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# iPOJO

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A Tale about Simplicity

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# What about me ?

- Solution Architect in the Modular and Mobile CC
- Apache Software Foundation
  - PMC Apache Felix, Apache Ace
  - Apache Felix iPOJO project leader
- OW2
  - Chameleon project leader



The **Apache Software Foundation**  
<http://www.apache.org/>

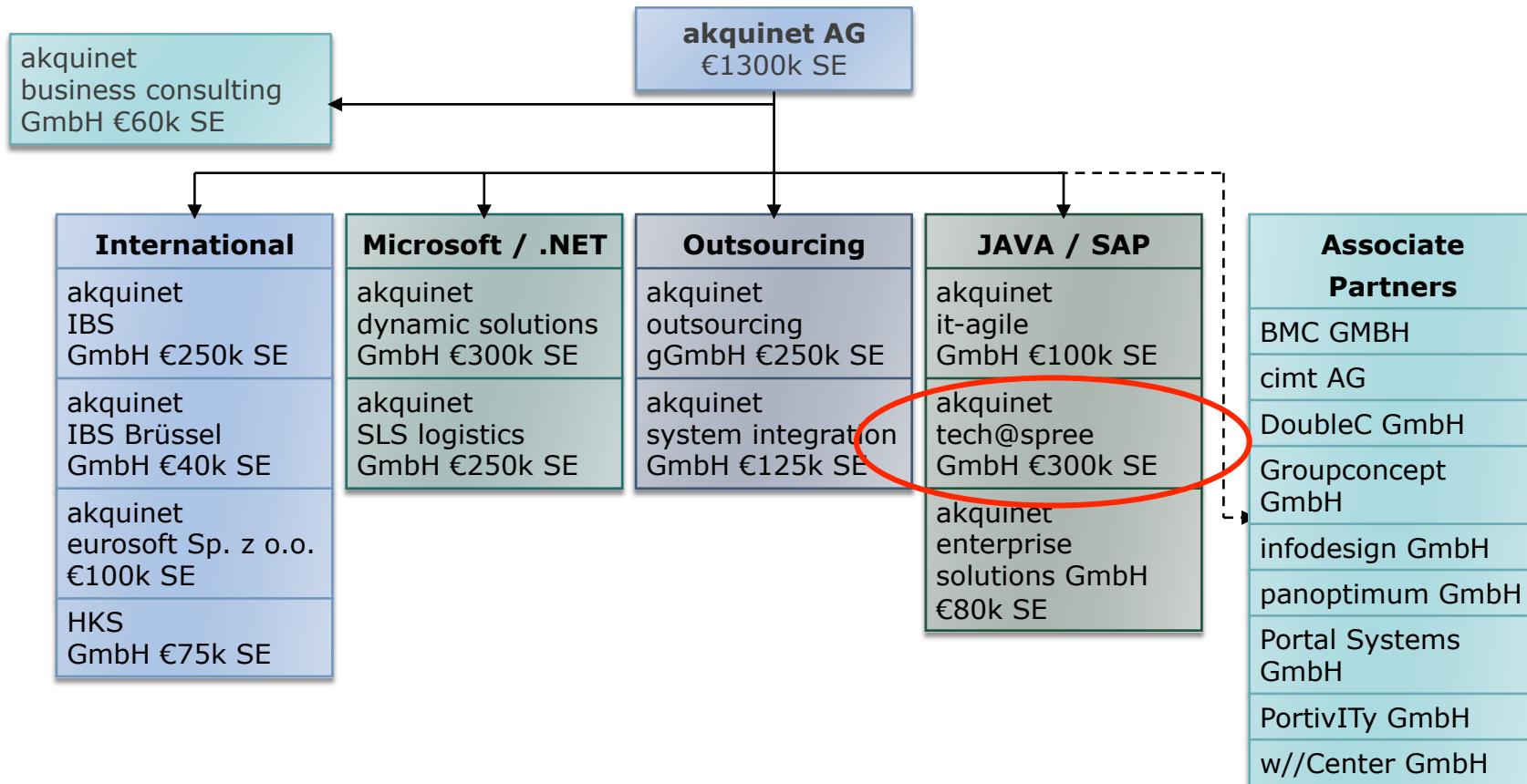
**OW2**  
Consortium



 **chameleon**

iPOJO

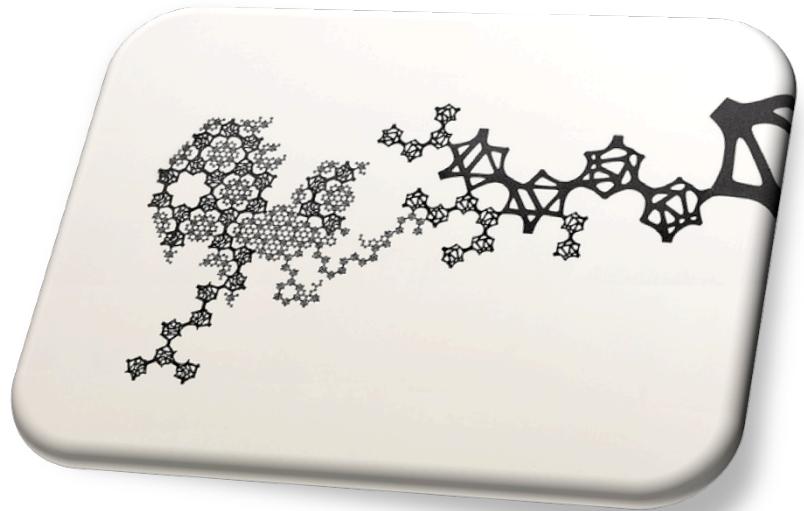
# akquinet



# Modular and Mobile Solutions

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- ▶ Competence Center focusing on
  - Modular Systems
    - Modularization expertise
    - OSGi-based
    - Sophisticated, Large scale, Distributed systems
  - Mobile Solutions
    - *In the large*
      - Mobile devices, Interactions middleware, Server-side ...
      - M2M, B2B
- ▶ Open Technologies
  - OSGi (Apache Felix, Apache Ace, OW2 Chameleon, Apache Sling...)
  - Android
  - Java EE (JBoss, OW2 JOnAS)



# Modularity

The Graal Quest ?

