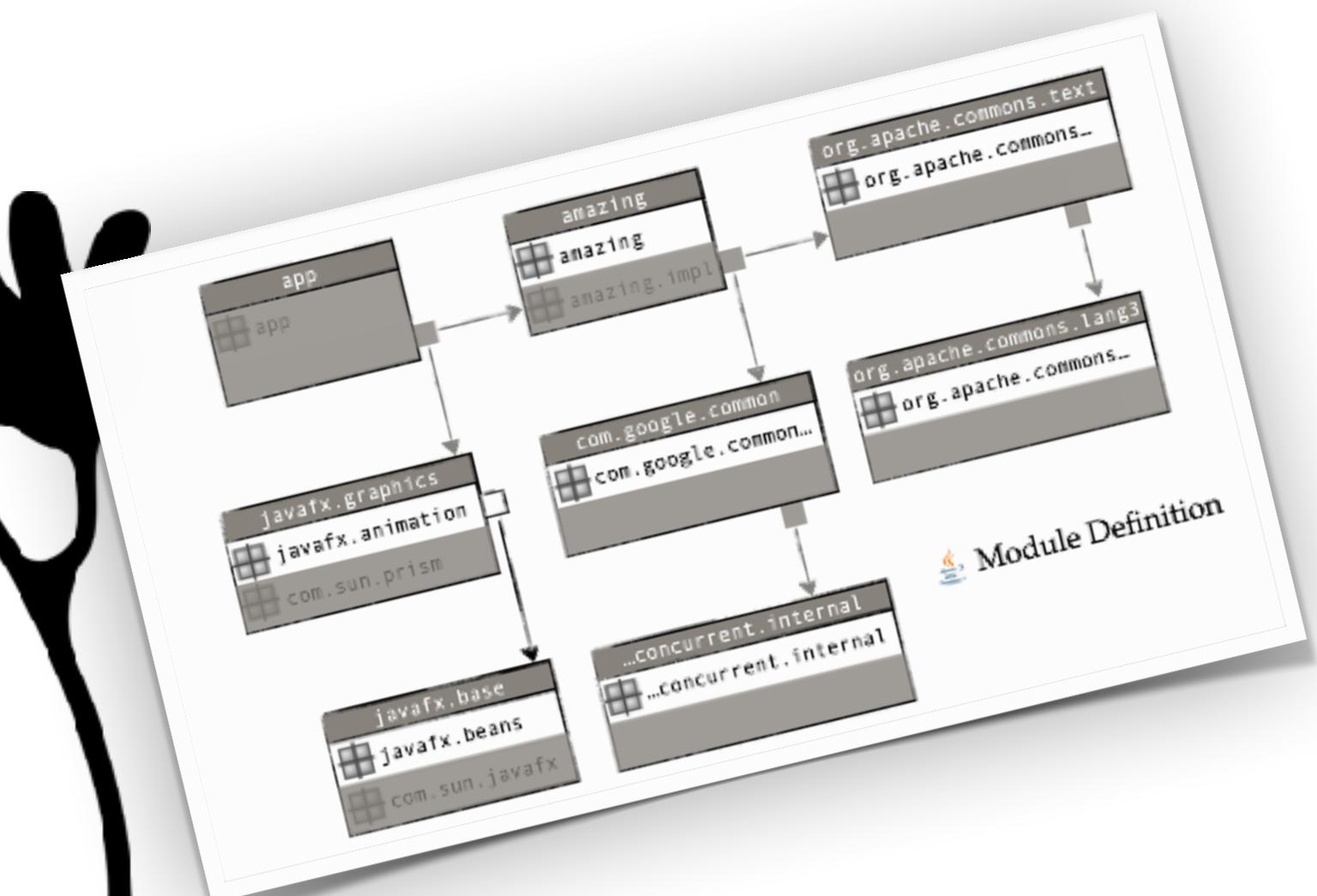
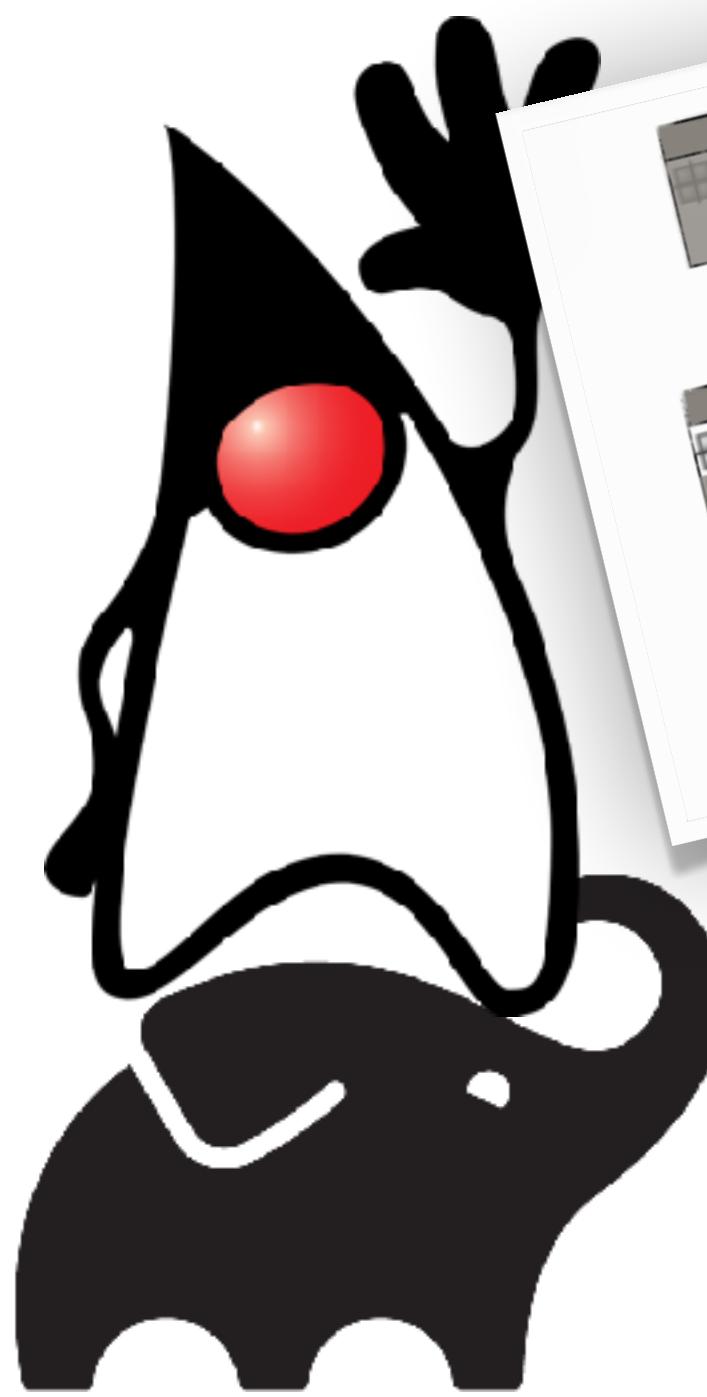


Combining Java Modules and Gradle for elegant project structures

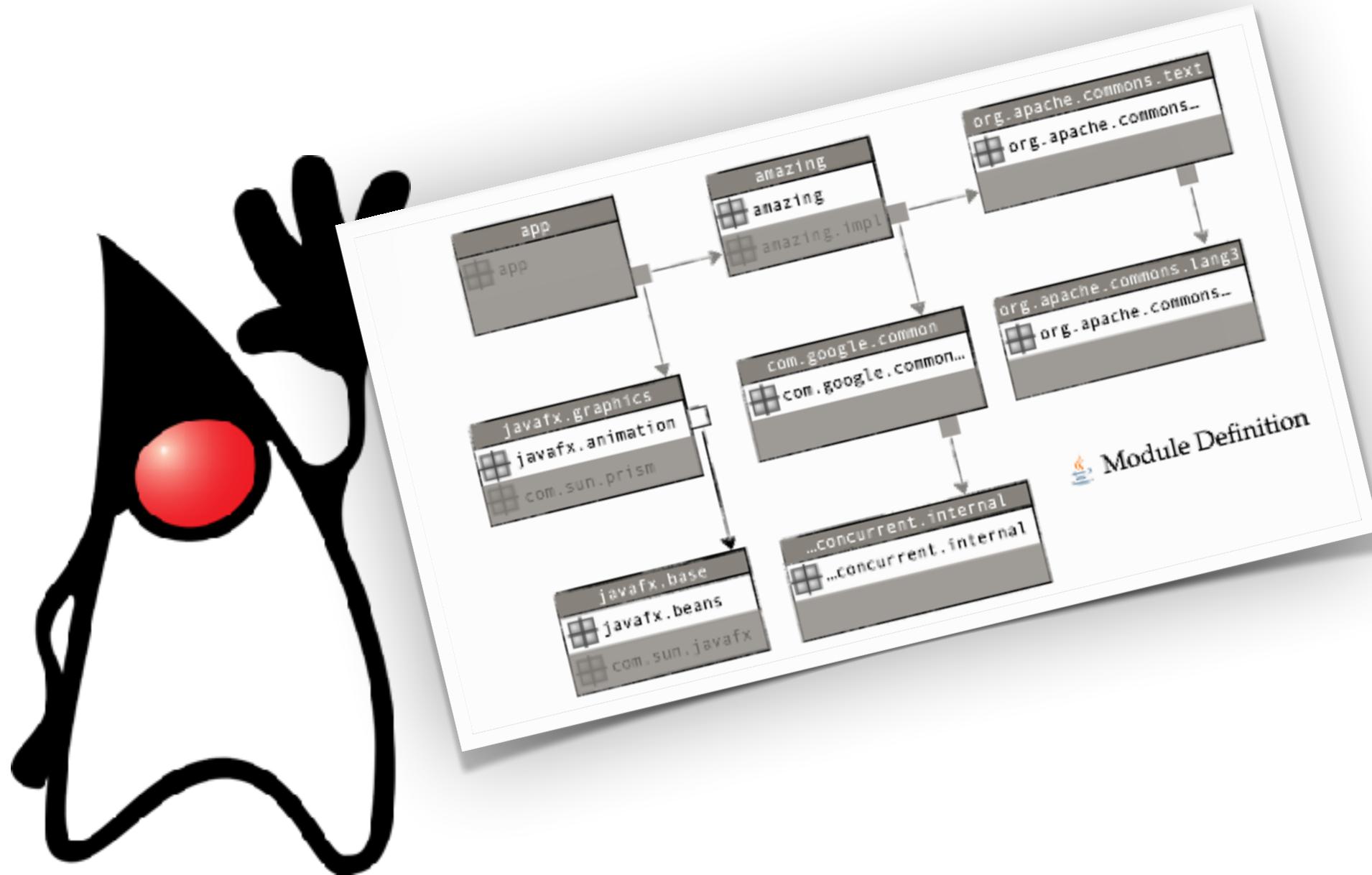


Jendrik Johannes
github.com/jjohannes

JavaLand 2024

Problem

Accidental Complexity in Build Configuration and Module Definition (Architecture in Code)



In the Java language, a module is a set of packages designed for reuse.

