# INTRODUCTION TO GROOVY

**GABOR BATA** 

APRIL 20, 2015

# **AGENDA**

- 1 Groovy overview
- 2 Language characteristics
- 3 From Java to Groovy
- 4 Essential Groovy features lists, maps, closures etc.
- 5 Summary
- 6 Questions

# **GROOVY OVERVIEW**

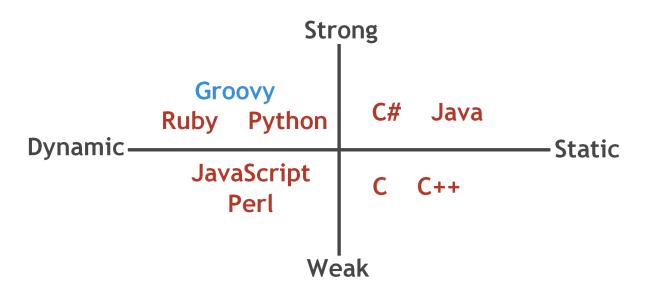
Groovy is a dynamic language for the JVM. It shines with

- full object-orientation
- scriptability
- optional typing
- operator customization
- lexical declarations for the most common data types
- closures
- compact property syntax
- seamless Java integration

Groovy can largely be viewed as a superset of Java as *most valid Java files are also valid Groovy files*, but Groovy code can be more compact.



# LANGUAGE CHARACTERISTICS



PARADIGM Object-oriented, imperative, scripting, functional

TYPING DISCIPLINE Dynamic, Static, Strong, Duck

# **LANGUAGE CHARACTERISTICS – CONTINUED**

#### **DUCK TYPING**

"If it walks like a duck and talks like a duck, it must be a duck".

In other words, in a language that supports duck typing an object of a particular type is compatible with a method or function, if it supplies all the methods/method signatures asked of it by the method/function at run time.



# FROM JAVA TO GROOVY

```
01. package com.acme.java.example;
02.
03. public class HelloWorld {
04.
      private String name;
05.
06.
      public void setName(String name) {
07.
        this.name = name;
08.
09.
10.
      public String getName() {
11.
        return name:
12.
13.
14.
      public String greet() {
        return "Hello " + name;
15.
16.
17.
18.
      public static void main(String[] args) {
19.
        HelloWorld helloWorld = new HelloWorld();
        helloWorld.setName("Austin Powers");
20.
21.
        System.out.println(helloWorld.greet());
22.
23. }
```

```
01. package com.acme.groovy.example
02.
03. class HelloWorld {
04.    def name
05.    def greet() { "Hello ${name}" }
06. }
07.
08.    def helloWorld = new HelloWorld()
09.    helloWorld.name = "Austin Powers"
10. println helloWorld.greet()
```

- typing is optional ('String' vs. 'def')
- semi-colons/parentheses are optional
- public visibility is the default
- string interpolation with GString
- 'return' can be omitted (the last expression is returned)
- getter/setter is provided automatically
- fields (properties) can be accessed by dot notation
- handy methods and shortcuts (e.g. println)

# **ESSENTIAL GROOVY FEATURES – 1 / 5**

**ASSERT STATEMENT** Verify pre- and post-conditions

```
def version = 42
assert version == 42 // ok
version++
assert version == 42 // assertion failure
```

**OPTIONAL PARENTHESES** Can be omitted if the method signature requires at least one parameter (DSL friendly).

```
// parentheses is optional
Math.max(1, 2)
Math.max 1, 2
println('Groovy is awesome!')
println 'Groovy is awesome!'
```

```
// parentheses is mandatory
list.size()
```

# **ESSENTIAL GROOVY FEATURES – 2 / 5**

## **STRINGS**

```
def single = 'This is a \'single-quoted\' string' // java.lang.String
def gstring = "Today is: ${new Date()}" // interpolation, groovy.lang.GString
def multiline = """
   This is a
    multiline string
"""
```

### LISTS

```
def names = ['Austin Powers', 'Dr. Evil'] // ArrayList
assert names.size() == 2
assert names[1] == 'Dr. Evil'

names << 'Mini-me'
assert names.size() == 3

names.each { name -> println name } // iterate over
```

```
// Change default list type
def x = [1, 2, 3] as LinkedList

// Ranges
println names[1..3]

// Outputs:
// [Dr. Evil, Mini-me]
```

# **ESSENTIAL GROOVY FEATURES – 3 / 5**

#### MAPS

```
def releaseYears = ['Java': 1995, 'Groovy': 2003] // java.lang.LinkedHashMap
assert releaseYears.size() == 2
assert releaseYears.Java == 1995
assert releaseYears['Java'] == 1995
releaseYears['Ruby'] = 1995
assert releaseYears.size() == 3
releaseYears.each { lang, year -> println "${lang} was first released in ${year}" }
```

#### **REGEX**

# **ESSENTIAL GROOVY FEATURES – 4 / 5**

### **CLOSURES**

A closure captures a piece of logic and the enclosing scope. They are first-class objects and can receive messages, can be returned from method calls, stored in fields, and used as arguments to a method call. This is a similar concept of lambdas in Java.

```
def name = "Austin"
def printClosure = { println "Hello, ${name}" }
printClosure() // Outputs: Hello, Austin
name = "Dr. Evil"
printClosure() // Outputs: Hello, Dr. Evil
def printClosure = { name -> println "Hello, ${name}" }
printClosure "Austin"
printClosure "Dr. Evil"
def printClosure = { name1, name2 -> println "Hello, ${name1}, ${name2}" }
printClosure "Austin", "Dr. Evil"
```

# **ESSENTIAL GROOVY FEATURES – 5 / 5**

#### **ITERABLES**

Every object is iterable in Groovy, even if it was implemented in Java.

You can apply the following iterative object methods on them (this is not a complete list):

Returns	Purpose
List	collect { }
(void)	each { }
(void)	eachWithIndex { item, index -> }
Object	find { }
List	findAll { }
Integer	<pre>findIndexOf { }</pre>
Integer	<pre>findLastIndexOf() { }</pre>

# **SUMMARY**

#### **GROOVY IS ACTUALLY JAVA (ON STEROIDS)**

- JVM based language
- Short learning curve
- Existing libraries for Java can be used
- Dynamic typing (with optional static typing)
- Compact syntax
- Closure is first class citizen
- Syntactic sugar collections, property access, etc.
- Regex is first class citizen
- Ideal language for creating DSLs (e.g. Gradle, Grails)



# **USEFUL RESOURCES**

#### **WEBSITES**

- Groovy Programming Language
   http://www.groovy-lang.org/
- Groovy web console http://groovyconsole.appspot.com/

#### **RECOMMENDED READING**

- Groovy in Action Dierk König (Manning)
- Programming Groovy Venkat Subramaniam (The Pragmatic Bookshelf)
- Beginning: Groovy and Grails Christopher M. Judd, Joseph Faisal Nusairat, James Shingler (Apress)

# **THANK YOU**

