Reflection and Annotations



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Have a Question?



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#java-advanced

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What is Metaprogramming?



- Programming technique in which computer programs have the ability to treat programs as their data
- The program can be designed to:
 - Read
 - Generate
 - Analyze
 - Transform
- Modify itself while running



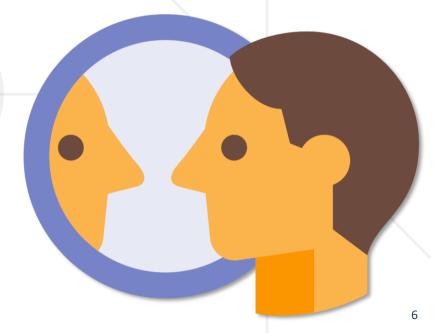
What is Reflection?



 The ability of a programming language to be its own metalanguage

 Programs can examine information about themselves





When to Use Reflection?



Whenever we want:



- To reduce code length significantly
- Easier maintenance
- Easier testing





When Not to Use Reflection?



- If it is possible to perform an operation without using reflection, then it is preferable to avoid using it
- Cons from using Reflection
 - Performance overhead
 - Security restrictions
 - Exposure of internal logic





The Class Object



- Obtain it' java.lang.Class object
 - If you know the name

```
Class myObjectClass = MyObject.class;
```

If you don't know the name at compile time

```
Class myClass = Class.forName(className);
```

You need fully qualified class name as String

Class Name



- Obtain Class name
 - Fully qualified class name

```
String className = aClass.getName();
```

Class name without the package name

```
String simpleClassName = aClass.getSimpleName();
```

Base Class and Interfaces



Obtain parent class

```
Class className = aClass.getSuperclass();
```

Obtain interfaces

```
Class[] interfaces = aClass.getInterfaces();
```

- Interfaces are also represented by Class objects in Java Reflection
- Only the interfaces specifically declared implemented by a given class are returned

Problem: Reflection



- Import ReflectionClass to your src folder in your project
- Using reflection you should print:
 - This class type
 - Super class type
 - All Interfaces
 - Instantiate object using reflection and print it
- Don't change anything in class

Solution: Reflection



```
Class<Reflection> aClass = Reflection.class;
System.out.println(aClass);
System.out.println(aClass.getSuperclass());
Class[] interfaces = aClass.getInterfaces();
for (Class anInterface : interfaces)
  System.out.println(anInterface);
//Reflection ref = aClass.newInstance();//Deprecated since Java 9
Reflection ref = aClass.getDeclaredConstructor().newInstance();
                                       Create new object
System.out.println(ref);
```



Constructors, Fields and Methods

Constructors



Obtain only public constructors

```
Constructor[] ctors = aClass.getConstructors();
```

Obtain all constructors

```
Constructor[] ctors =
     aClass.getDeclaredConstructors();
```

Get constructor by parameters

```
Constructor ctor =
     aClass.getConstructor(String.class);
```

Constructors



Get parameter types

Instantiating objects using constructor

Fields Name and Type



Obtain public fields

```
Field field = aClass.getField("somefield");
Field[] fields = aClass.getFields();
```

Obtain all fields

```
Field[] fields = aClass.getDeclaredFields();
```

Get field name and type

```
String fieldName = field.getName();
Object fieldType = field.getType();
```

Fields Set and Get



Setting value for a field

```
Class aClass = MyObject.class;
Field field = aClass.getDeclaredField("someField");
MyObject objectInstance = new MyObject();
field.setAccessible(true); < Change the behavior of the</pre>
                                   AccessibleObject
Object value = field.get(objectInstance);
field.set(objectInstance, value);
```

The objectInstance parameter passed to the get and set method should be an instance of the class that owns the field

Methods



Obtain public methods

```
Method[] methods = aClass.getMethods();
Method method =
   aClass.getMethod("doSomething",String.class);
```

Get methods without parameters

```
Method method =
    aClass.getMethod("doSomething", null);
```

Method Invoke



Obtain method parameters and return type

```
Class[] paramTypes = method.getParameterTypes();
Class returnType = method.getReturnType();
```

Get methods with parameters

null is for static methods

Problem: Getters and Setters



- Using reflection get all methods and print:
- Sort getters and setters alphabetically
- Getters:
 - A getter method have its name start with "get", take 0 parameters, and returns a value
- Setters:
 - A setter method have its name start with "set", and takes 1 parameter

Solution: Getters



```
Method[] methods = Reflection.class.getDeclaredMethods();
Method[] getters = Arrays.stream(methods)
           .filter(m -> m.getName().startsWith("get") &&
                        m.getParameterCount() == 0)
           .sorted(Comparator.comparing(Method::getName))
           .toArray(Method[]::new);
Arrays.stream(getters).forEach(m ->
           System.out.printf("%s will return class %s%n",
                m.getName(), m.getReturnType().getName()));
```



Access Modifiers



Obtain the class modifiers like this

```
int modifiers = aClass.getModifiers();
```

 Each modifier is a flag bit that is either set or cleared getModifiers() can be called
on constructors, fields, methods

You can check the modifiers

```
Modifier.isPrivate(modifiers);
Modifier.isProtected(modifiers);
Modifier.isPublic(modifiers);
Modifier.isStatic(modifiers);
```

Arrays



Creating arrays via Java Reflection

```
int[] intArray = (int[]) Array.newInstance(int.class, 3);
```

Obtain parameter annotations

```
Array.set(intArray, 0, 123);
Array.set(intArray, 1, 456);
```

Obtain fields and methods annotations

Problem: High Quality Mistakes



- You perfectly know how to write High Quality Code
- Check Reflection class and print all mistakes in access modifiers which you can find
- Get all fields, getters and setters and sort each category by name
- First print mistakes in fields
- Then print mistakes in getters
- Then print mistakes in setters