# Time Travel

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A well-defined segmentation of the project effort ensures system modularity. Each task forms a separate, distinct program **module**.

At implementation time each module and its **inputs** and **outputs** are well-defined.

At checkout time the integrity of the module is tested **independently**.

Finally, the system is maintained in **modular fashion**.

*R. Gauthier and S. Pont, Designing Systems Programs, 1970.*

# Time Travel

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The major advancement in the area of modular programming has been the development of coding techniques and assemblers which

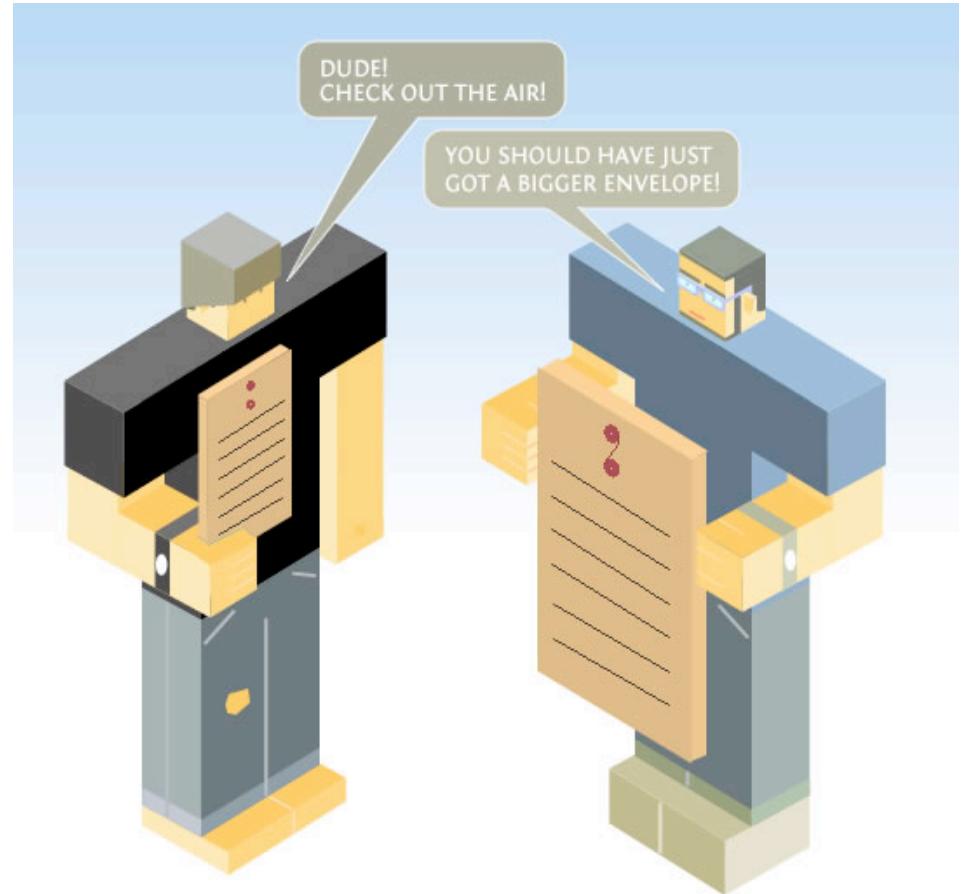
- (1) allow one module to be written with **little knowledge** of the code in another module, and
- (2) allow modules to be **reassembled** and **replaced** without reassembly of the **whole system**.

*D. Parnas, On the Criteria to Be Used in Decomposing Systems into Modules, 1972*



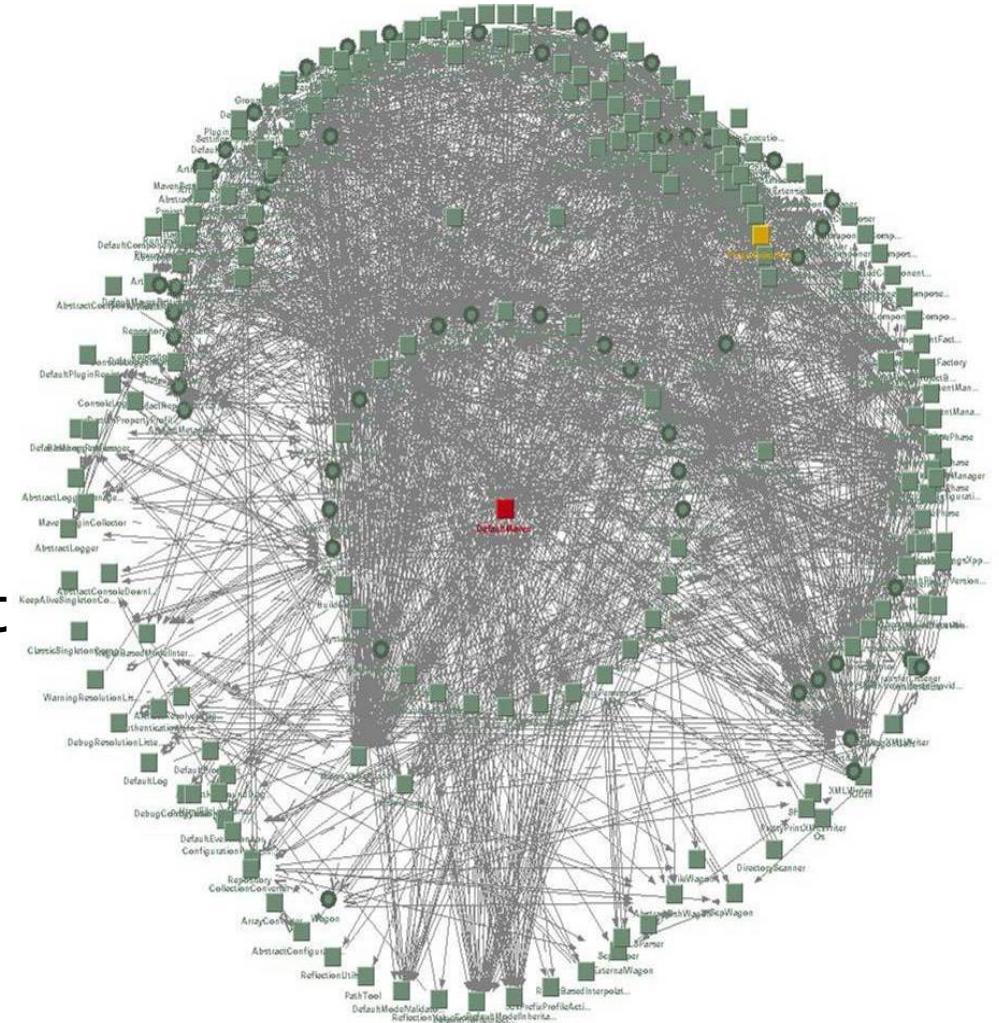
# My software is bigger than yours !

