



淺談 Groovy _與 Gradle

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議程

- 從 Java 到 Groovy
- 使用 Groovy 建立 DSL
- 自動化工具 Gradle
- Gradle 與 IDE









從 Java 到 Groovy







Hello, world!

• 這是 Java ...

```
Hello.java
    public class Hello {
        String name;
        public void sayHello() {
             System.out.printf("Hello, %s!%n", getName());
 6
        public void setName(String name) { this.name = name; }
        public String getName() { return name; }
10
11
12
        public static void main(String[] args) {
            Hello hello = new Hello();
13
             hello.setName("world");
14
15
             hello.sayHello();
16
```



• 這是 Groovy ...

```
- 預設 public
                                                                - 內建 print 函式
 Hello.groovy
    <del>public</del> class Hello {
         String name;
        _<del>public</del> void sayHello() {
             -System-out.printf("Hello, %s!%n", getName());
 5
 6
        _public void setName(String name) { this.name = name; }
10
        _public String getName() { return name; }
12
        -public static void main(String[] args) {
13
             Hello hello = new Hello();
             hello.setName("world");
14
15
             hello.sayHello();
16
```

短一點 ...

```
- 自動產生 Setter
- 自動產生 Getter
```

```
class Hello {
         String name;
         void sayHello() {
 5
             printf("Hello, %s!%n", getName());
 6
        VULU SELIVAILE (SLITING HAILE) ( LITS. HAILE - HAILE, )
 9
10
                actName() { return name:
11
12
         static void main(String[] args) {
13
             Hello hello = new Hello();
14
             hello.setName("world");
15
             hello.sayHello();
16
```





• 省一點...

```
-Gstring 直譯
    class Hello {
                                                    - 透過 Setter 設值
        def name;
                                                    - 透過 Getter 取值
 3
                                                    - 括號、逗號可省
4
        def sayHello()_{_____
            println "Hello, ${name}"
6
8
        static def main(args) {
9
            def_hello_= new_Hello()
            hello.name = "world"
10
11
            hello sayHello()
12
```

```
1 class Hello {
2    def name;
3
4    static def main(args) {
5         def hello = new Hello()
6         hello.name = "world"
7         println "Hello, ${hello.name}"
8    }
9 }
```







還要更少 ...

1 println "Hello, world"

\$ groovy -e "println 'Hello, world'"

18 太少了? ...

```
caterpillar@caterpillar-VirtualBox:~/workspace$|groovysh|
Groovy Shell (2.1.9, JVM: 1.7.0_25)

Type 'help' or '\h' for help.

groovy:000> println 'Hello, world'
Hello, world ===> null
```



- List



• 多一點 ...

```
groovy:000> map = [CA: 'California', MI: 'Michigan']
===> {CA=California, MI=Michigan}
groovy:000> map << [WA: 'Washington']
===> {CA=California, MI=Michigan, WA=Washington}
groovy:000> assert map['CA'] == 'California'
===> null
groovy:000> assert map.WA == 'Washington'
===> null
```





• 方便一點 ...

```
server.name = application.name
server.status = status
server.sessionCount = 3
server.start()
server.stop()
server.with {
   name = application.name
   status = status
   sessionCount = 3
   start()
   stop()
import java.util.List as juList
import java.awt.List as aList
```





安全一點 ...

```
status != null && status.equals(ControlConstants.STATUS_COMPLETED)
status == ControlConstants.STATUS_COMPLETED
```

```
if (order != null) {
    if (order.getCustomer() != null) {
        if (order.getCustomer().getAddress() != null) {
            System.out.println(order.getCustomer().getAddress());
        }
    }
}
```

println order?.customer?.address





===> 2 + 1 🕇

• 強大一點 ...

```
groovy:000> class Complex {
groovy:001>
                def re
groovy:002>
                def im
groovy:003>
                def plus(th) {
groovy:004>
                    new Complex(re: re + th.re, im: im + th.im)
groovy:005>
                def minus(th) {
groovy:006>
                    new Complex(re: re - th.re, im: im - th.im)
groovy:007>
groovy:008>
                String toString() {
groovy:009>
groovy:010>
                    "$re + $im j"
groovy:011>
groovy:012> }
===> true
groovy:000> c1 = new Complex(re: 4, im: 2)
===> 4 + 2 i
groovy:000> c2 = new Complex(re: 2, im: 1)
===> 2 + 1 <u>i</u>__.
groovy:000> c1 + c2
===> 6 + 3 📜 🗆 🗆
groovy:000> c1 - c2
```

