Code Scattering (a) Code Tangling (b)

a, b, c, d, SomeException are joinpoint

```
public class SomeClass {
    a() {

    }
    b() {

    }
    c() {

    }
    d() throws SomeException {

    }
}
```

```
public class LogAspect {
    logic() {

    }
}
```
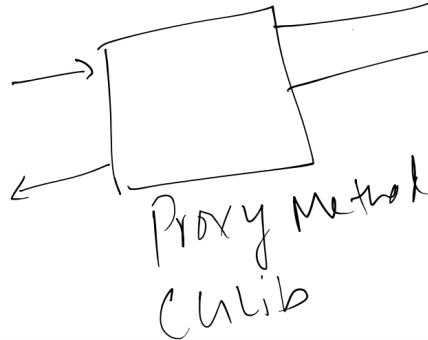
b, SomeException
Pointcut

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public class LogAspect {
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```

2

1

@Before

Proxy Method
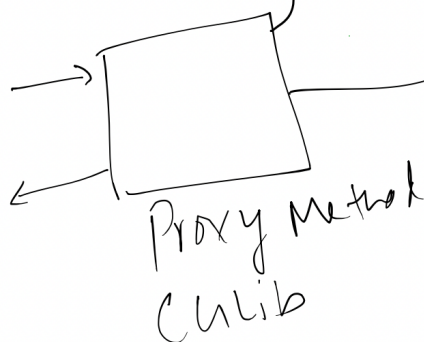CGLib

---

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1

2

@After

Proxy Method
CGLib

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② ① ③

@Around

Proxy Method

CGLib