- ▶ A DVD player can contain 1 Million lines of code (space shuttle <0.5 million lines)
- ▶ A BMW car can contain up to 50 networked computerized devices
- ▶ Eclipse contains 3.5 million lines of code
- ▶ @ 10 lines a day ...
- ▶ Libraries are a necessity, but ...

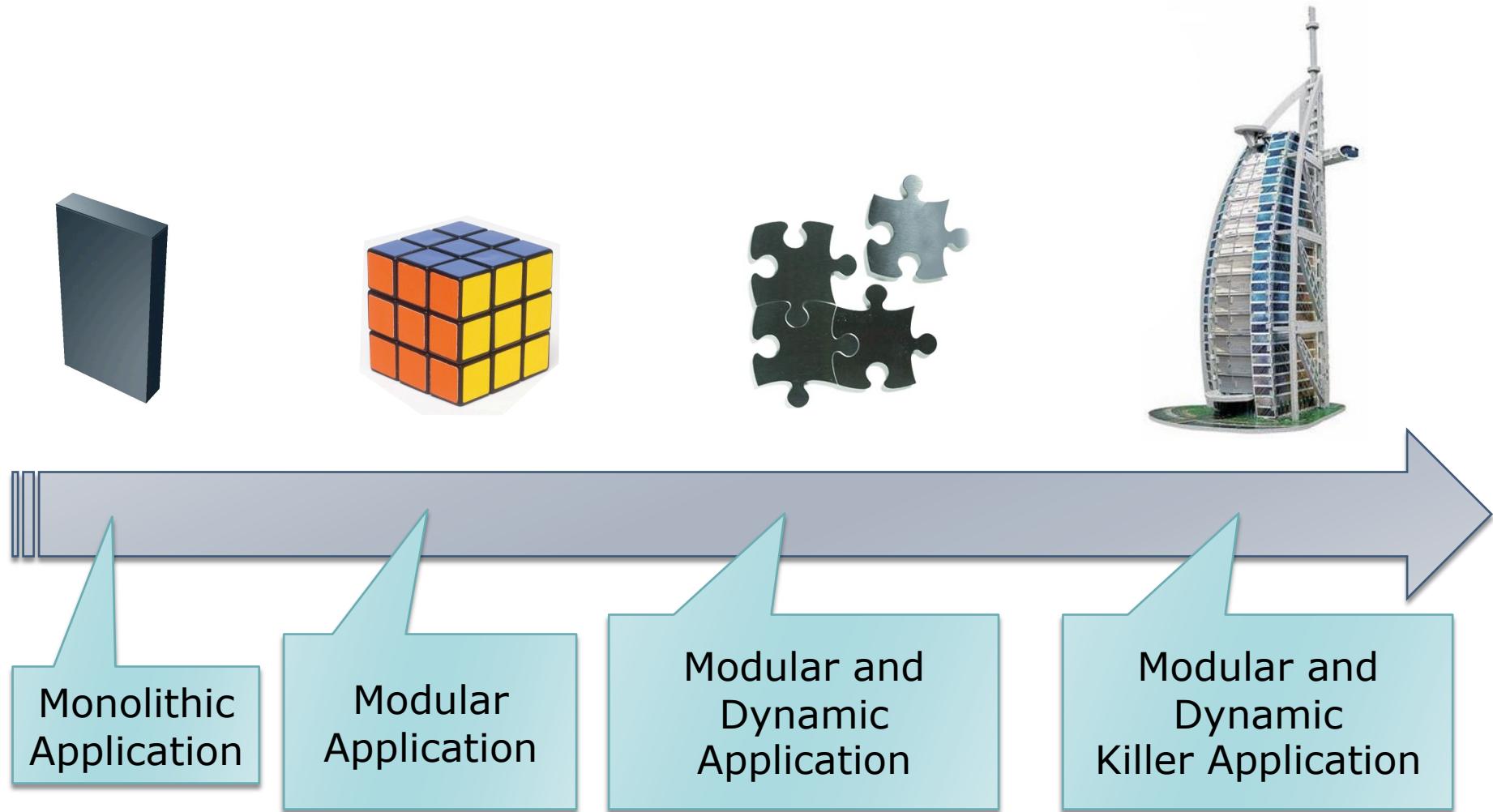


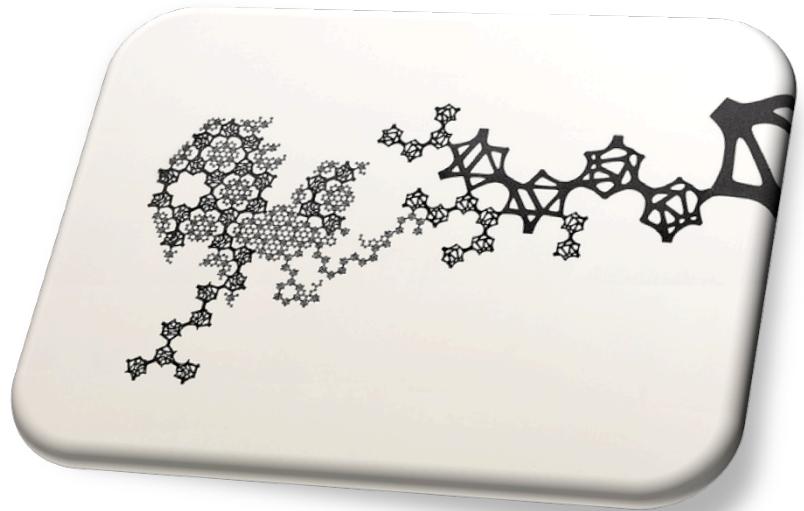
# Limits of OOP

- ▶ Coupling severely limits reusability
  - Using a generic object, can drag in a large number of other objects
- ▶ Creates overly large systems after a certain complexity is reached
- ▶ Flexibility must be built in by the programmer
  - Plugin architectures
  - Factories, Dependency Injection