In addition to .java files for classes and interfaces, each module has a source file called `module-info.java` which:

1. declares the **module's name**;
2. lists the **packages exported** by the module (to allow reuse by other modules);
3. lists other **modules required** by the module (to reuse their exported packages).

<https://docs.oracle.com/en/java/javase/21/docs/specs/man/javac.html#:~:text=In%20the%20Java%20language%2C%20a,module>

github.com/hibernate/hibernate-orm/blob/main/hibernate-core/hibernate-core.gradle

~300 Lines total

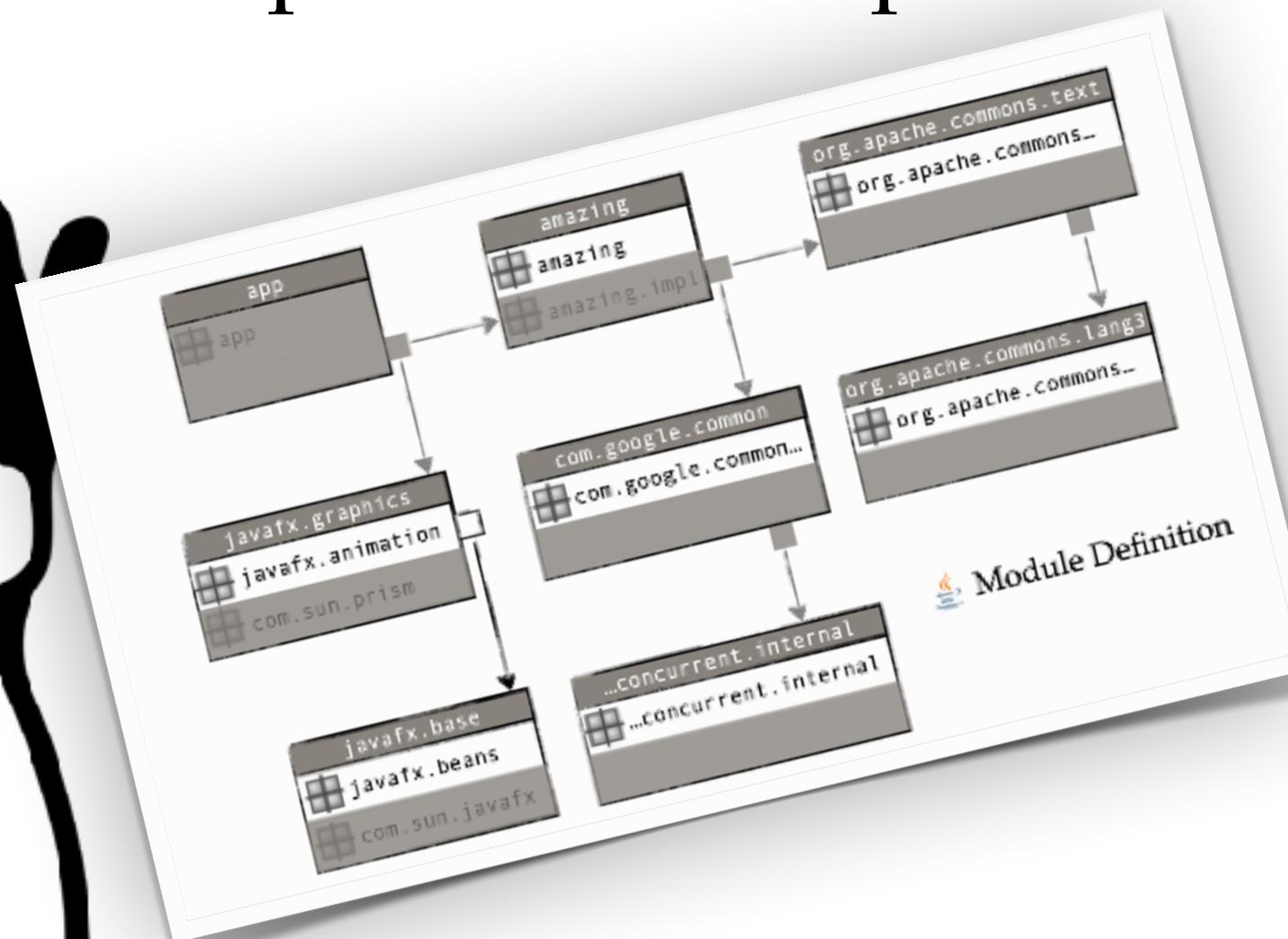
~20 Lines Module Definition

~300 Lines total

~100 Line Module Definition

```
29
30     dependencies {
31         api jakartaLibs.jpa
32         api jakartaLibs.jta
33
34         implementation libs.hcann
35         implementation libs.jandex
36         implementation libs.classmate
37         implementation libs.byteBuddy
38
39         implementation jakartaLibs.jaxbApi
40         implementation jakartaLibs.jaxb
41         implementation jakartaLibs.inject
42
43         implementation libs.antlrRuntime
44
```

github.com/apache/hadoop/blob/trunk/hadoop-common-project/hadoop-registry/pom.xml



```
29
30     <dependencies>
31
32         <dependency>
33             <groupId>org.slf4j</groupId>
34             <artifactId>slf4j-api</artifactId>
35         </dependency>
36
37         <dependency>
38             <groupId>org.apache.hadoop</groupId>
39             <artifactId>hadoop-auth</artifactId>
40         </dependency>
41
42         <dependency>
43             <groupId>org.apache.hadoop</groupId>
44             <artifactId>hadoop-annotations</artifactId>
45         </dependency>
46
```



Accidental Complexity

1. Mixing Module Definition and other concerns of the build



Essential Complexity

repo1.maven.org/maven2/org/apache/commons/commons-text/1.11.0/commons-text-1.11.0.pom

```
<dependency>
  <groupId>org.apache.commons</groupId>
  <artifactId>commons-lang3</artifactId>
  <scope>compile</scope>
  <version>3.13.0</version>
</dependency>
```

should be:

```
<dependency>
  <groupId>org.apache.commons</groupId>
  <artifactId>commons-lang3</artifactId>
  <scope>runtime</scope>
  <version>3.13.0</version>
</dependency>
```



Accidental Complexity

1. Mixing Module Definition and other concerns of the build
2. Different Module visibility at compile time and runtime (misunderstood / bad tool support)



Essential Complexity

- Different Module visibility at compile time and runtime (embrace this feature / good tool support)

[repo1.maven.org/maven2/org/apache/commons/commons-text/1.11.0/commons-text-1.11.0.pom](#)

```
<dependency>
  <groupId>org.apache.commons</groupId>
  <artifactId>commons-lang3</artifactId>
  <version>3.13.0</version>
</dependency>
```

[repo1.maven.org/maven2/org/apache/commons/commons-compress/1.26.1/commons-compress-1.26.1.pom](#)

```
<dependency>
  <groupId>org.apache.commons</groupId>
  <artifactId>commons-lang3</artifactId>
  <version>3.14.0</version>
</dependency>
```



Accidental Complexity

1. Mixing Module Definition and other concerns of the build
2. Different Module visibility at compile time and runtime (misunderstood / bad tool support)
3. Multiple Versions and Variants of a 3rd party Module are in conflict (misunderstood / bad tool support)



Essential Complexity

- Different Module visibility at compile time and runtime (embrace this feature / good tool support)
- Multiple Versions and Variants of a 3rd party Module are in conflict (accept / good tool support)

repo1.maven.org/maven2/org/openjfx/javafx-graphics/21.0.2/

```
org/openjfx/javafx-graphics/21.0.2/
├── javafx-graphics-21.0.2-linux.jar
├── javafx-graphics-21.0.2-mac.jar
└── javafx-graphics-21.0.2-win.jar
```



Accidental Complexity

1. Mixing Module Definition and other concerns of the build
2. Different Module visibility at compile time and runtime (misunderstood / bad tool support)
3. Multiple Versions and Variants of a 3rd party Module are in conflict (misunderstood / bad tool support)
4. Parts of Java software are OS/Arch specific – at minimum the VM itself (misunderstood / bad tool support)



