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Event Driven Programming in Java – Part 2

Posted on December 3, 2014 by Arulkumaran Kumaraswamipillai — No Comments ↓



This extends the basic tutorial on **event driven programming in Java**. This tutorial covers **JMX enabling**the **EventHub** class vian **MBeans** and monitoring through
JMX compliant tool like **jconsole**.

Step 1: Define the interface with the methods that are intractable via the JMX compliant client like jconsole.

```
1 package com.writtentest14;
2 
3 public interface EventHubMBean {
4 
5  /**
6  * Attributes
7  */
```

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- Event Driven Progr
 - Event Driven Pro
 - Event Driven Pro

Step 2: Define the implementation of the above interface. Note it extends *StandardMBean* from the Java management API.

```
package com.writtentest14;
3
   import javax.management.StandardMBean;
5
   public class StandardEventHubMBean extends Stand
6
7
       private EventHub eventHub;
8
9
       public StandardEventHubMBean(EventHub eventH
10
           super(EventHubMBean.class, false);
11
           this.eventHub = eventHub;
12
       }
13
14
       @Override
15
       public long getEventCount() {
16
           return this.eventHub.getEventCount();
17
18
19
       @Override
20
       public void fireEventById(String eventId) {
21
           Event event = new Event(eventId);
22
           this.eventHub.fire(event);
23
       }
24
25 }
26
```

Step 3: Now, the revised EventHib with JMX enabled.

```
package com.writtentest14;
2
   import java.lang.management.ManagementFactory;
3
4
   import java.util.ArrayList;
5
   import java.util.Collections;
6
   import java.util.List;
7
    import java.util.concurrent.ConcurrentHashMap;
8
   import java.util.concurrent.ConcurrentMap;
9
   import java.util.concurrent.CopyOnWriteArrayLis
10
   import java.util.concurrent.atomic.AtomicLong;
11
12
   import javax.management.MBeanServer;
13
   import javax.management.MBeanServerFactory;
   import javax.management.MalformedObjectNameExce
14
   import javax.management.ObjectName;
```

```
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```

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```
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- ⊕ Scalability (4)
- **⊞** SDLC (6)

```
16
17
18
     * register and unregister event listeners
19
20
21
   public class EventHub {
22
23
     private static final EventHub INSTANCE = creat
24
25
     private ConcurrentMap<String, List<EventListen</pre>
26
     private EventDispatcher synchronousDispatcher;
27
28
29
     private AtomicLong eventCount = new AtomicLong
30
31
     public EventHub() {
32
      registerMBean();
33
34
35
     public static EventHub instance() {
36
      return INSTANCE;
37
38
39
     public EventHub(EventDispatcher synchronousDis
40
      this.synchronousDispatcher = synchronousDispa
41
      registerMBean();
42
43
44
     public long getEventCount() {
45
     return this.eventCount.get();
46
47
48
49
50
     private long getNextEventNumber() {
51
     return this.eventCount.incrementAndGet();
52
53
54
     protected EventDispatcher getSynchronousDispat
55
      return this.synchronousDispatcher;
56
57
58
     public void setSynchronousDispatcher(EventDisp
59
      this.synchronousDispatcher = dispatcher;
60
61
62
     public void fire(Event event) {
63
      dispatch(event, getSynchronousDispatcher());
64
65
66
67
     public synchronized void addListener(String ev
68
      List<EventListener<Event>> listeners = this.r
69
      if (listeners != null) {
70
       listeners.add(listener);
71
      } else {
72
       listeners = new CopyOnWriteArrayList<EventLi
73
       listeners.add(listener);
74
       this.registeredListeners.put(eventId, listen
75
      }
76
77
     }
78
79
80
     public void removeListener(String eventId, Eve
      List<EventListener<Event>> listeners = this.r
```

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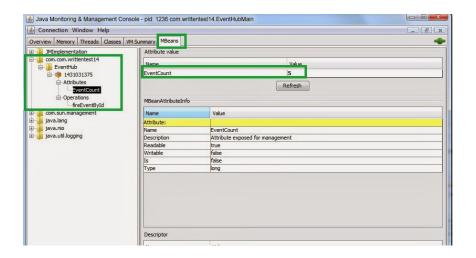
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```
82
      if (listeners != null) {
83
       listeners.remove(listener);
84
85
86
87
88
     private void registerMBean() {
      MBeanServer server = getMBeanServer();
89
90
      StandardEventHubMBean mbean = new StandardEve
91
      try {
92
       server.registerMBean(mbean, getMBeanObjectNa
93
      } catch (Exception e) {
94
       e.printStackTrace();
95
      }
96
97
     }
98
99
     protected void dispatch(Event event, EventDisp
100
      getNextEventNumber();
101
      List<EventListener<Event>> listeners = getLis
102
      if (!listeners.isEmpty()) {
103
104
       dispatcher.dispatch(event, listeners);
105
    }
106
107
108
109
      private static EventHub createInstance() {
110
             EventHub instance = new EventHub(new S
111
             return instance;
112
         }
113
     private List<EventListener<Event>> getListener
114
115
      List<EventListener<Event>> listeners = this.r
116
      return (listeners != null) ? listeners : Coll
117
118
119
     private MBeanServer getMBeanServer() {
120
      ArrayList<MBeanServer> servers = MBeanServerF
121
      if (servers != null && !servers.isEmp)
122
       return (MBeanServer) servers.get(0);
123
      } else {
          If it all fails, get the platform default
124
125
       return ManagementFactory.getPlatformMBeanSer
126
127
128
     private ObjectName getMBeanObjectName() {
129
130
131
       String name = "com.com.writtentest14:type=Ev
132
       return new ObjectName(name);
      } catch (MalformedObjectNameException e) {
133
134
       throw new RuntimeException(e);
135
136
137
138 }
139
```

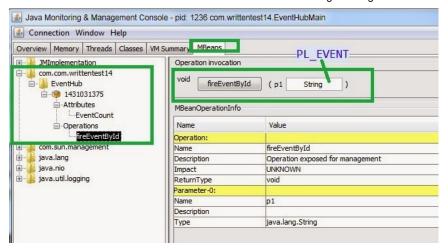
Step 4: Run the *EveneHubMain* defined in part 1. Type *jconsole* from a DOS command prompt.



Step 5: You can now view the attributes and operations defined in *EventHubMBean* interface. It displays the number of events processed.



Step 6: You can also fire an event by entering an event name and clicking on *fireEventById(*).



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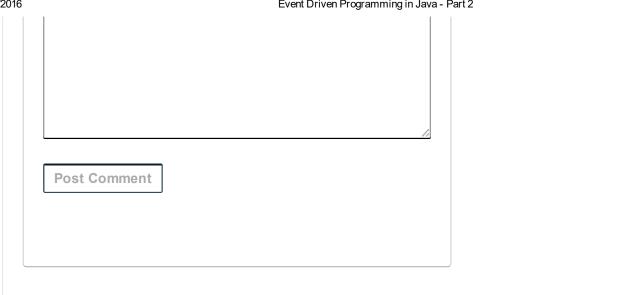
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