# Modularize !



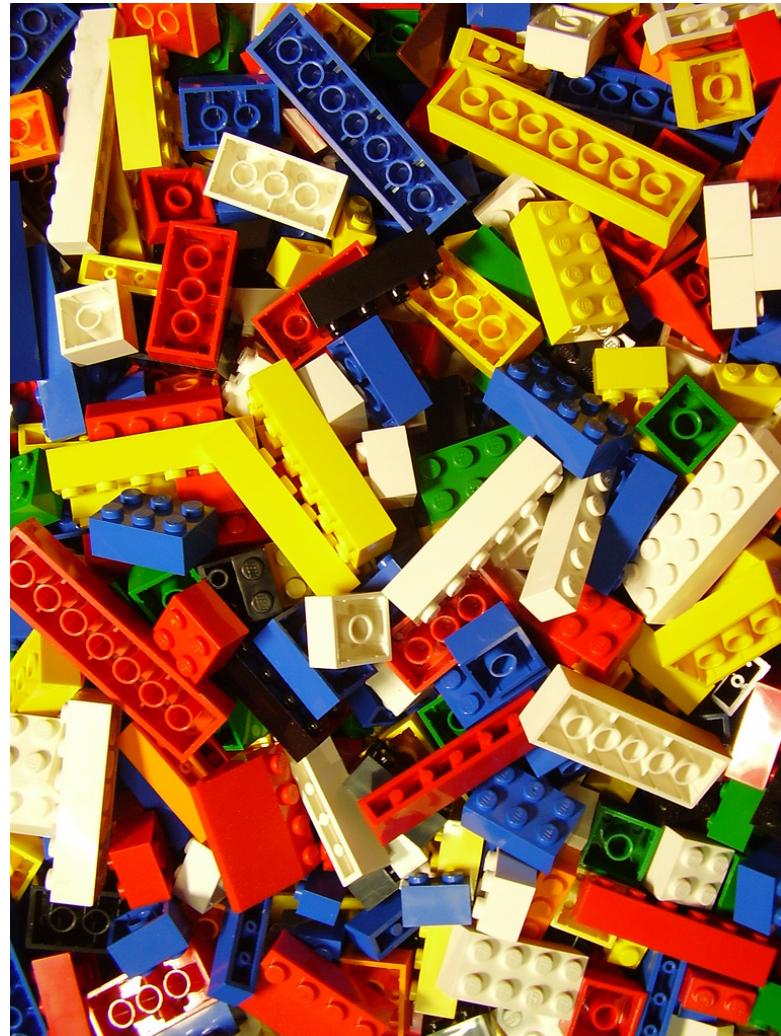


# OSGi

The Graal ?

# Why OSGi ?

- ▶ Need simpler ways to construct software systems
  - OSGi is about software construction: building systems out of smaller components ...
  - OSGi is about components that work together ...
  - OSGi is about managing components ...
  - OSGi is about “Universal Middleware”



# OSGi to build modular systems

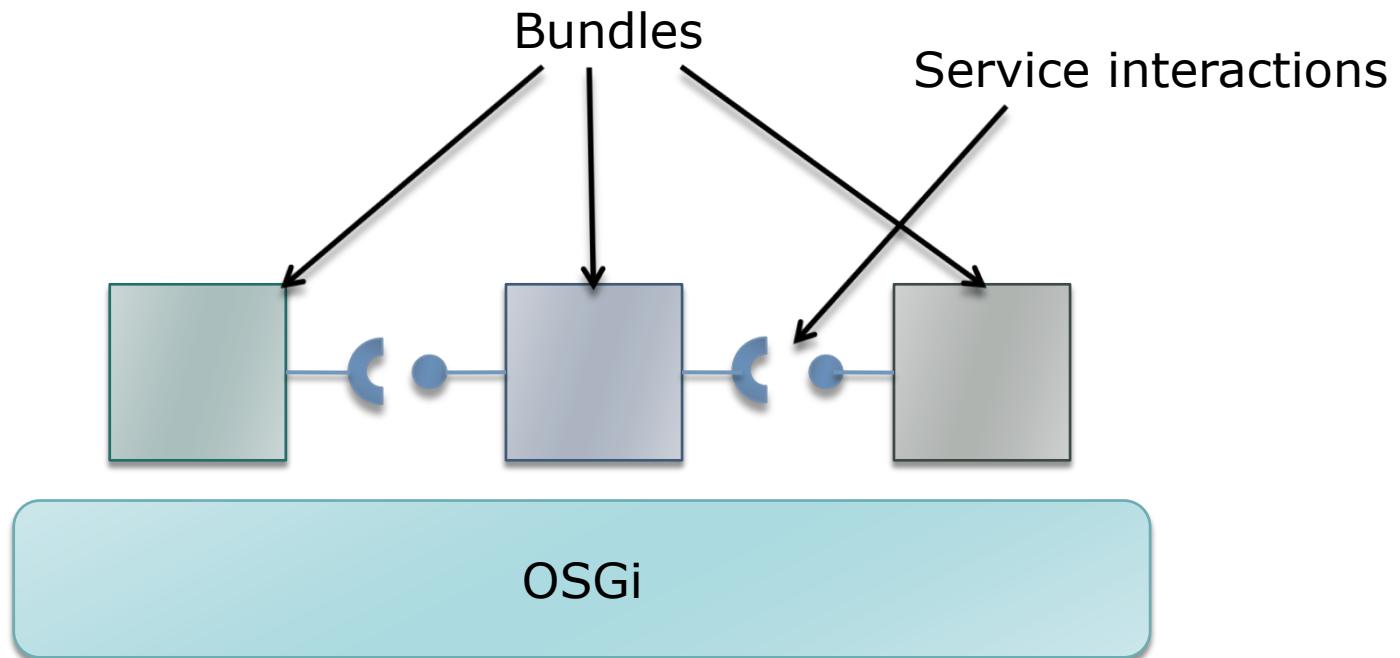
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## ▶ OSGi