Essential Complexity

- Different Module visibility at compile time and runtime (embrace this feature / good tool support)
- Multiple Versions and Variants of a 3rd party Module are in conflict (accept / good tool support)
- Parts of Java software are OS/Arch specific (accept / good tool support)

repo1.maven.org/maven2/org/apache/commons/commons-text/1.11.0/commons-text-1.11.0.pom

```
<dependency>
  <groupId>org.apache.commons</groupId>
  <artifactId>commons-lang3</artifactId>
  <scope>compile</scope>
  <version>3.13.0</version>
</dependency>
```

repo1.maven.org/maven2/org/openjfx/javafx-graphics/21.0.2/

```
org/openjfx/javafx-graphics/21.0.2/
  --> javafx-graphics-21.0.2.module ? 
  --> javafx-graphics-21.0.2-linux.jar
  --> javafx-graphics-21.0.2-mac.jar
  --> javafx-graphics-21.0.2-win.jar
```



Accidental Complexity

1. Mixing Module Definition and other concerns of the build
2. Different Module visibility at compile time and runtime (misunderstood / bad tool support)
3. Multiple Versions and Variants of a 3rd party Module are in conflict (misunderstood / bad tool support)
4. Parts of Java software are OS/Arch specific – at minimum the VM itself (misunderstood / bad tool support)
5. Incomplete or wrong 3rd party Module definitions (misunderstood by authors / bad tool support)



Essential Complexity

- Different Module visibility at compile time and runtime (embrace this feature / good tool support)
- Multiple Versions and Variants of a 3rd party Module are in conflict (accept / good tool support)
- Parts of Java software are OS/Arch specific (accept / good tool support)



Accidental Complexity

1. Mixing Module Definition and other concerns of the build
2. Different Module visibility at compile time and runtime (misunderstood / bad tool support)



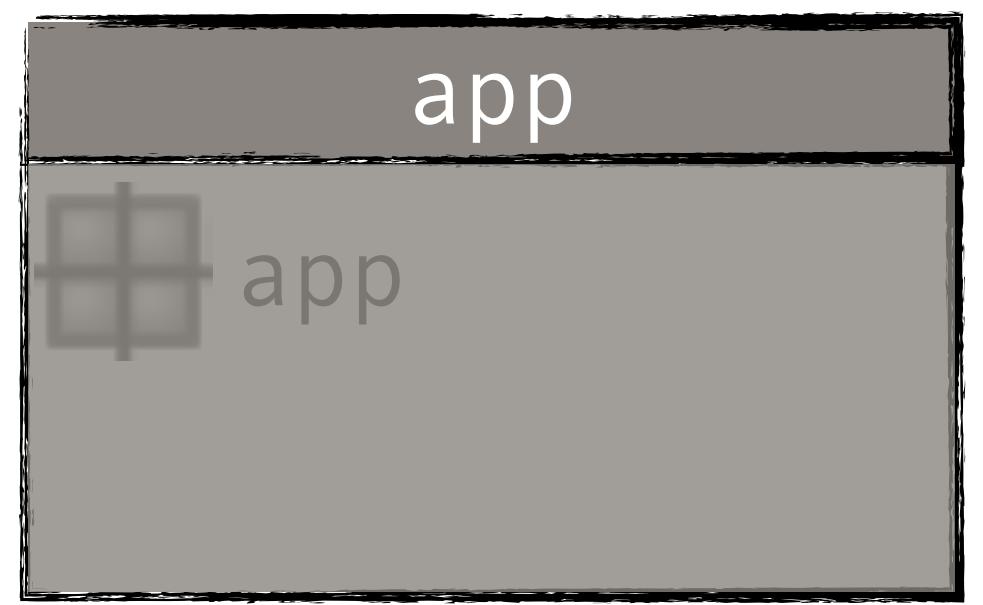
Essential Complexity

- Different Module visibility at compile time and runtime (embrace this feature / good tool support)

How to use the Java Module System
to address this?

DEMO

a pure Java Modules project



```
module app {
```



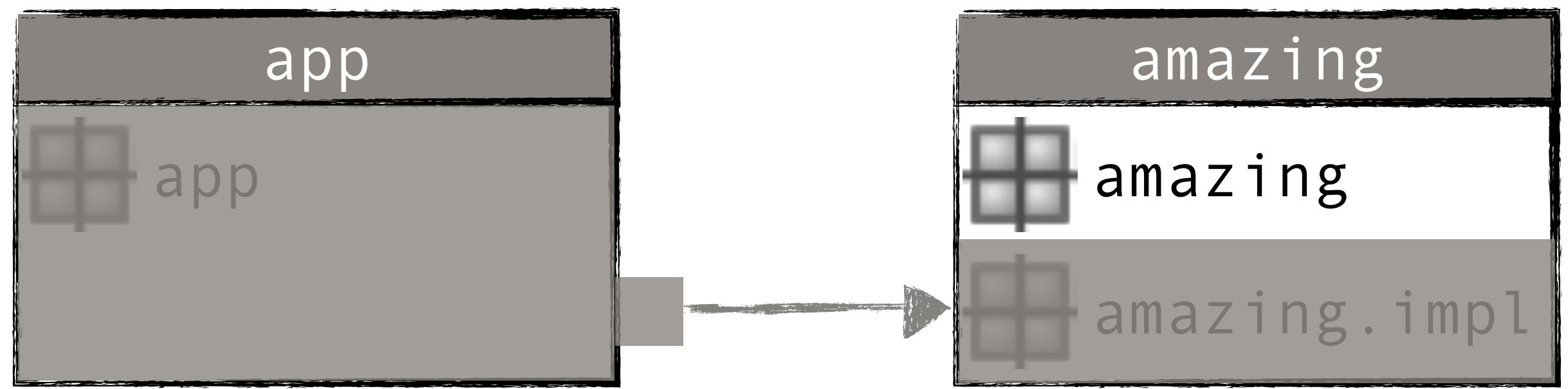
```
module amazing {}
```



```
module amazing {  
    exports amazing;  
}
```



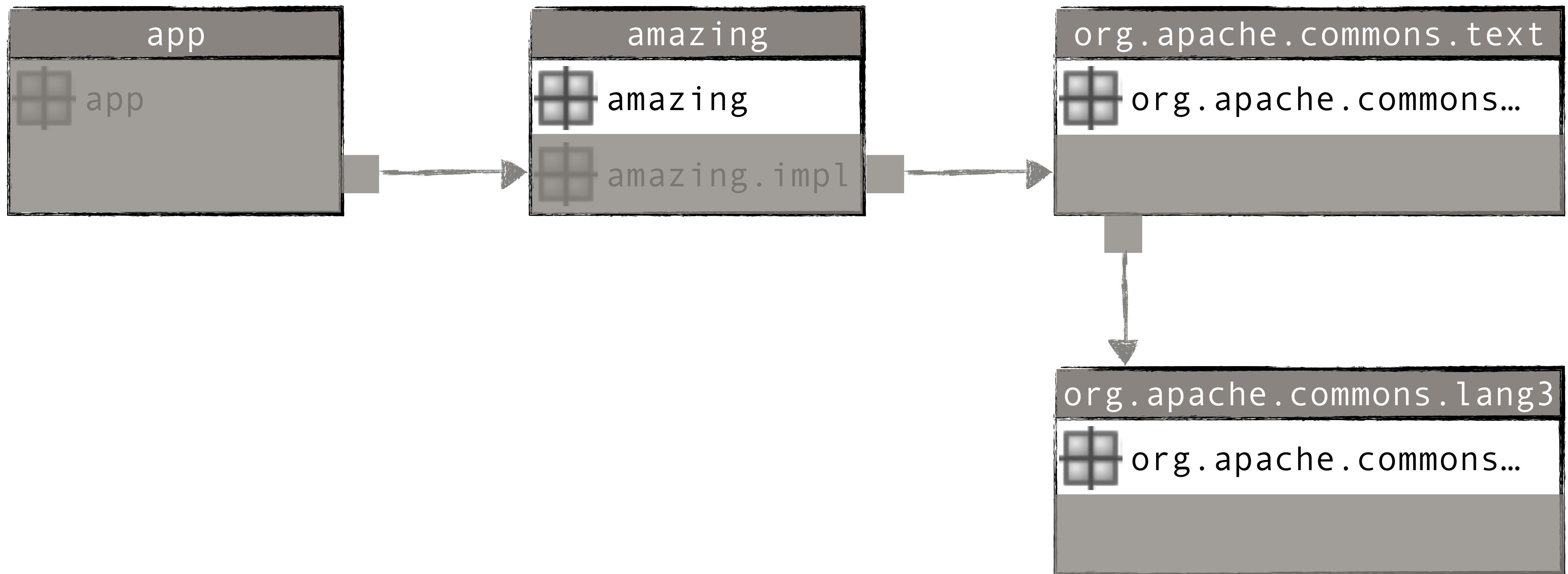
```
module app {  
}
```



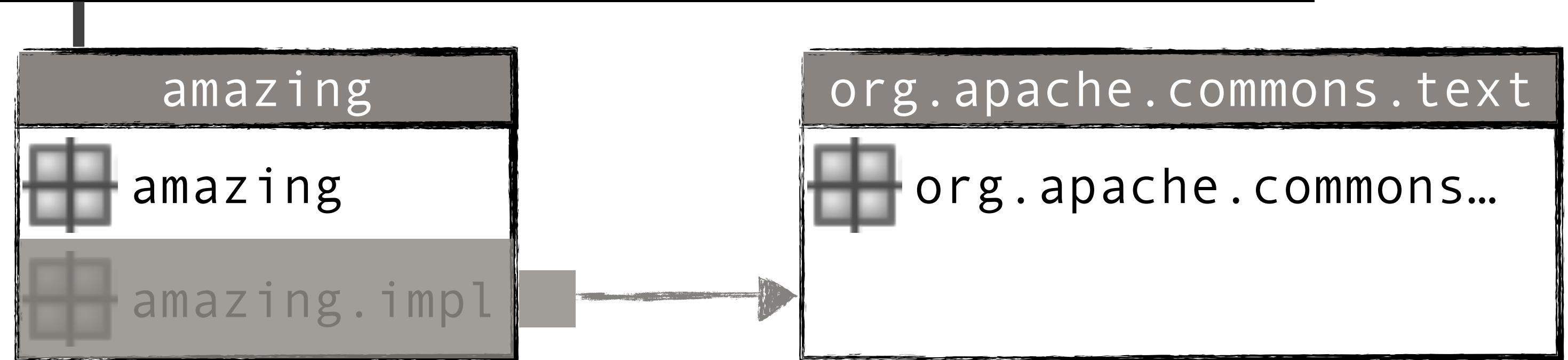
```
module app {  
    requires amazing;  
}
```



```
module amazing {  
    requires org.apache.commons.text;  
  
    exports amazing;  
}
```

