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# Enterprise Application Development with Spring

*Chapter 9: Spring Aspect-Oriented Programming*



Instructor

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- **Aspect-Oriented Programming**
  - Crosscutting Concerns
  - Definitions
  - Advice
  - **Spring's AOP Schema**
  - **AspectJ Support**
- **Spring AOP**
  - Main Objects
- **AspectJ**

# Aspect-Oriented Programming



# Aspect-Oriented Programming - I



- **Aspect-Oriented Programming (AOP)** tackles complexity in software.
- It is a technique that helps to achieve modularity.
- AOP is an enhancement on object-oriented programming (OOP) and design.
- It is a complementary technique in object-oriented paradigm that emphasizes separation of concerns and the principle of single responsibility (SRP) which lead to highly-cohesive objects.

# Aspect-Oriented Programming - II



- AOP allows us to be able to divide a bigger problem into smaller pieces by separating different concerns of the problem.
- It is used to separate core business functionality from peripheral services called crosscutting concerns.
- Aspects are crosscutting concerns.

A screenshot of a software development environment, likely WebStorm, showing a code editor with some JavaScript or TypeScript code and a file tree on the right side. The code editor has a green circular background overlay. The file tree shows various files and folders related to a project named 'styleguideit'. The overall theme is a green gradient.

# Crosscutting Concerns

# Main and Core Concerns



- Main concern of a software system is its business functionality.
- There are other concerns such as managing data, presenting it to users, integrating with other systems, etc.
- These are all core concerns that are mandatory to have to implement the main concern.
- Main and core concerns are implemented in different modules.

# Crosscutting Concerns - I



- Crosscutting concern is a concern that exists in almost all modules:
  - Logging
  - Auditing
  - Security
  - Concurrency management
  - Resource management
  - Caching
  - Transaction management
  - Performance profiling
  - Event management
  - etc.

# Crosscutting Concerns - II



- Crosscutting concerns cut across many modules.
- Object-oriented programming (OOP) is good at managing modularity for main and core concerns.
  - Modules for different business functionalities and core concerns such as presentation, integration, persistence are all created using OOP.
- But it is not that good at managing crosscutting concerns.
- Using OOP does not lead to having modules for crosscutting concerns.

# Crosscutting Concerns - III



Business logic

```
public class SomeBusinessClass extends OtherBusinessClass {  
    ... Core data members  
    ... Log stream  
    ... Concurrency control lock  
  
    ... Override methods in the base class  
  
    public void someOperation1(<operation parameters>) {  
        ... Ensure authorization  
  
        ... Lock the object to ensure thread-safety  
  
        ... Start transaction  
  
        ... Log the start of operation  
        ... Perform the core operation  
        ... Log the completion of operation  
        ... Commit or rollback transaction  
  
        ... Unlock the object  
    }  
  
    ... More operations similar to above addressing multiple concerns  
}
```

