this interface is invoked when a constrained property is changed.
Visibility	Methods in this interface allow a Bean to execute in environments where a graphical user interface is not available.

Table 9-2 The Classes in **java.beans**

Class	**Description**
BeanDescriptor	This class provides information about a Bean. It also allows you to associate a customizer with a Bean.
Beans	This class is used to obtain information about a Bean.
DefaultPersistenceDelegate	A concrete subclass of **PersistenceDelegate**.

Encoder	Encodes the state of a set of Beans. Can be used to write this information to a stream.
EventHandler	Supports dynamic event listener creation.
EventSetDescriptor	Instances of this class describe an event that can be generated by a Bean.
Expression	Encapsulates a call to a method that returns a result.
FeatureDescriptor	This is the superclass of the **PropertyDescriptor**, **EventSetDescriptor**, and **MethodDescriptor** classes, among others.

Although it is beyond the scope of this chapter to discuss all of the classes, four are of particular interest: **Introspector**, **PropertyDescriptor**, **EventSetDescriptor**, and **MethodDescriptor**. Each is briefly examined here.

Table 9-2 The Classes in **java.beans** (continued)

Class	**Description**
IndexedPropertyChangeEvent	A subclass of **PropertyChangeEvent** that represents a change to an indexed property.
IndexedPropertyDescriptor	Instances of this class describe an indexed property of a Bean.
IntrospectionException	An exception of this type is generated if a problem occurs when analyzing a Bean.
Introspector	This class analyzes a Bean and constructs a **BeanInfo** object that describes the component.
MethodDescriptor	Instances of this class describe a method of a Bean.
ParameterDescriptor	Instances of this class describe a method parameter.
PersistenceDelegate	Handles the state information of an object.
PropertyChangeEvent	This event is generated when bound or constrained properties are changed. It is sent to objects that registered an interest in these events and that implement either the **PropertyChangeListener** or **VetoableChangeListener** interfaces.
PropertyChangeListenerProxy	Extends **EventListenerProxy** and implements **PropertyChangeListener**.
PropertyChangeSupport	Beans that support bound properties can use this class to notify **PropertyChangeListener** objects.
PropertyDescriptor	Instances of this class describe a property of a Bean.

PropertyEditorManager	This class locates a **PropertyEditor** object for a given type.
PropertyEditorSupport	This class provides functionality that can be used when writing property editors.
PropertyVetoException	An exception of this type is generated if a change to a constrained property is vetoed.
SimpleBeanInfo	This class provides functionality that can be used when writing **BeanInfo** classes.
Statement	Encapsulates a call to a method.
VetoableChangeListenerProxy	Extends **EventListenerProxy** and implements **VetoableChangeListener**.
VetoableChangeSupport	Beans that support constrained properties can use this class to notify **VetoableChangeListener** objects.
XMLDecoder	Used to read a Bean from an XML document.
XMLEncoder	Used to write a Bean to an XML document.

Introspector

The **Introspector** class provides several static methods that support introspection. Of most interest is **getBeanInfo( )**. This method returns a **BeanInfo** object that can be used to obtain information about the Bean. The **getBeanInfo( )** method has several forms, including the one shown here: static BeanInfo getBeanInfo(Class<?> *bean*) throws IntrospectionException. The returned object contains information about the Bean specified by *bean.*

PropertyDescriptor

The **PropertyDescriptor** class describes the characteristics of a Bean property. It supports several methods that manage and describe properties. For example, you can determine if a property is bound by calling **isBound( )**. To determine if a property is constrained, call **isConstrained( )**. You can obtain the name of a property by calling **getName( )**.

EventSetDescriptor

The **EventSetDescriptor** class represents a Bean event. It supports several methods that obtain the methods that a Bean uses to add or remove event listeners, and to otherwise manage events. For example, to obtain the method used to add listeners, call **getAddListenerMethod( )**.

To obtain the method used to remove listeners, call **getRemoveListenerMethod( )**. To obtain the type of a listener, call **getListenerType( )**. You can obtain the name of an event by calling **getName( )**.

MethodDescriptor

The **MethodDescriptor** class represents a Bean method. To obtain the name of the method, call **getName( )**. You can obtain information about the method by calling **getMethod( )**, shown here:

Method getMethod( )

An object of type **Method** that describes the method is returned.

A Bean Example

This chapter concludes with an example that illustrates various aspects of Bean programming, including introspection and using a **BeanInfo** class. It also makes use of the **Introspector**, **PropertyDescriptor**, and **EventSetDescriptor** classes. The example uses three classes.