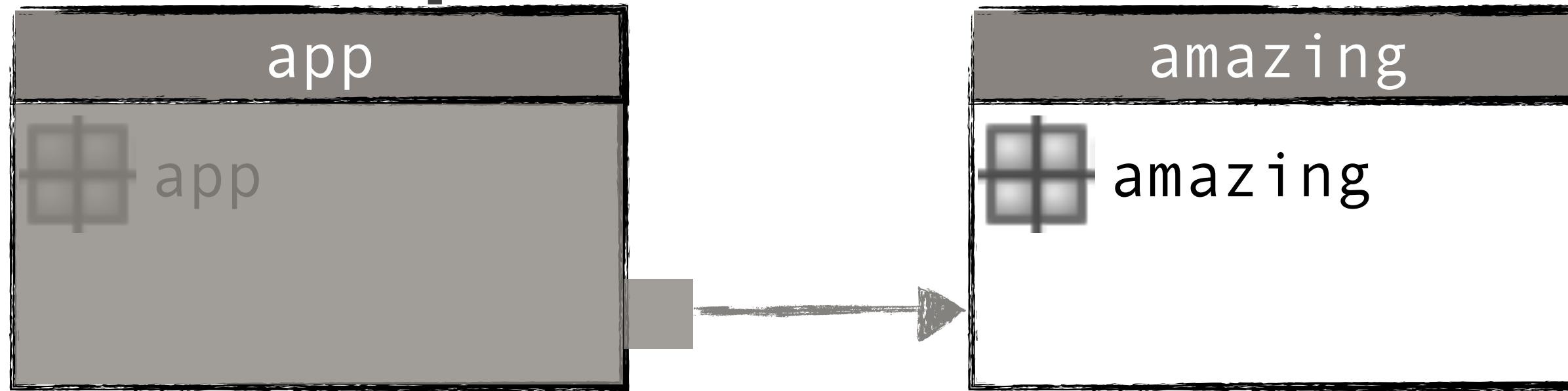


```
javac amazing/**/*.java module-info.java --module-path commons-text.jar
```



```
module amazing {  
    requires org.apache.commons.text;  
  
    exports amazing;  
}
```

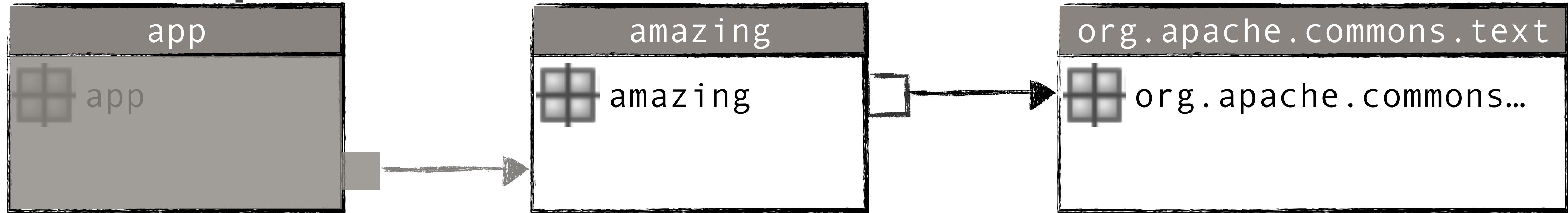
```
javac -d out app/App.java module-info.java --module-path ../amazing/out
```



```
module app {  
    requires amazing;  
}
```

```
module amazing {  
    requires org.apache.commons.text;  
  
    exports amazing;  
}
```

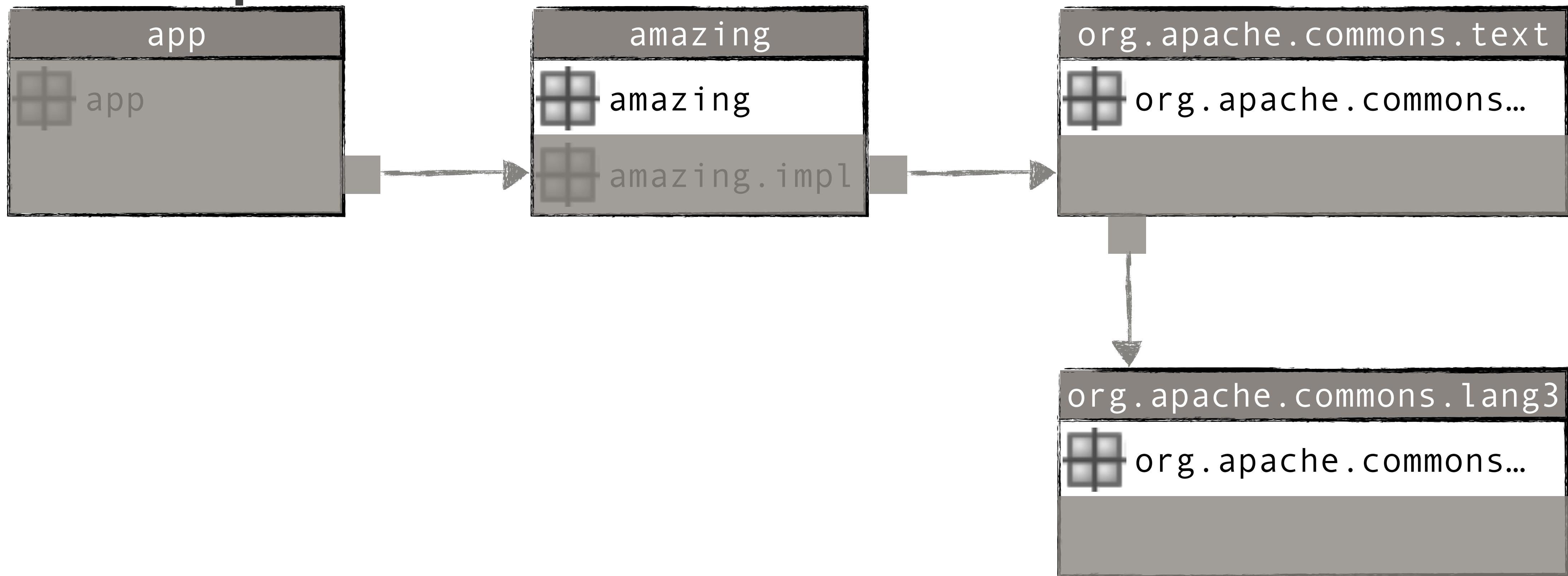
```
javac -d out app/App.java module-info.java --module-path ../amazing/out:commons-text.jar
```



```
module app {  
    requires amazing;  
}
```

```
module amazing {  
    requires transitive org.apache.commons.text;  
  
    exports amazing;  
}
```

```
java --module-path app/out:amazing/out:commons-text.jar:commons-lang3.jar --module app/app.App
```





Accidental Complexity

1. Mixing Module Definition and other code
2. Different Module visibility at compile time and runtime (misunderstood / bad tool support)



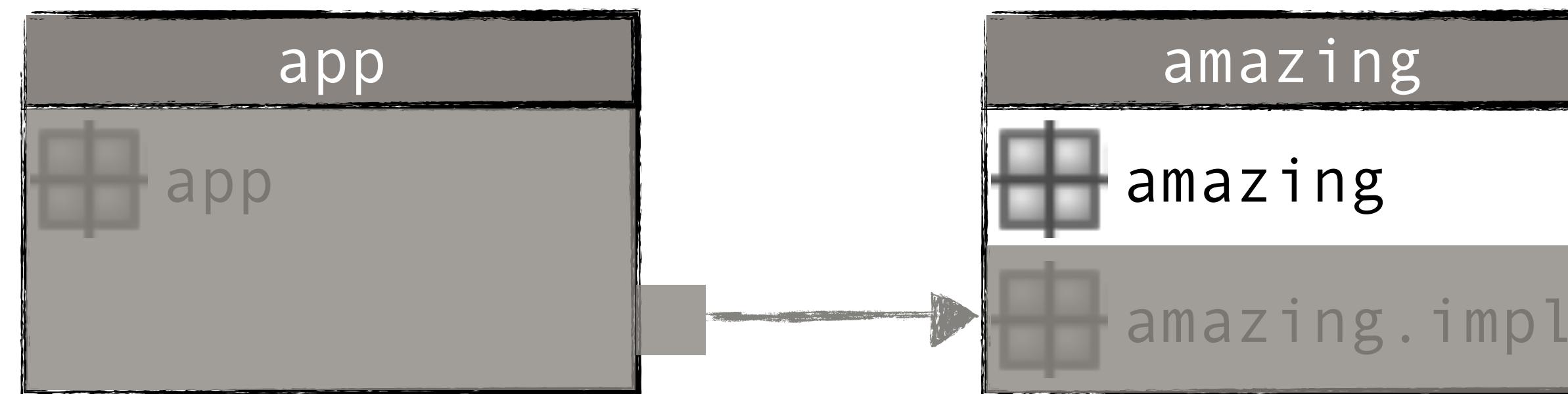
Module Definition



Essential Complexity

- Different Module visibility at compile time and runtime (embrace this feature / good tool support)