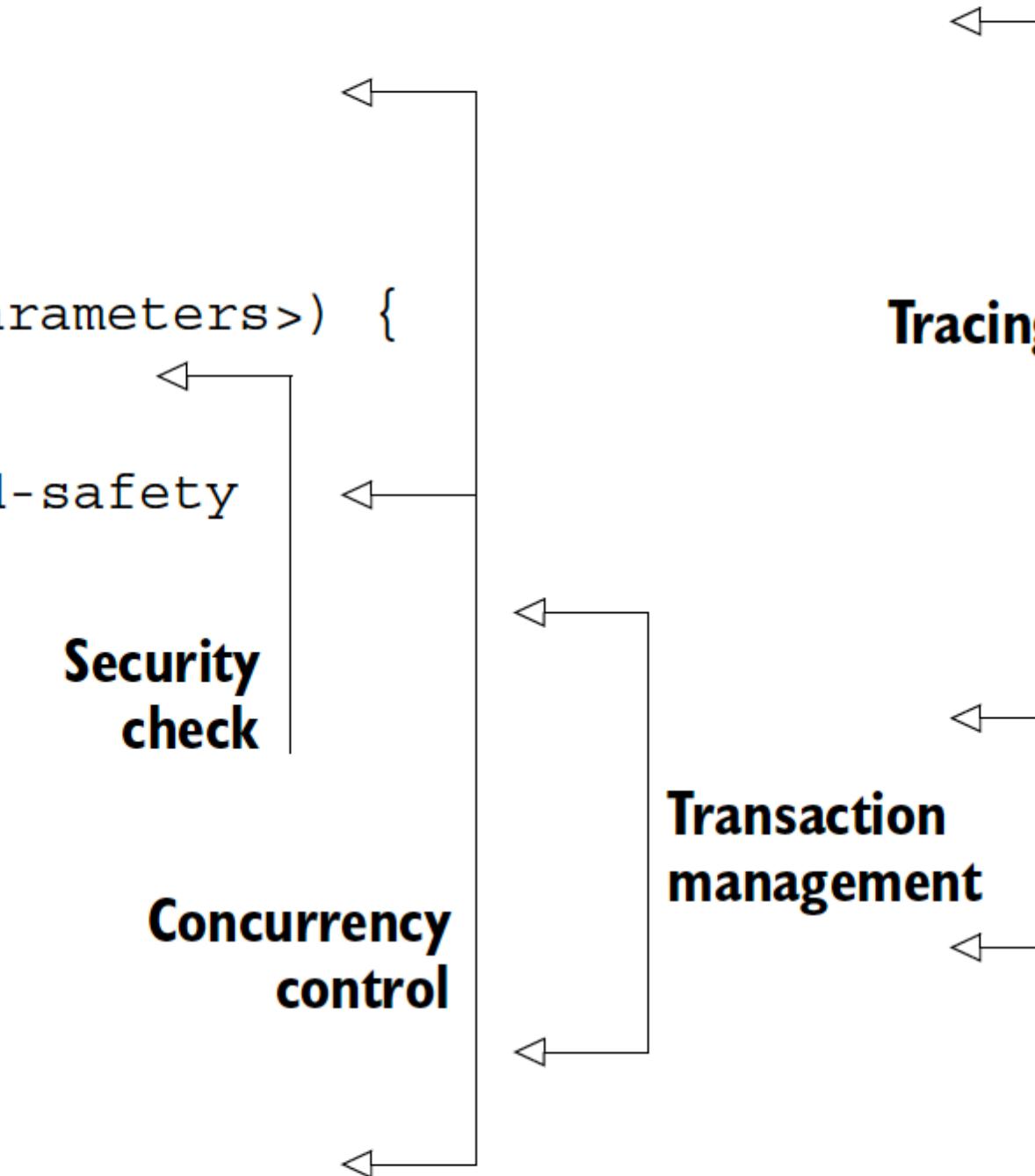
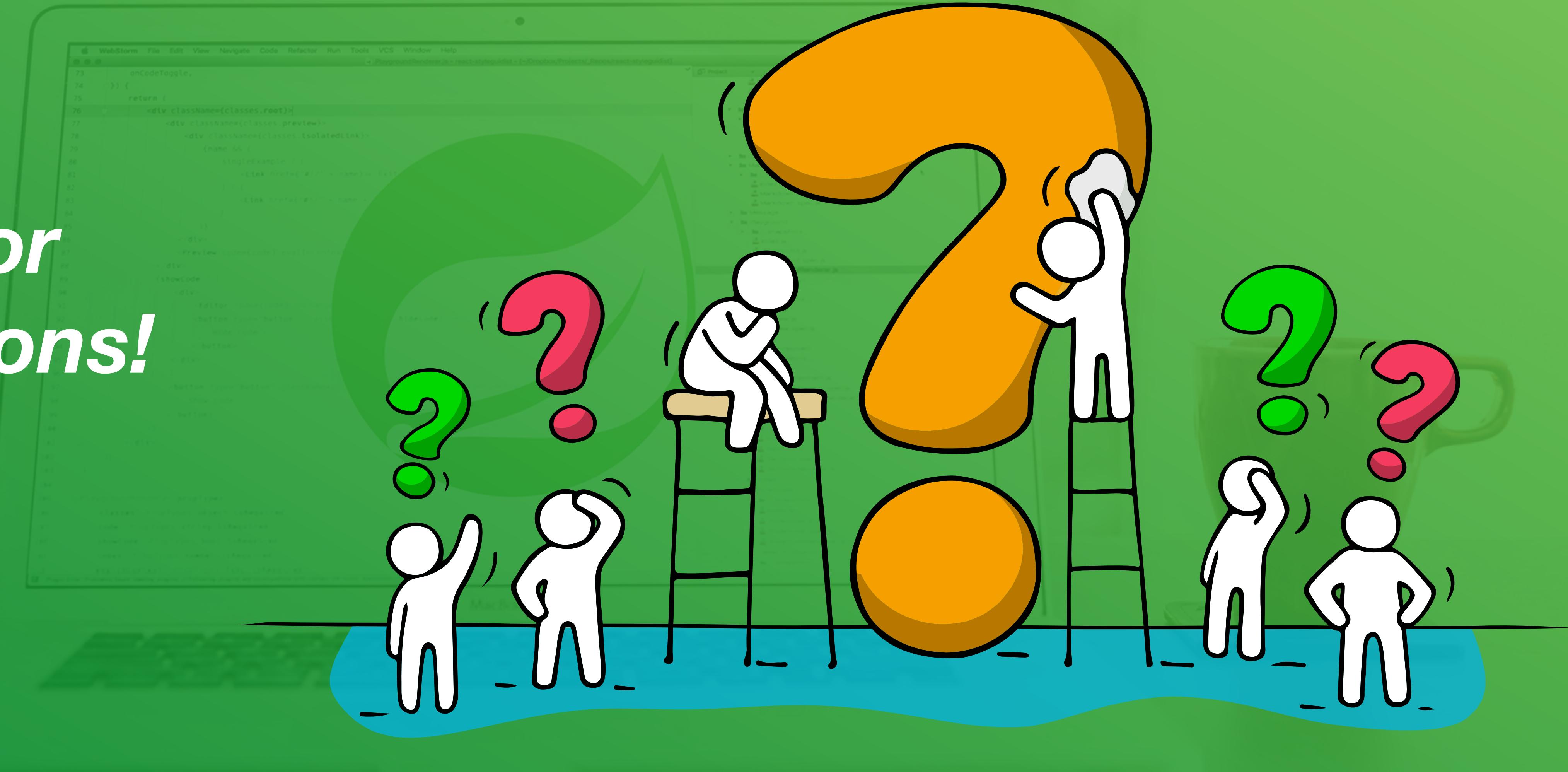


Image taken from the book **AspectJ in Action 2nd Ed.**

# Time for Questions!





# Definitions

# Join Point



- **Join point** is a point in the execution of the program.
- It is mostly a method execution.
- Throwing an exception or initializing a field might be a join point too.
- In terms of **Spring** AOP a join point is only method executions on beans.
- As a more powerful AOP framework, AspectJ, supports join points for field access, constructor, etc.