- Module layer on the top of Java
- Define
  - A module layer
    - Bundle
    - Relation between bundles (import / export packages)
  - A lifecycle layer
    - Define bundle lifecycle
    - Continuous deployment
  - A service layer
    - Dynamic, loose-coupled interactions between bundles
    - Promotes substitution

# OSGi to build modular systems

- ▶ Modular system with OSGi
  - Define the bundles and the interactions
  - Deploy
  - Update



# Does it work ?

- ▶ For (very) small system :
  - Yes
- ▶ For complex system
  - It's a Nightmare
  - *Classloaders on steroids*
    - Classloader hell
    - Systems were not design to follow these rules
      - How to integrate legacy ?
  - OSGi API is complex
  - **Dynamism is challenging**



## Does it work ?

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- ▶ With the OSGi momentum, more and more systems are OSGi powered
  - Linkedin
    - completely hides OSGi, is it really modular ?
  - Module Fusion
    - OSGi enterprise distribution
    - Goes a little further, but a lot of issues are still there
      - Try to change your JPA entity classes...
  - Eclipse
    - Why I have to reboot ?
    - Why I can't install the plugin P version X ?



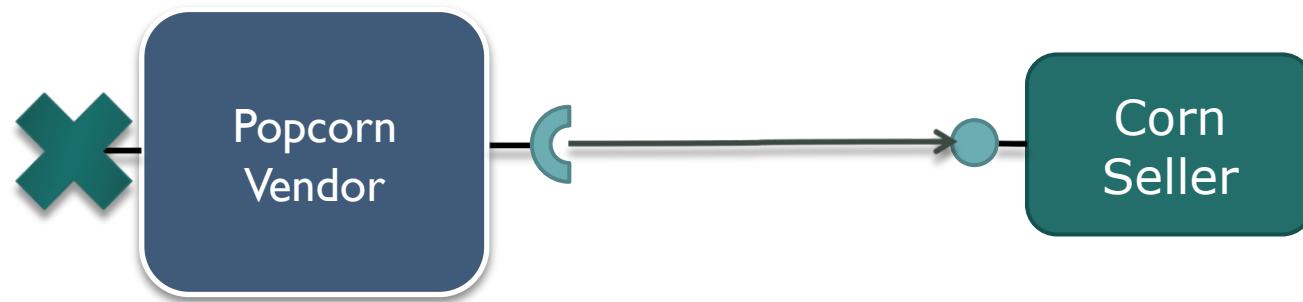
# OSGi is not enough – recipe errata

- ▶ Before building sophisticated modular applications on the top of OSGi, we need:
  - An OSGi framework (R4.2 compliant)
  - A set of technical / common services
    - Compatible
    - Flexible
  - **A component model flexible and extensible**
    - Dynamism pain reliever
    - Integrating technical services in the application
  - Tools
    - Deployment
    - Management
  - Design Guideline



# Practical Explanation

- ▶ OSGi™ Snack Bar
  - Pop Corn Vendor



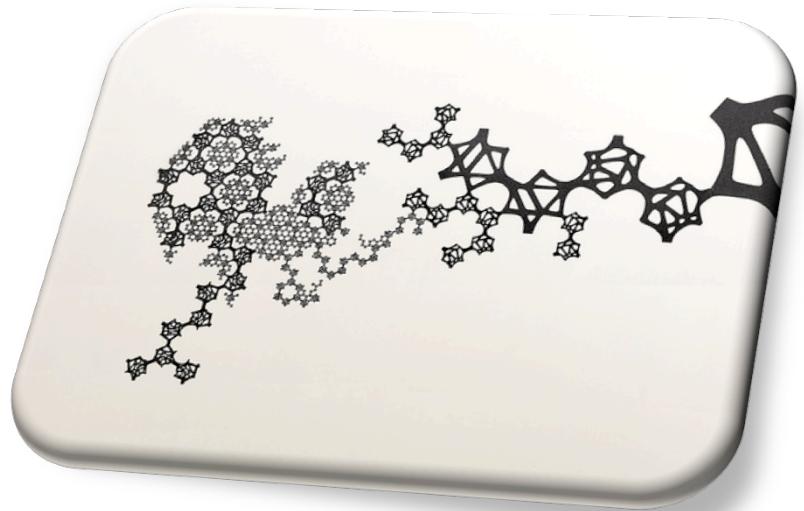
# Popcorn Vendor service listener

```
public synchronized void serviceChanged(ServiceEvent event) {
    if (event.getType() == ServiceEvent.REGISTERED) { // If a seller was registered, see if we need one. If
                                                   // so, get a reference to it.
        if (m_ref == null) { // Get a reference to the service object.
            m_ref = event.getServiceReference();
            m_seller = (Vendor) m_context.getService(m_ref);
            m_sr = m_context.register(Vendor.class.getName(), this, null);
        }
    }
    // If a seller was unregistered, see if it was the one we were using. If so, unget the service and try to query
    // to get another one.
    else if (event.getType() == ServiceEvent.UNREGISTERING) {
        if (event.getServiceReference() == m_ref) { // Unget service object and null references.
            m_context.ungetService(m_ref);
            m_ref = null;
            m_seller = null;
            // Query to see if we can get another service.
            ServiceReference[] refs = m_context.getServiceReferences(Vendor.class.getName(), "(type=corn)");
            if (refs != null) {
                m_ref = refs[0]; // Get a reference to the first service object.
                m_seller = (Vendor) m_context.getService(m_ref);
            } else { // No more provider.
                m_sr.unregister();
            }
        }
    }
}
```

# Do you see a problem ?

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- ▶ A little complex, isn't it ?
  - Listeners are difficult to implement correctly
  - Do not forget to release used services
  - Mix dynamism management and business logic
  
- ▶ Question ?
  - How to ease OSGi™ application development
    - Development
    - Design



# (Service) Component Model

The Graal Trail ?