Use **module-info.java** for isolated
Module Definitions in standard Java syntax





1. ~~Mixing Modules from different ecosystems~~ (misunderstood / bad tool support)
2. ~~Different Java compilers~~ (misunderstood / bad tool support)
3. Multiple Versions and Variants of a 3rd party Module are in conflict (misunderstood / bad tool support)
4. Parts of Java software are OS/Arch specific – at minimum the VM itself (misunderstood / bad tool support)

How to use Gradle's Dependency Management to address this?

lity at
ne (embrace

this feature / good tool support)

- Multiple Versions and Variants of a 3rd party Module are in conflict (accept / good tool support)
- Parts of Java software are OS/Arch specific (accept / good tool support)

DEMO

add a Gradle-based build system



Accidental Complexity

1. Mixing Module Definition and other config (misunderstood / bad tool support)
2. Different Module visibility at compile time and runtime (misunderstood / bad tool support)
3. Multiple Versions and Variants of a 3rd party Module are in conflict (misunderstood / bad tool support)
4. Parts of Java software are OS/Arch specific – at minimum the VM itself (misunderstood / bad tool support)



Module Definition



Module Discovery



Essential Complexity

- Different Module visibility at compile time and runtime (embrace this feature / good tool support)
- Multiple Versions and Variants of a 3rd party Module are in conflict (accept / good tool support)
- Parts of Java software are OS/Arch specific (accept / good tool support)



Accidental Complexity

1. Mixing Module Definition and other config (misunderstood / bad tool support)
2. Different Module visibility at compile time and runtime (misunderstood / bad tool support)
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Module Discovery



Essential Complexity

- Different Module visibility at compile time and runtime (embrace this feature / good tool support)
- Multiple Versions and Variants of a 3rd party Module are in conflict (accept / good tool support)
- Parts of Java software are OS/Arch specific (accept / good tool support)

DEMO

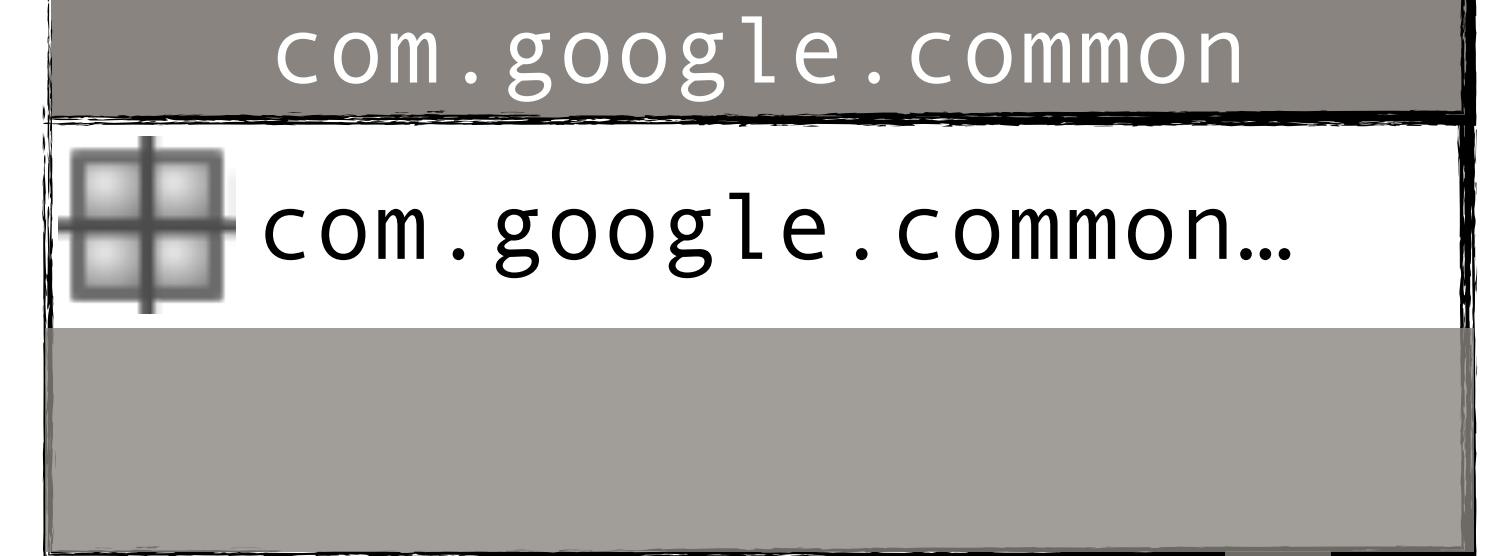
add (and patch) more 3rd party Modules

```
com/google/guava/guava/33.1.0-jre/  
└── guava-33.1.0-jre.module  
    └── guava-33.1.0-jre.jar  
        └── module-info.class
```

com.google.common

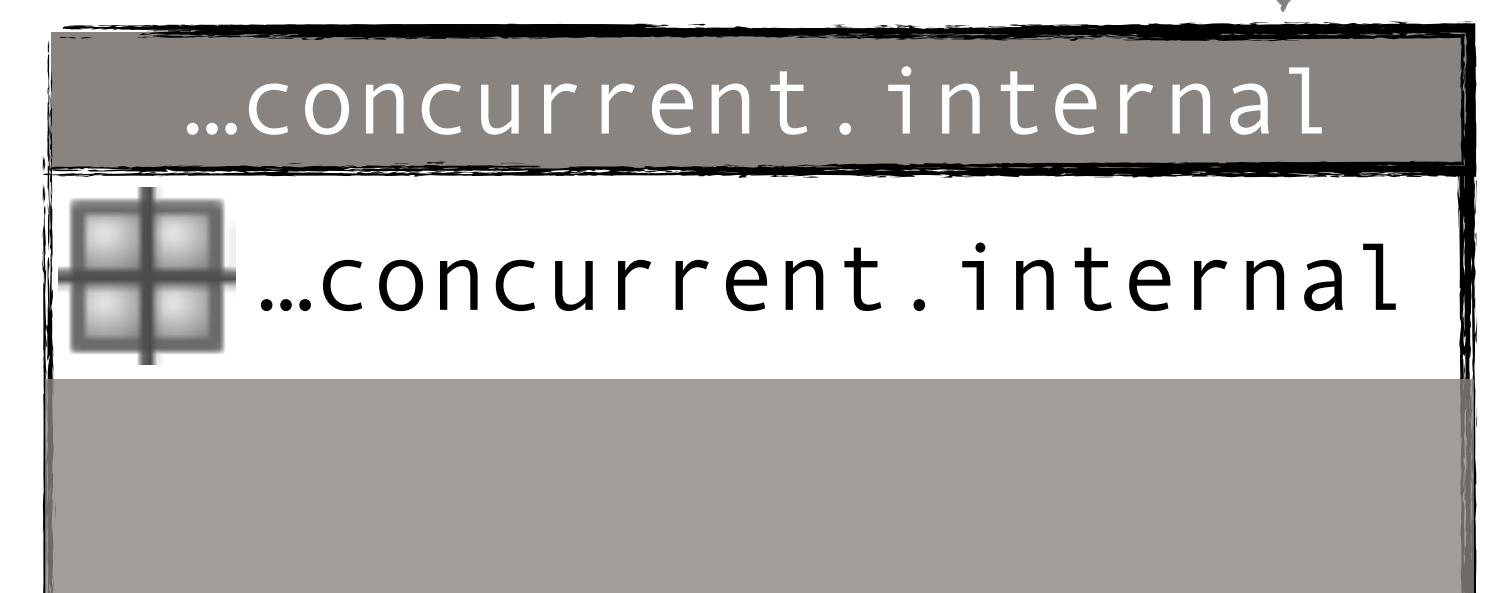
```
"dependencies": [  
    {"group": "com.google.guava",  
     "module": "failureaccess",  
     "version": { "requires": "1.0.2" } ,  
     ...  
} ]
```

```
com/google/guava/guava/33.1.0-jre/  
└── guava-33.1.0-jre.module  
    └── guava-33.1.0-jre.jar  
        └── module-info.class
```



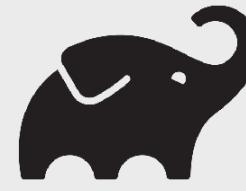
PATCH: removeDependency("com.google.code.findbugs:jsr305")

```
"dependencies": [  
    "group": "com.google.code.findbugs",  
    "module": "jsr305",  
    "version": { "requires": "3.0.2" },  
    ...  
]
```



PATCH: module("com.google.guava:guava", "com.google.common")

```
module com.google.common {  
    requires com.google.common.util.concurrent.internal;  
  
    exports com.google.common.annotations;  
    ...  
}
```



Accidental Complexity

1. Mixing Module Definition and other code (misunderstood / bad tool support)
2. Different Module visibility at compile time and runtime (misunderstood / bad tool support)
3. Multiple Versions and Variants of a 3rd party Module are in conflict (misunderstood / bad tool support)
4. Parts of Java software are OS/Arch specific – at minimum the VM itself (misunderstood / bad tool support)
5. Incompletely specified Modules by authors / bad tool support