# Advice - I



- **Advice** is a specific code executed at a certain join point.
- It is an action taken at a joint point or collectively at a set of join points, which is called pointcut.
- It is the answer to the question *what happens when a certain method is called on a bean?*

# Advice - II



- There are different kinds of advice such as **around**, **before** and **after** advice.
- That means an advice can be applied just before, after and around i.e. before and after a method execution on a bean.
- For example logging or checking authorization before executing certain methods are applying before advice to those methods.

# Advice - III



- Most AOP frameworks implements advices using interceptors.
- Interceptor is a piece of code that interrupts the normal flow of execution to run the code of the advice.
- Interceptor lets the normal flow to continue after the execution of the advice.
- There can be more than one advice for a join point so interceptors keep track of registered advices in a chain at that join point.

# Pointcut - I



- **Pointcut** is a collection of join points on which an advice is to be executed.
  - It is a predicate that matches join points.
- For example all of the methods of the beans (managed by IoC container of course) on which logging as before advice is executed constitute a pointcut.
- Pointcuts represent a certain action i.e. advice to be executed in a set of method executions in a system.

# Pointcut - II



- Advice is associated with a pointcut using an expression.
  - It means that all of the method executions expressed in the pointcut are applied associated advice.
- And if there is a match that advice is run on all join points.
- If a log is to be made before **@Bean** methods in **@Configuration** classes all **@Bean** methods together create a pointcut.

# Aspect - I



- **Aspect** is a combination of advice and pointcut.
- An aspect is a combination of a certain action i.e. advice and its pointcut or set of join points in a system.
- Logging before `@Bean` methods in `@Configuration` classes is an aspect.
- Aspects help to modularize crosscutting concerns.
- In AOP it is possible to create a module that includes different before advices for logging needs and declare which methods (a pointcut) need to call those advices to implement its logging functionality.

# Aspect - II



- Spring AOP implements aspects either by using POJOs in the schema-based approach or classes annotated with the `@Aspect` annotation.

# Introduction



- **Introduction** is modifying the structure of an object by introducing additional methods or fields to it.
- Introduction is used to make an object implement a specific interface without needing the object's class to implement that interface explicitly.
- In **Spring** AOP new methods can be introduced through interfaces for the target types.
- For example, beans can implement **IIsModified** interface to simplify caching.

# Target



- **Target** is an object whose execution flow is modified by AOP.
- Target is also called advised object.
- A target may be advised by one or more advices.
- **Spring** AOP creates runtime proxies of the objects as targets.

# AOP Proxy



- **Proxy** is an object created by the AOP framework in order to implement advise methods.
- Proxy is an object that has the same API of the target object and is decorated with the advices applied to the target.

# Weaving



- **Weaving** is linking aspects with other application types or objects to create an advised object.
- If AOP uses proxies then it creates proxy for each target object and weaves or attach a piece of advice to that proxy.
- Weaving can be done at compile time or at runtime.
- **Spring** AOP uses JDK dynamic proxy or a CGLIB proxy to create an AOP proxy at runtime.



# Advice

# Advice - I



- **Spring** has following kinds of advice:
  - **Before advice:** It runs before a join point
    - It can't prevent execution flow proceeding to the join point unless it throws an exception.
  - **After returning advice:** It runs after a join point and completes normally.
    - If a method throws an exception this advice does not run.
  - **After throwing advice:** It runs if a method throws an exception.

# Advice - II



- **After (finally) advice:** It runs regardless of how a join point exits whether by normal or exceptional return.
- **Around advice:** It surrounds a join point.
  - It runs before and after a join point.
  - It starts before the join point and let the method at the join point executes and then completes after returning the method.
  - It is like a combination of before and after returning aspects.

# Advice - III



- Around advice is the most powerful kind of advice.
- It can perform custom behavior before and after the method invocation.
- It is also responsible for choosing whether to proceed to the join point or to shortcut the advised method execution by returning its own return value or throwing an exception.

# Croscutting Concerns and Advice - I



- Here are some examples:
  - Logging can be implemented as after advice meaning that logging is always done after the execution of certain methods (point cut).
  - Security check can be implemented as before advice meaning that it always checks if the current user has the privilege to run a method before the execution of that method.
  - Advice throws an exception if the user does not have the privilege or it lets the flow continue to the method if the advice successfully authorize the user.

# Croscutting Concerns and Advice - II



- Another logging can be implemented as after throw advice so that when an exception is thrown it logs the state of the program.

# Spring and AOP



- Any project that uses **Spring** uses AOP.
  - For example **Spring** manages transaction and security using aspects.
  - It is nice to start AOP by using Spring AOP.
  - But for this especially bean management and DI of **Spring** should be learned before.