# Component Models

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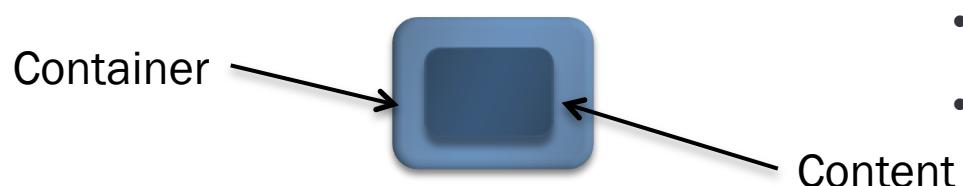
## ▶ Objectives:

- Beyond object programming ...
- Separation of concerns / Abstraction
  - Persistence, Security, Bindings
- Avoid monolithic applications
  - Application composed by components
  - An assembler selects components and binds them
- Hierarchical composition
  - Component can contain other components ...

# Component Models : Principles

## Objects

- ▶ Class : Object type
  - Code unit
  - Encapsulation
- ▶ Instance : Object



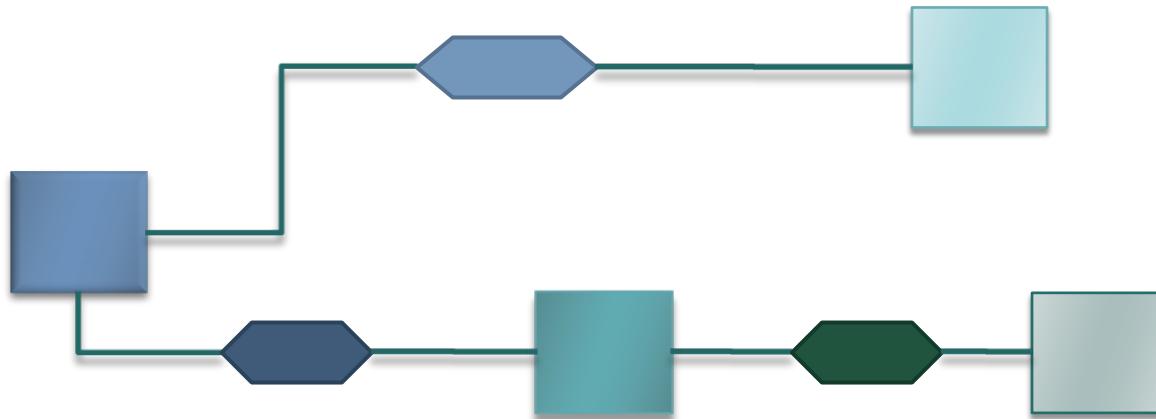
## Components

- ▶ Component type
  - Unit of code or composition
  - Non-functional concerns description
  - Provided & Required services
- ▶ Component Instance
  - One content
  - One container

# Component Models : Principles

## ▶ Architecture Description Language

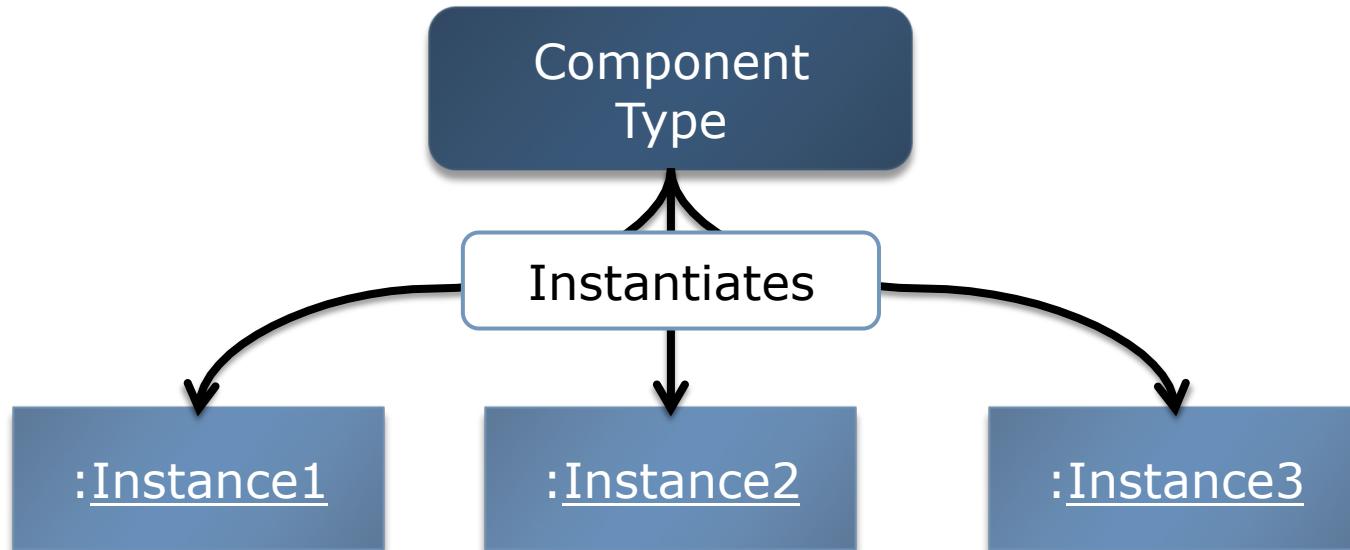
- How to describe an application
  - Selection of component & binding (configuration)
- Static checking
  - Matching between provided and required interfaces