Module Definition



Module Discovery

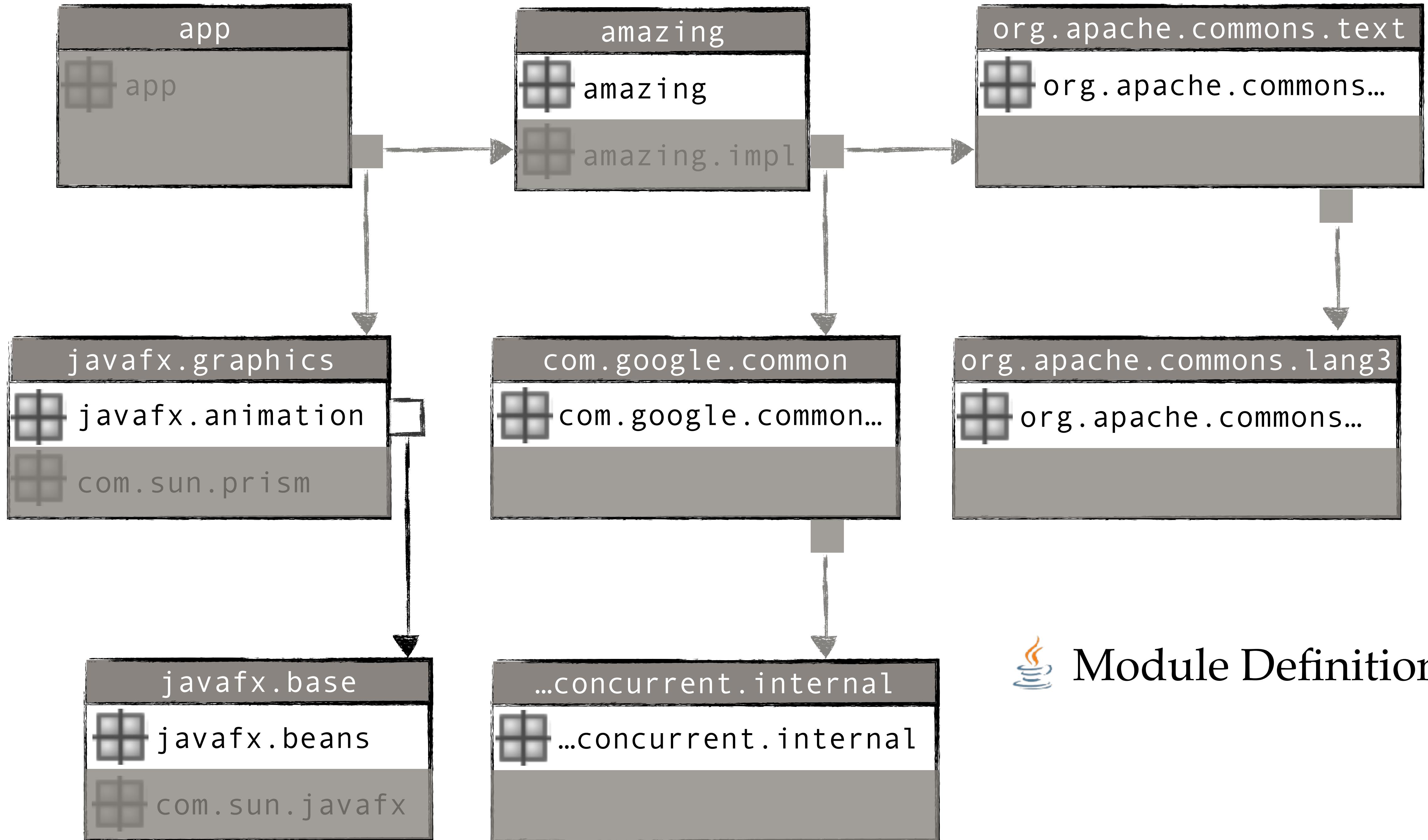


Module Patching

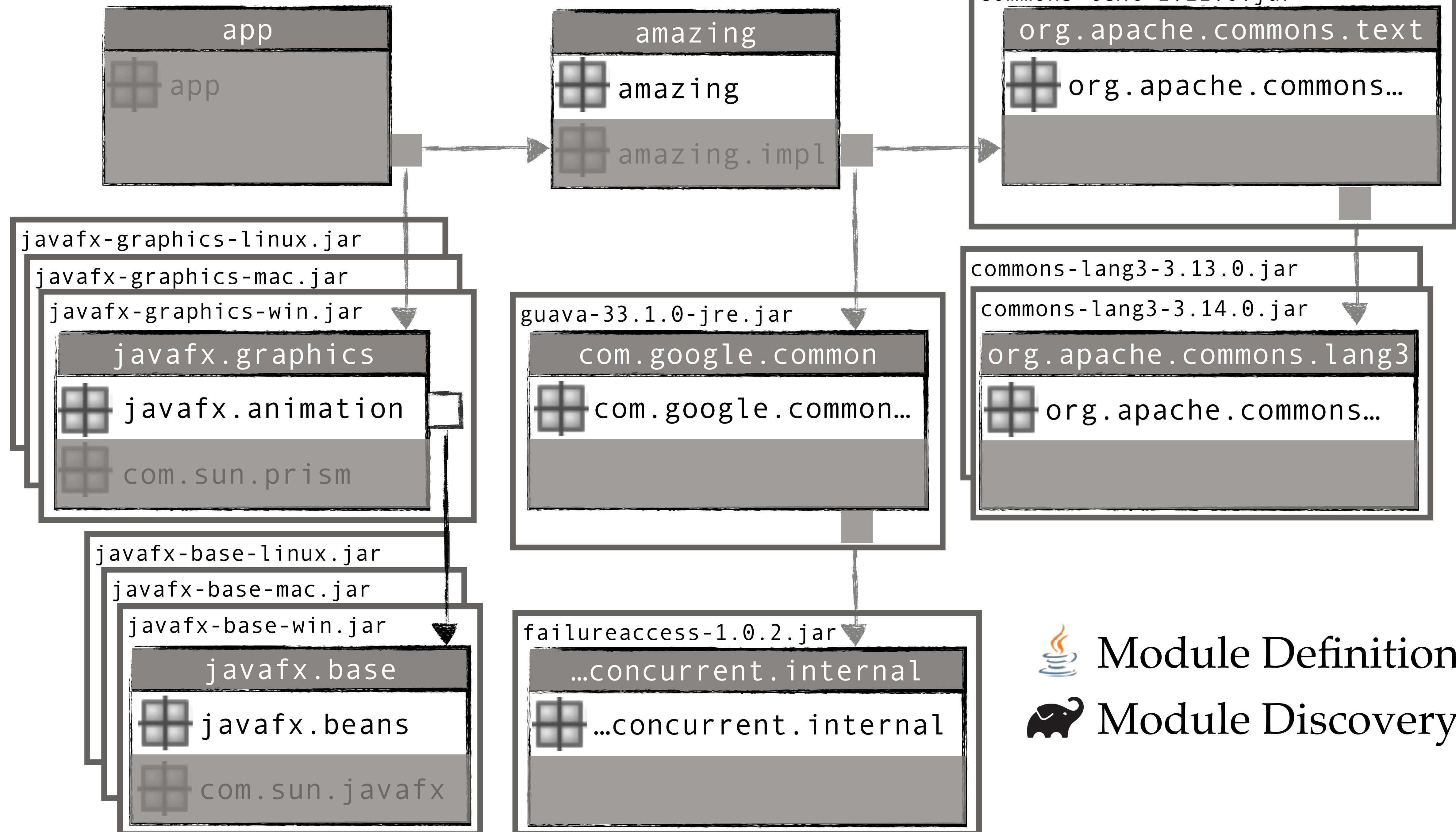


Essential Complexity

- Different Module visibility at compile time and runtime (embrace this feature / good tool support)
- Multiple Versions and Variants of a 3rd party Module are in conflict (accept reality / good tool support)
- Parts of Java software are OS/Arch specific (accept reality / good tool support)