# Example



```
@Service
public class UserServiceForDB implements UserService{

    @Log
    @RolesAllowed({"admin"})
    @TransactionAttribute(TransactionAttributeType.REQUIRES_NEW)
    public boolean create(User user){ ... }

    @Log
    @PermitAll
    public User fetch(int userId){ ... }

    @Log
    @RolesAllowed({"admin"})
    @TransactionAttribute(TransactionAttributeType.REQUIRES_NEW)
    public boolean delete(User user){ ... }
}
```



# Exercise

# Exercise



- Which advice is suitable for following use cases?
  - An advice is used to benchmark time for certain code which is critical in terms of performance.
  - An aspect can be used for software license management,
  - An aspect can check if the user has the right to access a web source in a web application.
  - Auditing every single action of the user in a very critical system.

# Exercise



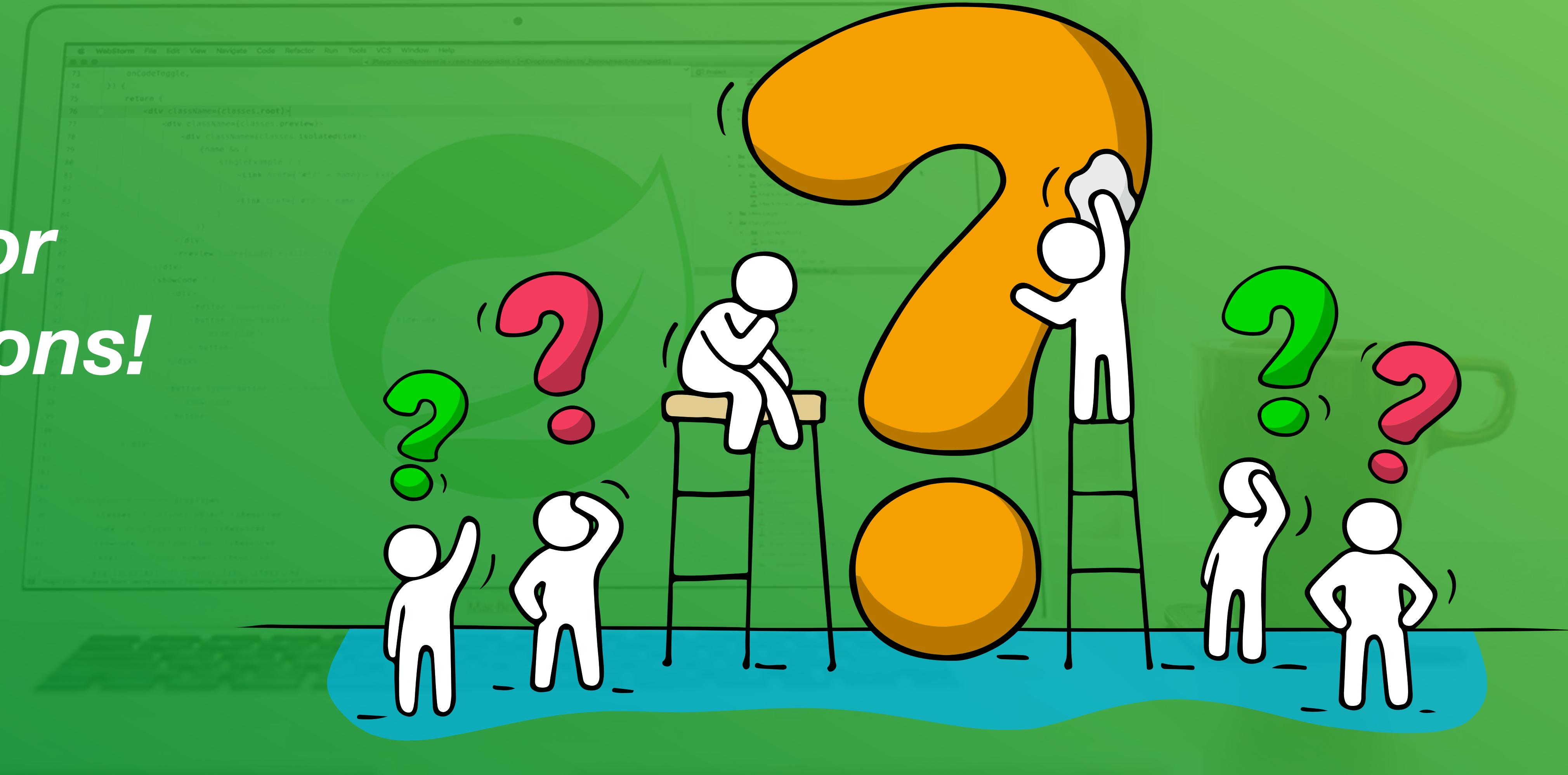
- An advice that locks a resource before it is acquired in a method and then releases it after the methods returns.