The first is a Bean called **Colors**, shown here:

```
// A simple Bean.
import java.awt.*;
import java.awt.event.*;
import java.io.Serializable;
public class Colors extends Canvas implements Serializable {
transient private Color color; // not persistent
private boolean rectangular; // is persistent

public Colors() {
addMouseListener(new MouseAdapter() {
public void mousePressed(MouseEvent me) {
change();
}
});
rectangular = false;
setSize(200, 100);
change();
}
public boolean getRectangular() {
return rectangular;
}
```

```
public void setRectangular(boolean flag) {
this.rectangular = flag;
repaint();
}
public void change() {
color = randomColor();
repaint();
}
private Color randomColor() {
int r = (int)(255*Math.random());
int g = (int)(255*Math.random());
int b = (int)(255*Math.random());
return new Color(r, g, b);
}
public void paint(Graphics g) {
Dimension d = getSize();
int h = d.height;
int w = d.width;
g.setColor(color);
if(rectangular) {
g.fillRect(0, 0, w-1, h-1);
}
else {
g.fillOval(0, 0, w-1, h-1);
}
}
}
```

The **Colors** Bean displays a colored object within a frame. The color of the component is determined by the private **Color** variable **color**, and its shape is determined by the private **boolean** variable **rectangular**. The constructor defines an anonymous inner class that extends **MouseAdapter** and overrides its **mousePressed( )** method. The **change( )** method is invoked in response to mouse presses. It selects a random color and then repaints the component.

The **getRectangular( )** and **setRectangular( )** methods provide access to the one property of this Bean. The **change( )** method calls **randomColor( )** to choose a color and then calls **repaint( )** to make the change visible. Notice that the **paint( )** method uses the **rectangular** and **color** variables to determine how to present the Bean.

The next class is **ColorsBeanInfo**. It is a subclass of **SimpleBeanInfo** that provides explicit information about **Colors**. It overrides **getPropertyDescriptors( )** in order to designate which properties are presented to a Bean user. In this case, the only property exposed is **rectangular**. The method creates and returns a **PropertyDescriptor** object for the **rectangular** property. The **PropertyDescriptor** constructor that is used is shown here: PropertyDescriptor(String *property*, Class<?> *beanCls*) throws IntrospectionException
Here, the first argument is the name of the property, and the second argument is the class of the Bean.

```
// A Bean information class.
import java.beans.*;
public class ColorsBeanInfo extends SimpleBeanInfo {
public PropertyDescriptor[] getPropertyDescriptors() {
try {
PropertyDescriptor rectangular = new
PropertyDescriptor("rectangular", Colors.class);
PropertyDescriptor pd[] = {rectangular};
return pd;
}
catch(Exception e) {
System.out.println("Exception caught. " + e);
}
return null;
}
}
```

The final class is called **IntrospectorDemo**. It uses introspection to display the properties and events that are available within the **Colors** Bean.

```
// Show properties and events.
import java.awt.*;
import java.beans.*;
```

```
public class IntrospectorDemo {
public static void main(String args[]) {
try {
Class<?> c = Class.forName("Colors");
BeanInfo beanInfo = Introspector.getBeanInfo(c);
System.out.println("Properties:");
PropertyDescriptor propertyDescriptor[] =
beanInfo.getPropertyDescriptors();
for(int i = 0; i < propertyDescriptor.length; i++) {
System.out.println("\t" + propertyDescriptor[i].getName());
}
System.out.println("Events:");
EventSetDescriptor eventSetDescriptor[] =beanInfo.getEventSetDescriptors();
for(int i = 0; i < eventSetDescriptor.length; i++) {
System.out.println("\t" + eventSetDescriptor[i].getName());
}
}
catch(Exception e) {
System.out.println("Exception caught. " + e);
}
}
}
```

The output from this program is the following:

```
Properties:
    rectangular
Events:
        mouseWheel
        mouse
        mouseMotion
        component
        hierarchyBounds
        focus
        hierarchy
```

propertyChange
inputMethod
key

Notice two things in the output. First, because **ColorsBeanInfo** overrides **getPropertyDescriptors( )** such that the only property returned is **rectangular**, only the **rectangular** property is displayed. However, because **getEventSetDescriptors( )** is not overridden by **ColorsBeanInfo**, design-pattern introspection is used, and all events are found, including those in **Colors**' superclass, **Canvas**. Remember, if you don't override one of the "get" methods defined by **SimpleBeanInfo**, then the default, design-pattern introspection is used. To observe the difference that **ColorsBeanInfo** makes, erase its class file and then run **IntrospectorDemo** again. This time it will report more properties.

Reading Assignment: Enterprise Java Beans (EJB).