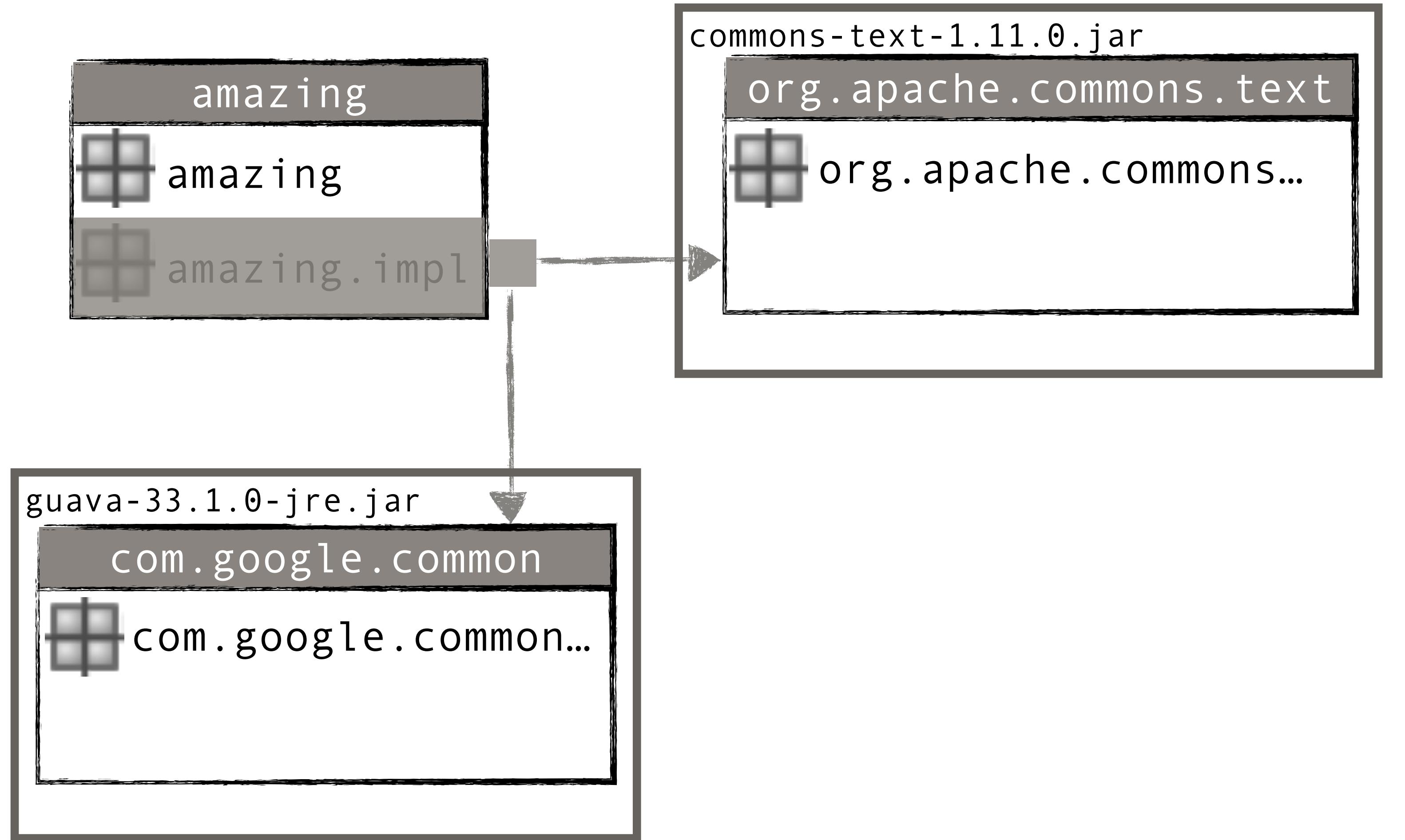
Module Definition



Module Definition

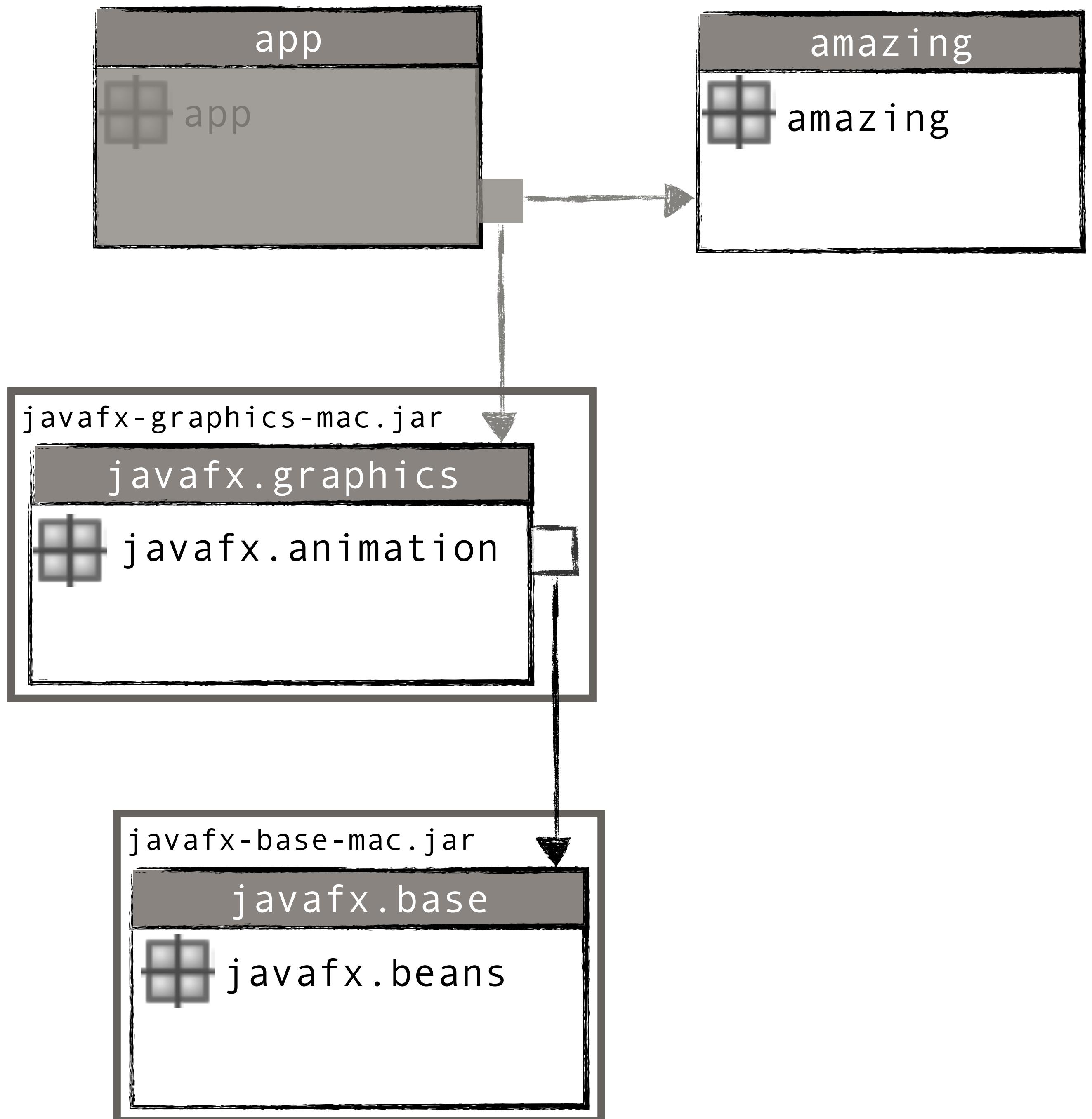


Module Discovery



 Module Definition
 Module Discovery

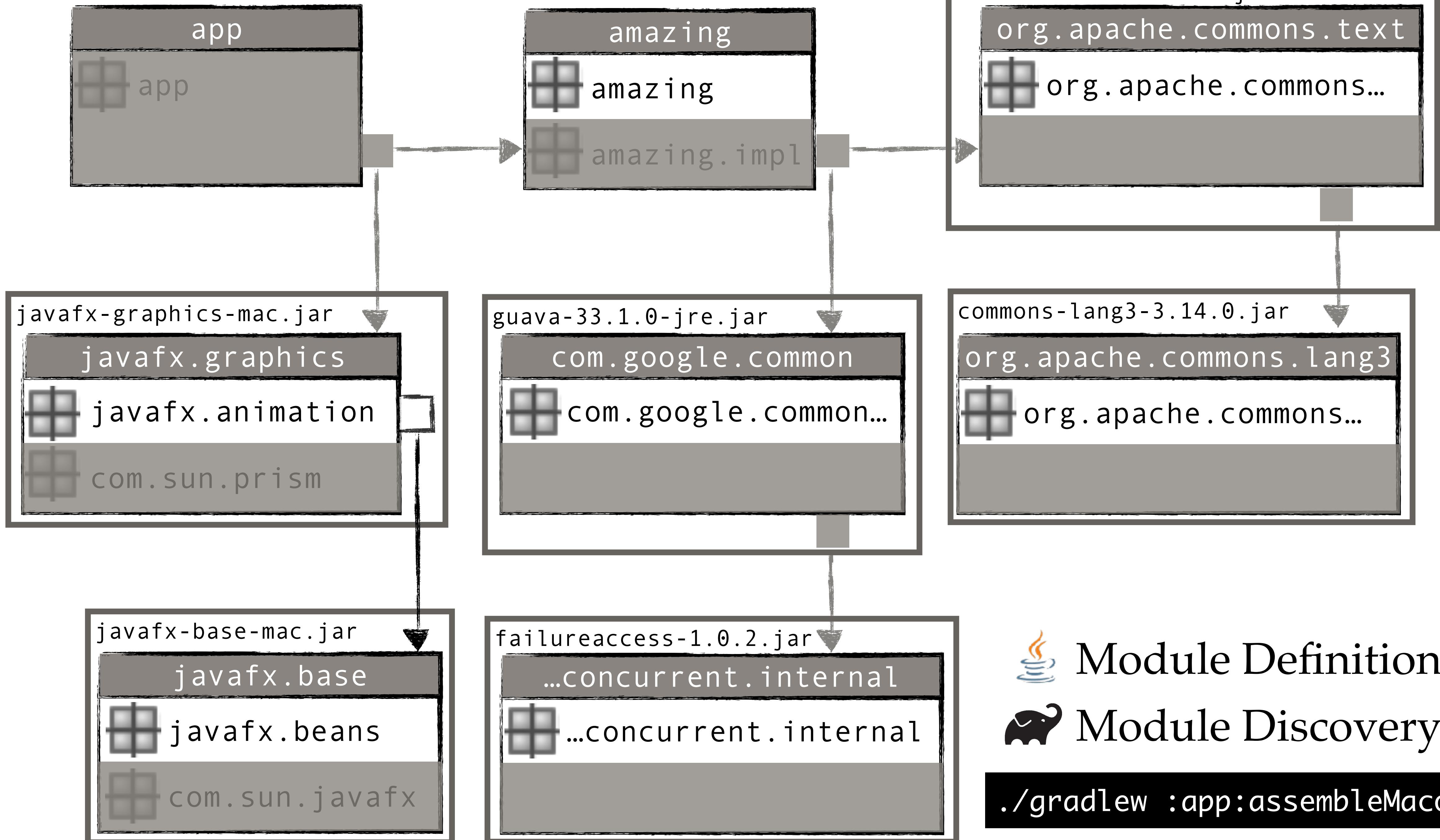
```
./gradlew :amazing:compileJava
```



 Module Definition

 Module Discovery

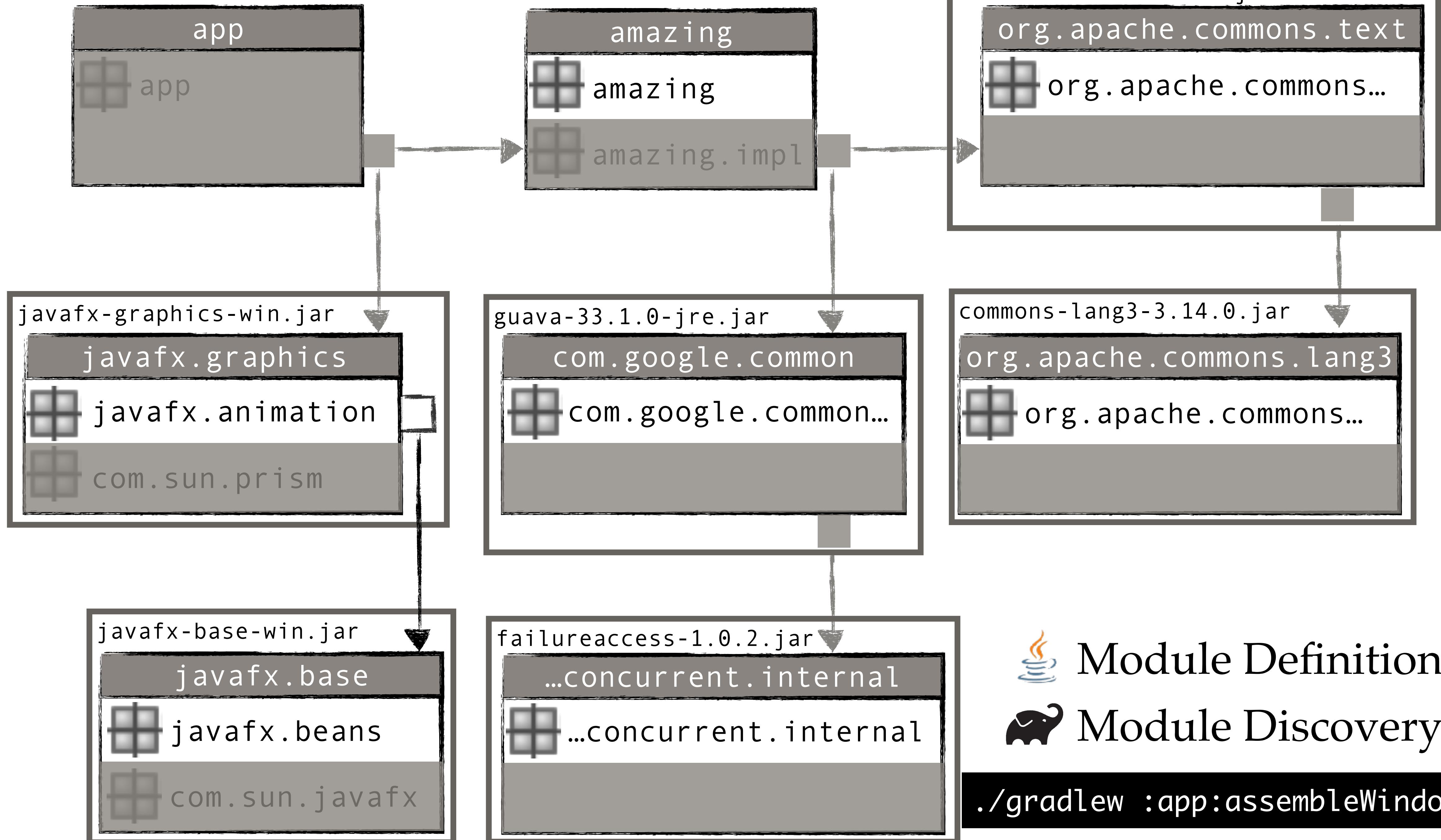
```
./gradlew :app:compileJava
```



 **Module Definition**

 **Module Discovery**

`./gradlew :app:assembleMacos`



Module Definition

Module Discovery

`./gradlew :app:assembleWindows`

But in the real world ... ?

Real World example: Hedera Services

github.com/hashgraph/hedera-services/blob/develop/hedera-node/hedera-consensus-service-impl/src/main/java/module-info.java

a module-info.java

github.com/hashgraph/hedera-services/blob/develop/hedera-node/hedera-consensus-service-impl/build.gradle.kts

a minimalistic build.gradle

github.com/hashgraph/hedera-services/blob/develop/hedera-dependency-versions/build.gradle.kts

versions

github.com/hashgraph/hedera-services/blob/develop/build-logic/project-plugins/src/main/kotlin/com.hedera.hashgraph.jpms-modules.gradle.kts

3rd party patching

github.com/hashgraph/hedera-services/tree/develop/build-logic

other build concerns

What if I can't use the
Java Module System
for reason ... ?

Module Definition



Java's module-info

- Module naming
- Module dependencies
 - Module private (requires)
 - Re-exported (req transitive)
 - Compile-only (req static)
- Module private packages

Module Discovery