# GreetingExample



- org.javaturk.spring.aop.ch01.greeting.basic.  
GreetingExample

# Time for Questions!



# Main Objects

# AOP Alliance - I



- AOP Alliance (<http://aopalliance.sourceforge.net/>) is a group of people formed to provide an AOP standard for Java and Java EE.
- **Spring** AOP adapts its approach to AOP.
- Thus two packages of AOP Alliance's code are part of Spring API:
  - `org.aopalliance.aop` and `org.aopalliance.aop.intercept`
- These two packages defines main interfaces for an AOP system.
- **Spring** includes them as part of its API builds its AOP on it.

# AOP Alliance - II



- `org.aopalliance.aop` includes only one interface, **Advice** which is the main interface that represents all advices and an exception.
- `org.aopalliance.aop.intercept` defines nine interfaces including **Interceptor** which extends **Advice** and represents interceptors.
  - **MethodInterceptor** is main interface to implement around advice.
- But **Spring** includes only seven interfaces of this package.

# Spring AOP API - I



- Main package of Spring AOP is `org.springframework.aop` which has core interfaces, built on interfaces of AOP Alliance.
- **BeforeAdvice**: Marker interface for before advice.
  - Main interface to implement before advice is **MethodBeforeAdvice**.
- **AfterAdvice**: Marker interface for after advice.
- It is parent of **AfterReturningAdvice** and **ThrowsAdvice**.

# Spring AOP API - II



- **AfterReturningAdvice**: Interface invoked on normal method return.
  - It is main interface to implement after advice.
- **ThrowsAdvice**: Interface invoked when an exception is thrown.
  - It does not have any method.
  - **Spring** AOP finds by reflection the method to be called upon throwing an exception.

# Spring AOP API - III



- Implementing these interfaces for different classes of advice and configuring them as beans will be enough to create an AOP application using **Spring**.