- 建構式
- 運算子重載

更強大一點 ...

```
String.prototype.toUpperEach = function(action) {
    for(var i = 0; i < this.length; i++) {
        action(this.charAt(i).toUpperCase());
    }
};

'abcdef'.toUpperEach(function(ch) {
    console.log(ch);
});</pre>
```





強大、強大再強大 ... XD

```
def toString = {
    "${delegate.name}, ${delegate.age}"
                                           function toString() {
                                               return this.name + ', ' + this.age;
p1 = new Person(name: 'Justin', age: 38)
                                           var p1 = {name : 'Justin', age : 38};
                                           var p2 = {name : 'Monica', age : 35};
p2 = new Person(name: 'Monica', age: 36)
                                           p1.toString = toString;
                                            console.log(p1.toString());
toString.delegate = p1
println toString() // Justin, 38
                                           p2.toString = toString;
                                            console.log(p2.toString());
toString.delegate = p2
println toString() // Monica, 36
```







使用 Groovy 建立 DSL

```
<memo>
   <to>Nirav Assar</to>
  <from>Barack Obama</from>
  <body>How are things? We are doing well
  <idea>The economy is key</idea>
 <request>Please vote for me</
                  body "How are things? We are doing well. Take care"
</memo>
               MemoDsl.make {
                  to "Nirav Assar"
                   idea "The economy is key"
                    request "Please vote for me"
                     xml
```





Groovy 的 Closure

Closure?

```
1 def clos = { println "hello!" }
2 println "Executing the Closure:"
3 clos()
```

• Lambda?匿名函式?一級函式?

```
def printSum = { a, b -> println a + b }
printSum(5, 7)

def showSum = printSum
showSum.call(5, 8)
```







Closure 應用

```
// 1234
    [1, 2, 3, 4].each {
        print it
5
    def list = ['a','b','c','d']
    def newList = []
8
    list.collect(newList) {
9
10
      it.toUpperCase()
12
    println newList // ['A', 'B', 'C', 'D']
```





- **this** 像 Java 的 this, 參考至定義 Closure 的類別之實例。
- owner 包圍 Closure 之物件,也許是 this 參 考之物件,也許是包圍 Closure 之 Closure。
- **delegate** 預設是 owner,可以變更指定。





```
v class Class1
{
   \mapsto def closure = {
        println this.class.name
        println delegate.class.name
        def nestedClos = {
 6
        ─ println owner.class.name
        nestedClos()
10
    def clos = new Class1().closure
    clos.delegate = this
13
    clos()
```

```
caterpillar@caterpillar-VirtualBox:~/workspace$ groovy Hello
Class1
Hello
Class1$ closure1
```





DSL – Domain Specific Language

 構思…傳入 Closure、會有 make、to、 from、body、xml 等方法…

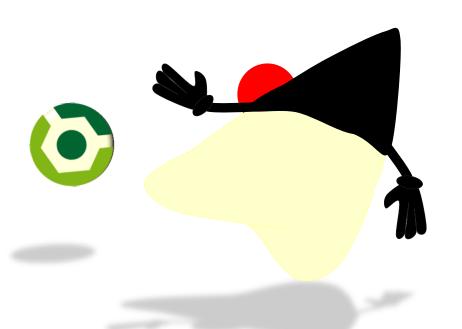




```
class MemoDsl {
        String toText
        String fromText
        String body
 5
 6
        def static make(closure) {
            MemoDsl memoDsl = new MemoDsl()
            closure.delegate = memoDsl
            closure()
10
            memoDsl
13
        def to(String toText) { this.toText = toText }
14
15
        def from(String fromText) { this.fromText = fromText }
16
17
        def body(String bodyText) { this.body = bodyText }
18
19
        def xml() {
                                                             簡單吧?
20
    <memo>
      <to>$toText</to>
      <from>$fromText</from>
      <body>$body</body>
    </memo>
```