Gradle Dependency Management

- Discover and build Modules from source on demand
- Discover Modules in Repositories by Name and Version
- Detect and handle Version and Variant conflicts
- Patch Module Metadata before handing it to Java tools

Module Definition



Java's module-info (build time only)

- Module naming
- Module dependencies
 - Module private (requires)
 - Re-exported (req transitive)
 - Compile-only (req static)
- ~~Module private packages~~

```
module amazing {  
    requires org.apache.commons.text;  
}
```

Module Discovery



Gradle Dependency Management

- Discover and build Modules from source on demand
- Discover Modules in Repositories by Name and Version
- Detect and handle Version and Variant conflicts
- Patch Module Metadata before handing it to Java tools

Module Definition



Gradle's build.gradle dependencies

- Module naming
- Module dependencies
 - Module private (`implementation`)
 - Re-exported (`api`)
 - Compile-only (`compileOnly`)
- ~~Module private packages~~

Module Discovery

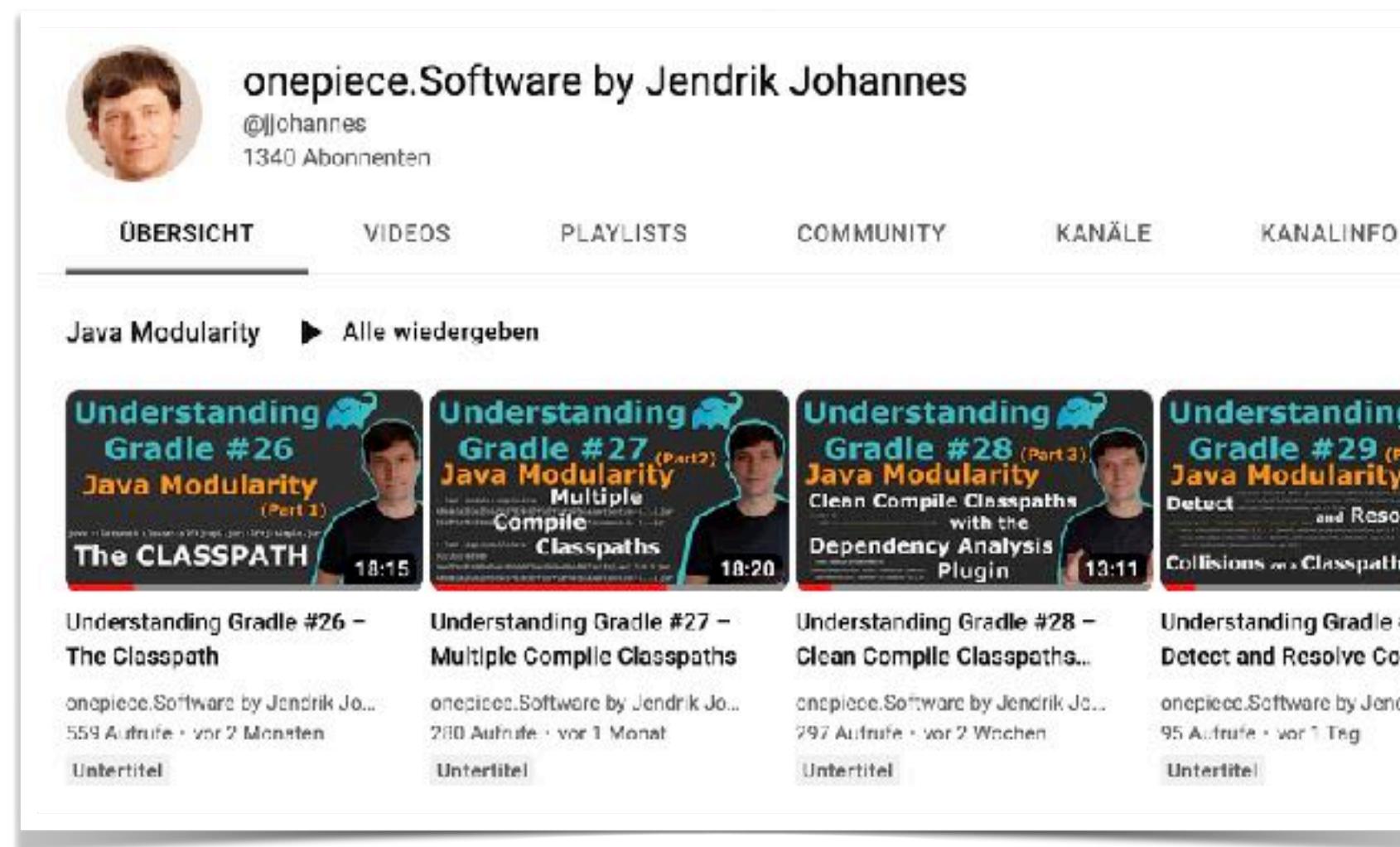


Gradle Dependency Management

- Discover and build Modules from source on demand
- Discover Modules in Repositories by Name and Version
- Detect and handle Version and Variant conflicts
- Patch Module Metadata before handing it to Java tools

```
dependencies {  
    implementation("org.apache.commons:commons-text")  
}
```

slides / example / links
github.com/jjohannes/java-module-system



youtube.com/@jjohannes