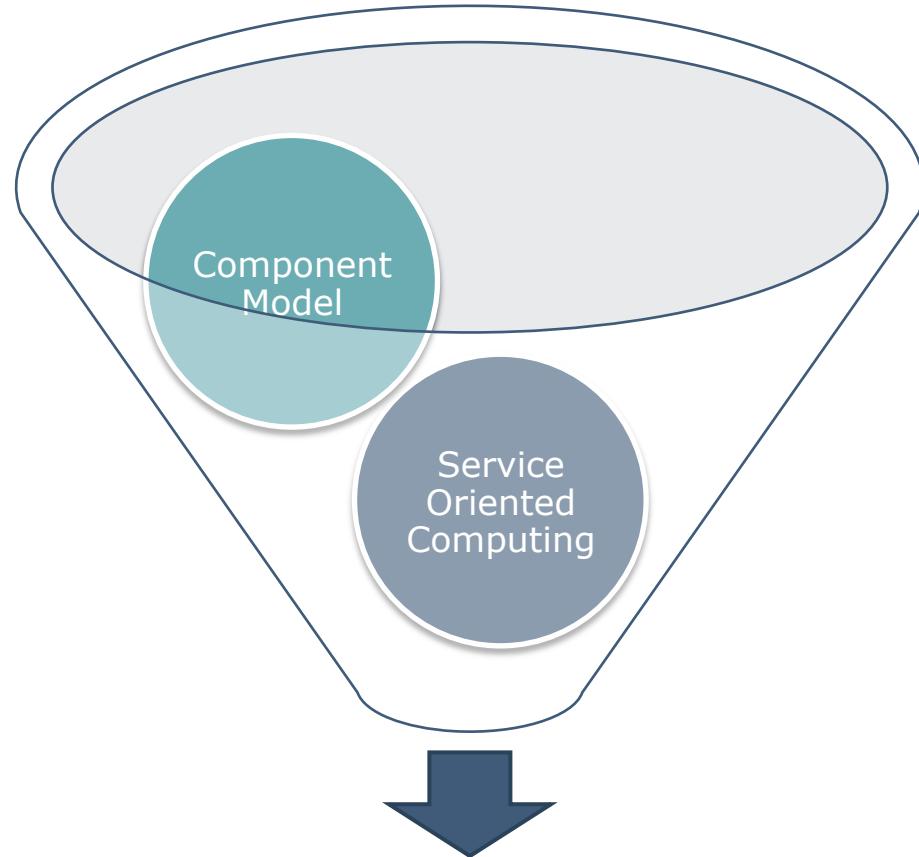
# Component Models : Factories

## ▶ Factories

- There is no « new » on component
  - Instantiation of the container and of the content
- Principles of factories
  - Allow component instances creation



# Service Component Model (SOCM)



Service Component  
Model

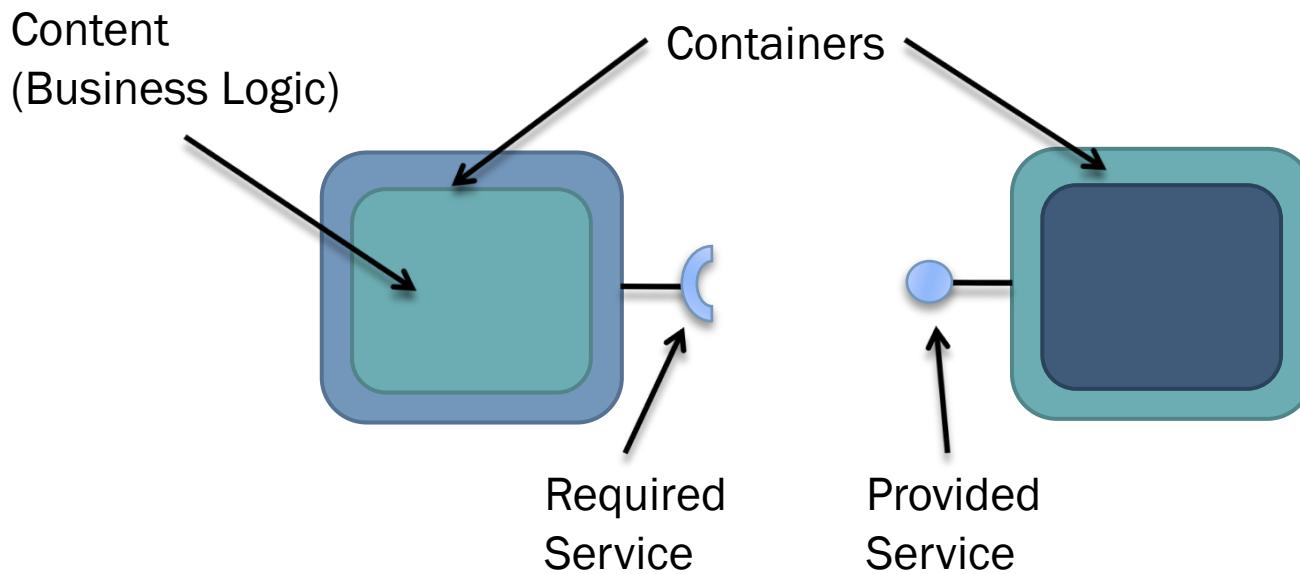
# SOCM : Principles

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- ▶ An instance
  - Provides services
  - Requires and uses services
- ▶ Service dependencies are resolved at runtime by following service-oriented computing paradigm
- ▶ Composition in term of service specifications

# SOCM

- ▶ Basically, SOCM containers manage
  - Required services (discovery, selection, binding, tracking)
  - Provided services (publication, withdrawal, service object creation ...)



# Existing SOCM for OSGi™

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- ▶ Service Binder / Declarative Service :
  - OSGi™ R4 (Compendium)
  - Define de component model managing service dependency and providing
    - Required services are injected via “bind” and “unbind” methods
    - Instance lifecycle is managed by the container
  
- ▶ Dependency Manager
  - API to develop component
  - Managing service providing and service requirements
  - Allow to add dynamically new dependencies

# Existing SOCM for OSGi™

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## ▶ Blueprint

- Spring framework on the top of OSGi™
- Injection of OSGi™ services
- Manage others non-functional concerns (persistence, transaction, configuration ...) [not-standardized]