自動化工具 Gradle









建構工具元老

- 一組 XML 標籤
 - 專案 (Project)
 - 目標 (Target)
 - 任務(Task)

- Ant 的經驗累積
 - 自動建構的標準化
 - 相依管理的需求(以 Ant Ivy 補足)

```
<?xml version="1.0" encoding="UTF-8"?>
project name="helloworld" default="build">
    property name="src.dir" value="src" />
    cproperty name="lib.dir" value="libs" />
    property name="resource.dir" value="resources" />
    cproperty name="build.dir" value="build" />
    property name="dist.dir" value="dist" />
    <!-- 刪除 build.dir 與 dist.dir -->
    <target name="clean">
       <delete dir="${build.dir}" />
       <delete dir="${dist.dir}" />
   </target>
    <!-- 建立 build.dir 與 dist.dir 與複製相關設定檔
    <target name="prepare" depends="clean">
       <mkdir dir="${build.dir}" />
       <mkdir dir="${dist.dir}" />
       <mkdir dir="${build.dir}/libs" />
       <mkdir dir="${build.dir}/all" />
   </target>
```





maven 專案管理工具

- 一組 XML 標籤
 - Convention Over Configuration
 - Archetype plugin
 - 相依性宣告

- Maven 的經驗累積
 - 相依性管理的濫用
 - 修改預設行為的難度

```
project xmlns="http://maven.apache.org/POM/4.0.0"
xmlns:xsi="http://www.w3.org/2001/XMLSchema-
instance"
xsi:schemaLocation="http://maven.apache.org/POM/4.0.
0 http://maven.apache.org/maven-v4 0 0.xsd">
  <modelVersion>4.0.0</modelVersion>
  <groupId>tw.com.codedata
  <artifactId>helloworld</artifactId>
  <packaging>jar</packaging>
 <version>1.0-SNAPSHOT
  <name>helloworld</name>
  <url>http://maven.apache.org</url>
  <dependencies>
   <dependency>
     <groupId>junit
     <artifactId>junit</artifactId>
     <version>3.8.1
     <scope>test</scope>
   </dependency>
  </dependencies>
</project>
```



💽 企業自動化工具

- 保持 Ant 的自由度、低於 Maven 學習門檻
 - 有著 Lifecycle 的精神
 - 相依性管理機制的便利
 - DSL 的可讀性與容易撰寫
 - 引用 plugin 獲得需要的編譯功能
- 許多開放原始碼專案與工具採用 Gradle
 - Hibernate 從 Maven 改用 Gradle ...
 - Spring 只提供 Maven 或 Gradle 兩種下載方式
 - Android Studio 使用 Gradle 建構專案



第一個 Gradle 專案

```
- com
                                                                — codedata
                                                                   └─ HelloWorld.java
apply plugin: 'java'
                                                         resources
                                                         log4j.properties
apply plugin: 'application'
mainClassName = "tw.com.codedata.HelloWorld"
repositories {
    mavenCentral()
dependencies {
    compile group: 'commons-logging', name: 'commons-logging', version: '1.1.1'
    compile group: 'log4j', name: 'log4j', version: '1.2.16'
```

HelloWorld

ן build.gradle

— main

— java

第一個 Gradle 專案

```
→ build.gradle
                                              — main
                                               ├─ java
    $ gradle run
    :compileJava
    :processResources
appl
    :classes
    :run
app1
     INFO [main] (HelloWorld.java:11) - Hello World
main
    BUILD SUCCESSFUL
    Total time: 6.027 secs
dependencies {
   compile group: 'commons-logging', name: 'commons-logging', version: '1.1.1'
   compile group: 'log4j', name: 'log4j', version: '1.2.16'
```

HelloWorld



Every configuration file becomes a programming language...