# SqrtAOPExample



- org.javaturk.spring.aop.ch01.sqrt.xml.SqrtAOPExample



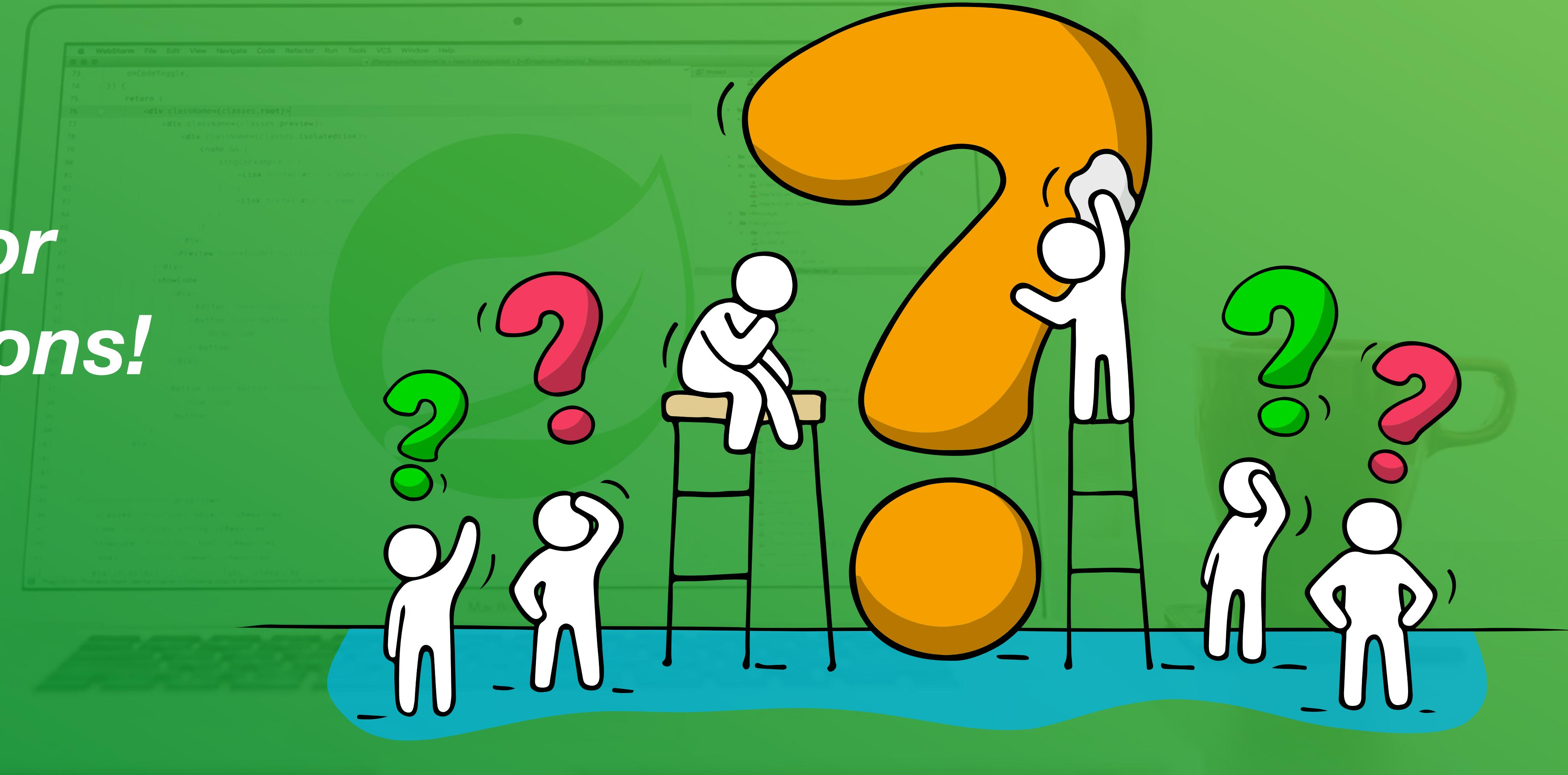
# Exercise

# Exercise

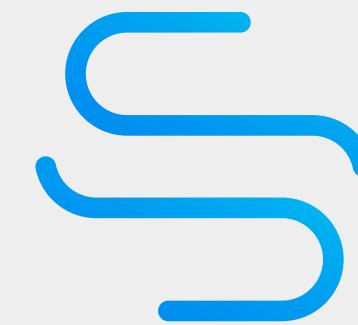


- Create a new version of  
`org.javaturk.spring.aop.ch01.sqrt.xml.SqrtAOPExample`  
using annotations and Java configuration.

# Time for Questions!



# AspectJ

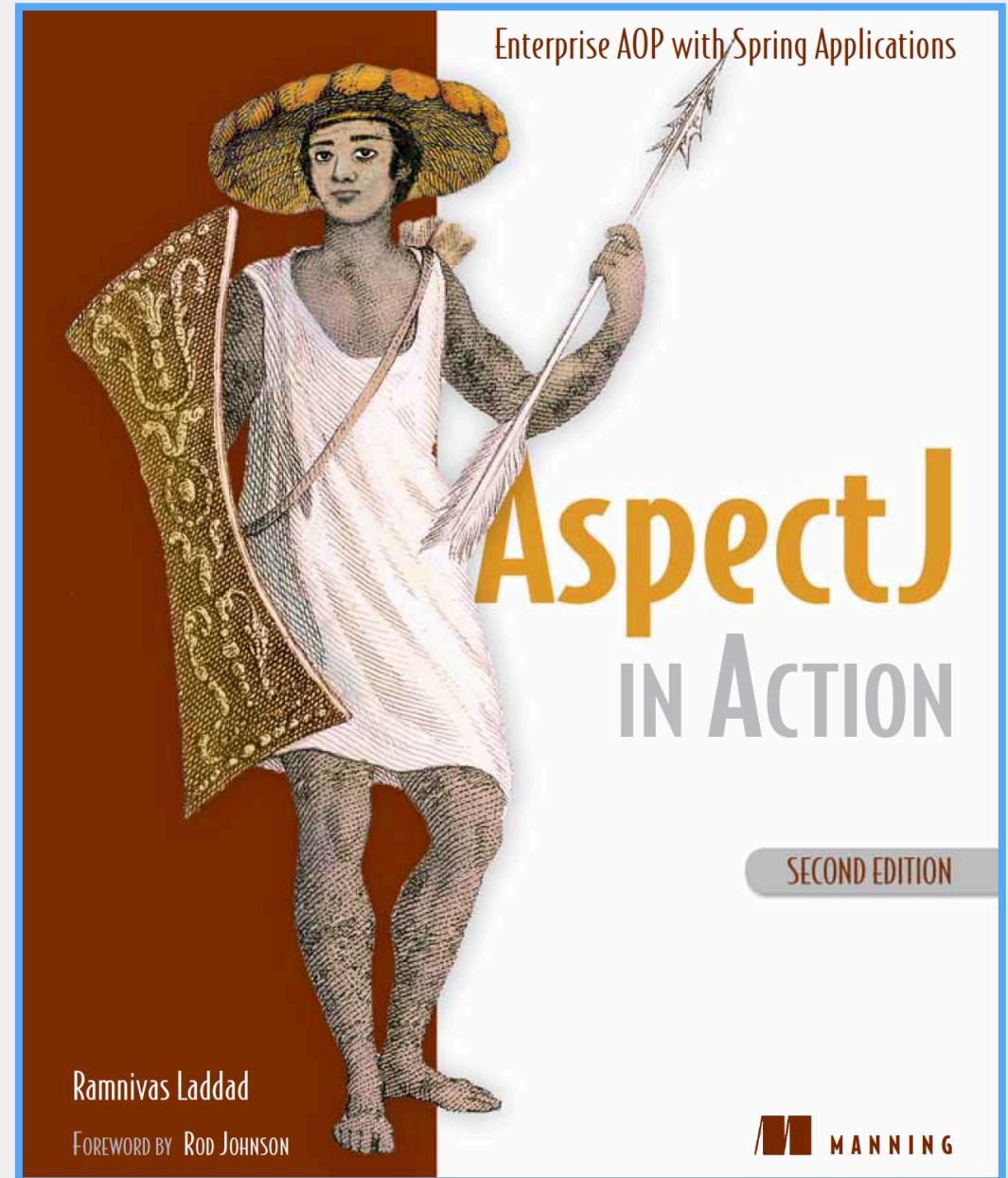


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# AspectJ - I



- **AspectJ** is a full-fledged, open-source AOP framework for Java.
- It is a project of Eclipse Foundation
- <https://www.eclipse.org/aspectj/>
- **AspectJ** is a more powerfull framework than **Spring's** AOP.
- **AspectJ in Action** is a good book both on **AspectJ** and **Spring** AOP.