Solution: High Quality Mistakes



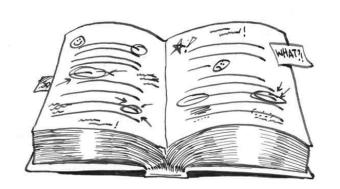
```
Field[] fields = Reflection.class.getDeclaredFields();
Arrays.stream(fields)
      .filter(f -> !Modifier.isPrivate(f.getModifiers()))
      .sorted((Comparator.comparing(Field::getName)))
      .forEach(f -> System.out
              .printf("%s must be private!%n", f.getName()));
// TODO: Do the same for getters and setters
```



Annotation



- Data holding class
- Describe parts of your code
- Applied to: Classes, Fields, Methods, etc.



```
@Deprecated
public void deprecatedMethod() {
   System.out.println("Deprecated!");
}
```

Annotation Usage



To generate compiler messages or errors

@SuppressWarnings("unchecked")
@Deprecated

- As tools
 - Code generation tools
 - Documentation generation tools
 - Testing Frameworks
- At runtime ORM, Serialization, etc.

Built-In Annotations



 @Override – generates compile time error if the method does not override a method in a parent class

```
@Override
public String toString() {
  return "new toString() method";
}
```

Built-In Annotations



@SupressWarning – turns off compiler warnings

Annotation with value

```
@SuppressWarnings(value = "unchecked")
public <T> void warning(int size) {
   T[] unchecked = (T[]) new Object[size];
}
Generates compiler warning
```

Built-In Annotations



 @Deprecated – generates a compiler warning if the element is used

```
@Deprecated Generates compiler warning
public void deprecatedMethod() {
   System.out.println("Deprecated!");
}
```

Creating Annotations



• @interface – the keyword for annotations

```
public @interface MyAnnotation {
   String myValue() default "default";
}
Annotation element
```

```
@MyAnnotation(myValue = "value")
public void annotatedMethod() {
    Skip name if you have only one value named "value"
    System.out.println("I am annotated");
}
```

Annotation Elements



- Allowed types for annotation elements:
 - Primitive types (int, long, boolean, etc.)
 - String
 - Class
 - Enum
 - Annotation
 - Arrays of any of the above

Meta Annotations – @Target



- Meta annotations annotate annotations
- @Target specifies where the annotation is applicable

Available element types – CONSTRUCTOR, FIELD,
 LOCAL_VARIABLE, METHOD, PACKAGE, PARAMETER, TYPE

Meta Annotations – @Retention



@Retention – specifies where the annotation is available

```
@Retention(RetentionPolicy.RUNTIME)
public @interface RuntimeAnnotation {
    // ...
}
```

You can get info at runtime

Available retention policies – SOURCE, CLASS, RUNTIME

Problem: Create Annotation



- Create annotation Subject with a String[] element "categories"
 - Should be available at runtime
 - Can be placed only on types

```
@Subject(categories = {"Test", "Annotations"})
public class TestClass {
}
```

Solution: Create Annotation



```
@Target(ElementType.TYPE)
@Retention(RetentionPolicy.RUNTIME)
public @interface Subject {
   String[] categories();
}
```

Annotations



Obtain class annotations

```
Annotation[] annotations = aClass.getAnnotations();
Annotation annotation = aClass.getAnnotation(MyAnno.class);
```

Obtain parameter annotations

Obtain fields and methods annotations

```
Annotation[] fieldAnots = field.getDeclaredAnnotations();
Annotation[] methodAnot = method.getDeclaredAnnotations();
```

Accessing Annotation



Some annotations can be accessed at runtime

```
@Author(name = "Gosho")
public class AuthoredClass {
  public static void main(String[] args) {
    Class cl = AuthoredClass.class;
    Author author = (Author) cl.getAnnotation(Author.class);
    System.out.println(author.name());
```

Accessing Annotation



Some annotations can be accessed at runtime

```
Class cl = AuthoredClass.class;
Annotation[] annotations = cl.getAnnotations();
for (Annotation annotation : annotations) {
  if (annotation.annotationType().equals(Author.class)) {
    Author author = (Author) annotation;
    System.out.println(author.name());
```

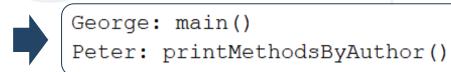
Problem: Coding Tracker



- Create annotation Author with a String element "name"
 - Should be available at runtime
 - Should be placed only on methods
- Create a class Tracker with a method:
 - public static void printMethodsByAuthor()

```
@Author(name = "George")
public static void main(String[] args) {
    Tracker.printMethodsByAuthor(Tracker.class);
}

@Author(name = "Peter")
public static void printMethodsByAuthor(Class<?> cl) {...}
```



Solution: Coding Tracker



```
public class Tracker {
  public static void printMethodsByAuthor(Class<?> cl) {
   Map<String, List<String>> methodsByAuthor = new HashMap<>();
    Method[] methods = cl.getDeclaredMethods();
    for (Method method : methods) {
      Author annotation = method.getAnnotation(Author.class);
   // Continues on next slide
```

Solution: Coding Tracker



```
if (annotation != null) {
    methodsByAuthor
     .putIfAbsent(annotation.name(), new ArrayList<>());
    methodsByAuthor
     .get(annotation.name()).add(method.getName() + "()");
// TODO: print the results
```

Summary



- What is Reflection
- Reflection API
 - Reflecting Classes, Constructors, Fields, Methods
 - Access Modifiers
- Annotations
 - Used to describe our code
 - Provide the possibility to work with non-existing classes
 - Can be accessed through reflection





Questions?



















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