Hello World

build.gradle

```
task hello {
    doLast {
        println 'Hello world!'
    }
} Closure
```

• 它是一個 Groovy ...

```
$ gradle -q hello
Hello world!
```



```
task upper << {
    String someString = 'mY_nAmE'
    println "Original: " + someString
    println "Upper case: " + someString.toUpperCase()
}</pre>
```

```
task count << {
    4.times { print "$it " }
}</pre>
```

```
4.times { counter ->
    task "task$counter" << {
       println "I'm task number $counter"
    }
}</pre>
```

```
$ gradle -q task1
I'm task number 1
```



• 我不只是設定檔 ... XD

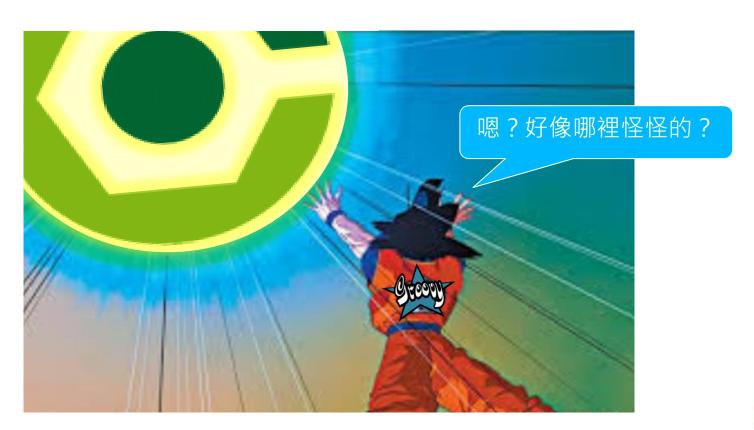
```
task checksum << {
    fileList('../antLoadfileResources').each {File file ->
        ant.checksum(file: file, property: "cs $file.name")
        println "$file.name Checksum: ${ant.properties["cs $file.name"]}"
task loadfile << {</pre>
    fileList('../antLoadfileResources').each {File file ->
        ant.loadfile(srcFile: file, property: file.name)
        println "I'm fond of $file.name"
File[] fileList(String dir) {
    file(dir).listFiles({file -> file.isFile() } as FileFilter).sort()
```







- 不用 Groovy 太多知識,先知道二件事...
 - Groovy DSL 大量運用 Closure 機制
 - Gradle 的實作大量使用 Delegation 模式







Gradle 與 IDE





Gradle 建立基本專案目錄?

• build.gradle 可視為 Groovy 原始碼檔案

```
apply plugin: 'java'
task "create-dirs" << {
    sourceSets*.java.srcDirs*.each { it.mkdirs() }
    sourceSets*.resources.srcDirs*.each { it.mkdirs() }
}</pre>
```

- 使用 gradle-templates
 - https://github.com/townsfolk/gradle-templates
 - gradle createJavaProject
 - gradle createWebappProject
 - gradle createScalaProject
 - . . .

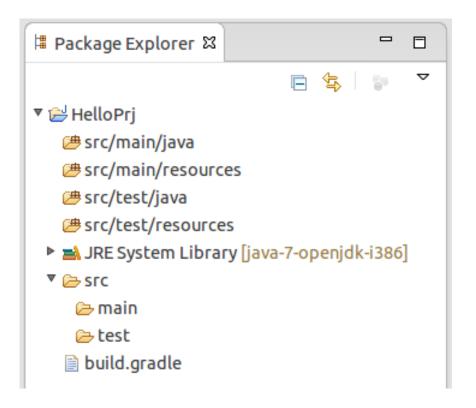




Eclipse

build.gradle

apply plugin: 'eclipse'