# AspectJ - II



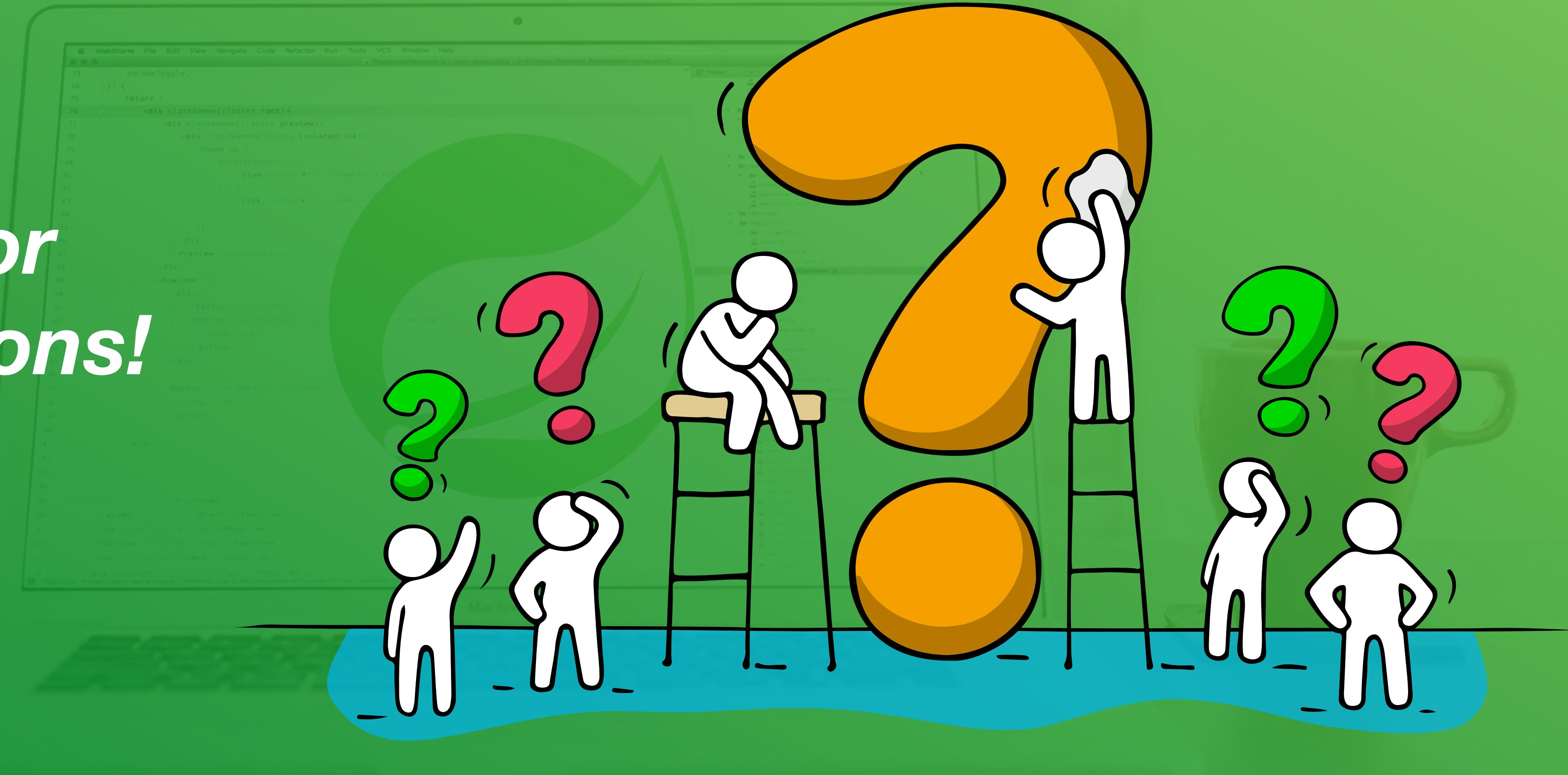
- **Spring** follows approach and style of AspectJ for most of the issues.
  - Spring's developer are still committers for AspectJ.
- **Spring** supports AspectJ configuration and annotations.
  - For example Spring can be configured to work with the objects of AspectJ created outside of IoC container.

# Spring and AspectJ



- To learn AOP either Spring AOP or AspectJ itself are good starting points.
- But for developers who already know Spring's DI mechanism its easier to learn Spring AOP.
- Similarly for projects that utilize Spring, Spring AOP would be a natural choice.
- But for advanced AOP functionality AspectJ can be used.

# Time for Questions!



# Spring's AOP Schema

# Spring's AOP Schema - I



- For XML-based configuration Spring offers a richer version of schema using `<aop>` tags specifically for AOP.
- AOP schema is at <http://www.springframework.org/schema/aop>
- Main element of this schema is `<aop:config>` element; all AOP elements must be inside it.
- An aspect can be declared by `<aop:aspect>` element.