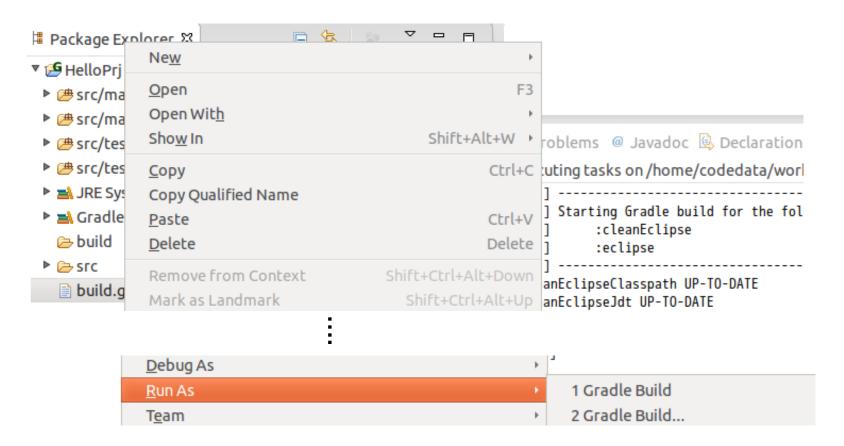








- 安裝 eclipse-integration-gradle
 - https://github.com/spring-projects/eclipse-integration-gradle/



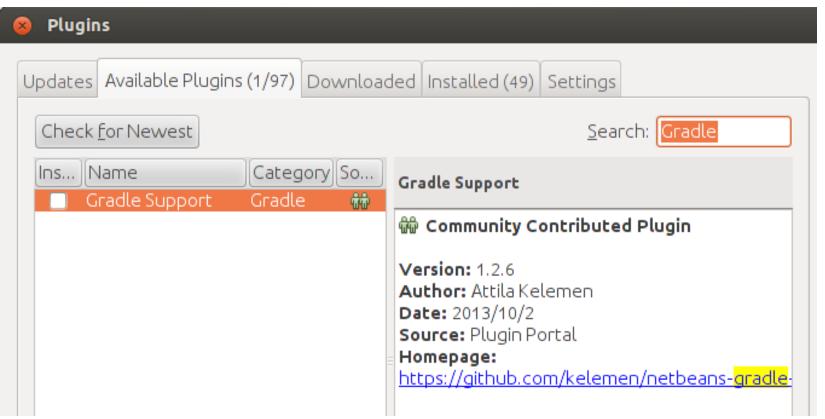




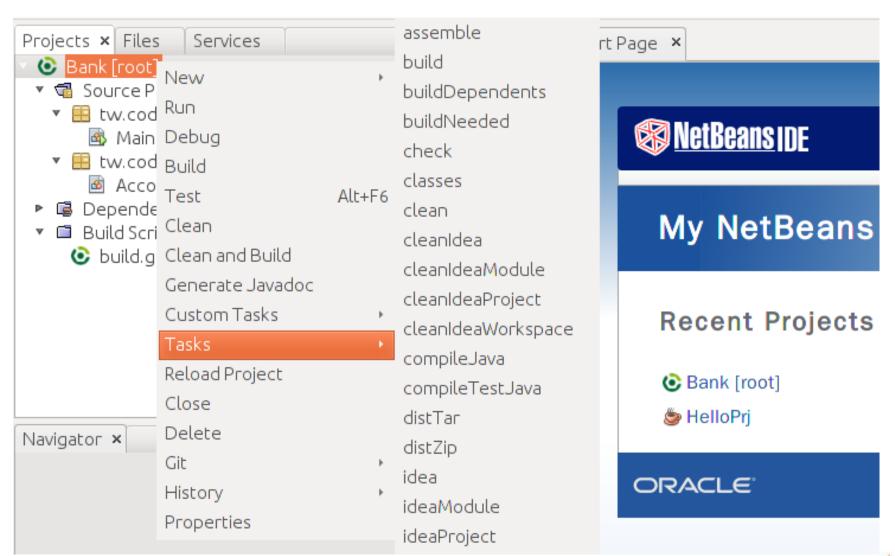


NetBeans

- Gradle Plugins
 - http://plugins.netbeans.org/plugin/44510/gradle-support









參考資料

Groovy

- http://groovy.codehaus.org/Documentation
- http://www.oracle.com/technetwork/articles/java/groovy-1695411.html
- http://java.dzone.com/articles/groovy-dsl-simple-example

Gradle

- http://www.gradle.org/documentation
- http://www.codedata.com.tw/tag/gradle/

Gradle 與 IntelliJ IDEA

- http://blog.lyhdev.com/2013/11/intellij-idea-community-edition-free.html