# Spring's AOP Schema - II



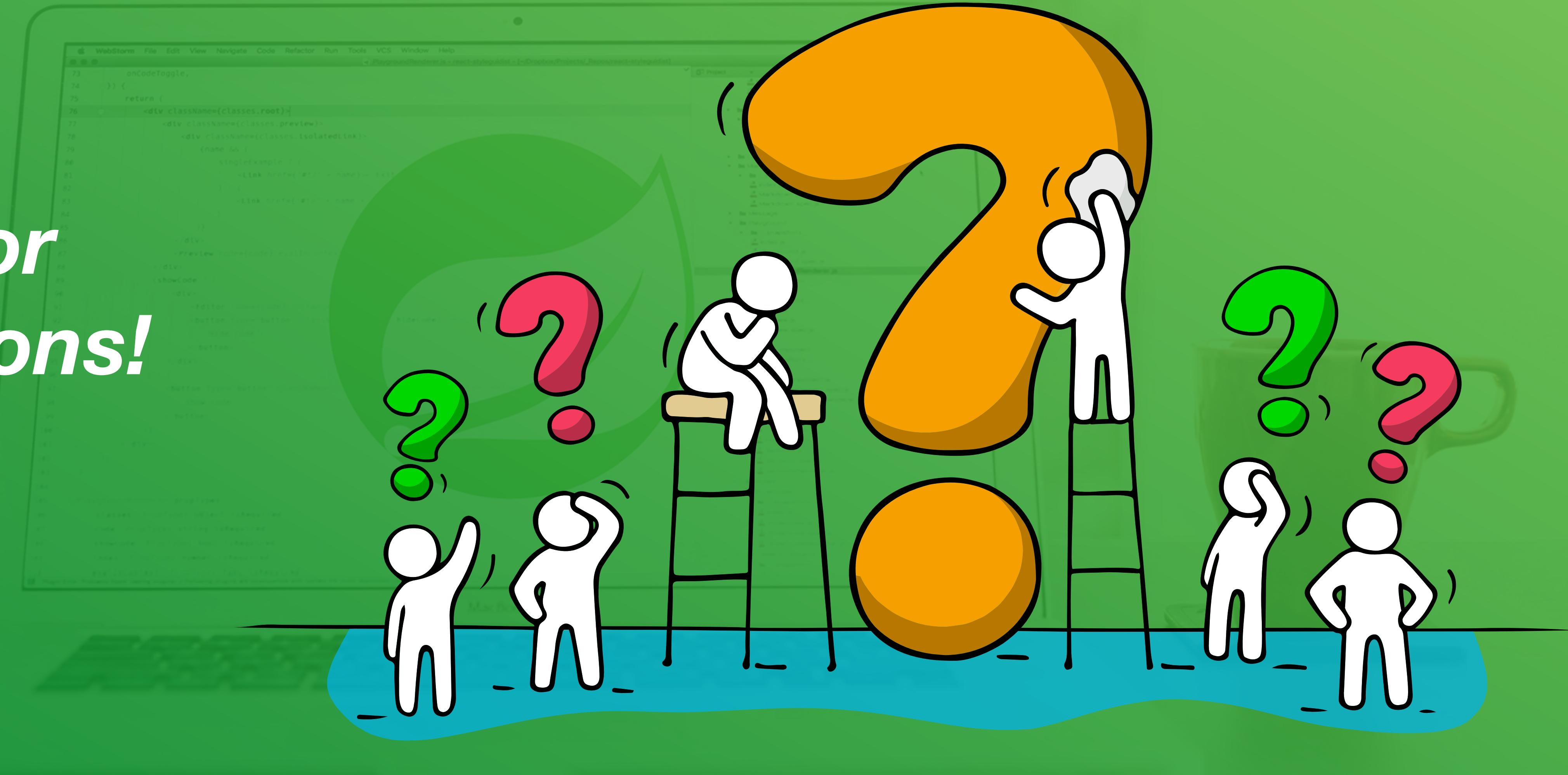
- A point cut can be declared by `<aop:pointcut>` element.
- The attribute **expression** of `<aop:pointcut>` element is used to match join points.
- And then advices are defined using `<aop:before>`, `<aop:after-returning>`, `<aop:after-throwing>`, `<aop:after>` and `<aop:around>`

# SqrtAOPExample



- org.javaturk.spring.aop.ch01.sqrt.aspectJ.  
SqrtAOPExample

# Time for Questions!



# AspectJ Support



# AspectJ Support - I



- **Spring** supports AspectJ's annotations.
- Main annotations are:
  - `@Aspect`
  - `@Before`
  - `@AfterThrowing`
  - `@After`
  - `@AfterReturning`

# AspectJ Support - II



- All aspect objects are singleton in an application context.

# SqrtAOPExample



- org.javaturk.spring.aop.ch01.greeting.aspectJ.  
SqrtAOPExample



# Order for Advice

# Order of Advice - I



- More than one advice can be applied to a join point.
- Normally the order of execution of two pieces of advice of the same type that need to run at the same join point is undefined.
- **@Order** and **Ordered** interface can be used to decide the order among different pieces of advice to be applied for the same join point.

# Order of Advice - II



- As of **Spring** 5.2.7 advice methods defined in the same `@Aspect` class that need to run at the same join point are assigned precedence based on their advice type in the following order, from highest to lowest precedence:
  - `@Around` `@Before` `@After` `@AfterReturning` `@AfterThrowing`

# End of Chapter

*Time for  
Questions!*