## ▶ iPOJO

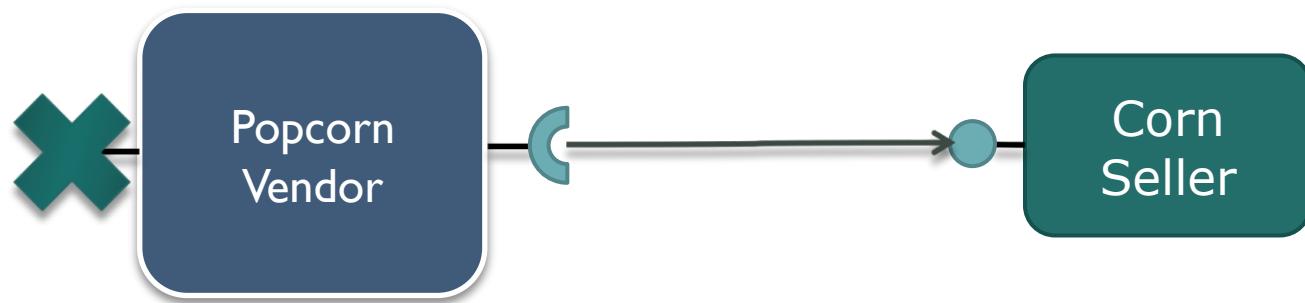
- Extensible component model
- Supports annotations, XML and API descriptions
- Real separation type / instance
- Manages service dependencies and service providing ....
- Allow to add others non-functional properties (JMX, persistence, security ...)
- Provide an ADL to build service based applications



The fastest path ?

# Snark Bar Reloaded

- ▶ OSGi™ Snack Bar
  - Pop Corn Vendor



# Implementation using iPOJO

---

```
@Component(name="popcorn-provider")
@Provides
public class PopcornVendor implements Vendor {
    @Requires
    private Reseller m_vendor;

    public String getName() { return "Popcorn from Paris"; }
    public String buy() {
        m_vendor.buy();
        return "popcorn";
    }
}
```

---

```
<ipojo>
    <instance component="popcorn-provider"/>
</ipojo>
```

# Implementation using next iPOJO version

---

```
@Component(name="popcorn-provider")
@Instantiates
@Provides
public class PopcornVendor implements Vendor {
    @Requires
    private Reseller m_vendor;

    public String getName() { return "Popcorn from Paris"; }
    public String buy() {
        m_vendor.buy();
        return "popcorn";
    }
}
```

# iPOJO

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- ▶ Apache Felix sub-project
- ▶ iPOJO provides
  - A very simple development model (POJO)
  - The automation of service based interactions
    - Publication, Service Properties, Service discovery, Service tracking, Service binding
  - An extensible infrastructure
    - To manage other non functional features

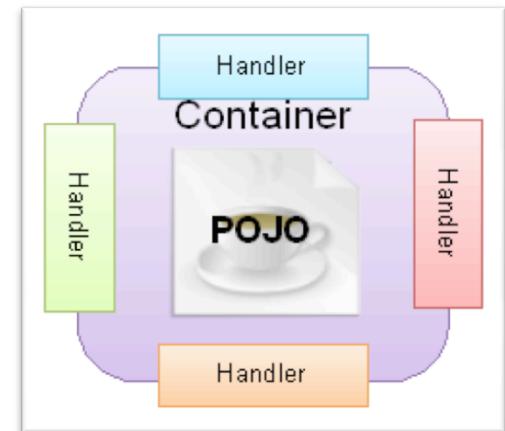
# iPOJO overview

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- ▶ Differentiation between
  - Component types (<component>)
    - Describe non-functional requirement
  - Instances (<instance>)
    - You can create several instances from the same component types
    - Will really provide services, required services...
- ▶ Injection mechanism
  - Container can interact with the POJO by
    - Invoking methods on the POJO (Container => POJO)
    - Injecting value inside fields (Container => POJO)
    - Be notified of POJO change on field (POJO => Container)

# Mechanism & Container

- ▶ Bytecode weaving
  - Aspect-like mechanisms
- ▶ Metadata format agnosticism
  - XML, Annotation, API
- ▶ Highly Extensible
  - Handlers



# Component Type

---

## ▶ @Component

- Declares a component type
- Target class definition

```
@Component
```

```
public class MyClass {...}
```

## ▶ Attributes

- Name : factory name
- Immediate : is the instance immediately activated (boolean)
- Propagation : enables / disables configuration propagation
- ...

# Service Providing

---

## ▶ @Provides

- All implemented interfaces will be published
- Target class definition
  - @Component
  - @Provides
  - public class MyClass implements MyService { ... }

## ▶ Attributes

- Specifications: set the published interfaces (class [])
- Factory: Service Object creation
  - {SINGLETON|FACTORY|INSTANCE|...}

# Service Properties

---

## ▶ @ServiceProperty

```
@Component(immediate=true)
@Provides
public class Circle implements SimpleShape {

    @ServiceProperty(name=SimpleShape.NAME_PROPERTY)
    private String m_name = "Circle";

    @ServiceProperty(name=SimpleShape.ICON_PROPERTY)
    private ImageIcon m_icon =
        new ImageIcon(this.getClass().getResource("circle.png"));

    public void draw(Graphics2D g2, Point p) {
        ...
    }
}
```

# Requiring a service

---

- ▶ iPOJO Service requirement
  - Field injection and Method injection
  - Optional or Mandatory
  - Scalar or Aggregate
  - Filter
  - Binding policy : static, dynamic, dynamic priority

# Method Injection of Services

---

## ▶ @Bind and @Unbind

```
@Bind(filter="(name=main)")
protected void bindWindow(Window window) {
    m_log.log(LogService.LOG_INFO, "Bind window");
    window.addWindowListener(this);
}
```

```
@Unbind
protected void unbindWindow(Window window) {
    m_log.log(LogService.LOG_INFO, "Unbind window");
    window.removeWindowListener(this);
}
```

# Method Injection of Services

---

## ▶ Attributes

- Aggregate, Filter, Optional

```
@Bind(aggregate=true)
public void bindShape(SimpleShape shape, Map attrs) {
    final DefaultShape delegate = new DefaultShape(shape);
    final String name = (String) attrs.get(SimpleShape.NAME_PROPERTY);
    final Icon icon = (Icon) attrs.get(SimpleShape.ICON_PROPERTY);
    m_shapes.put(name, delegate);
    SwingUtils.invokeAndWait(new Runnable() {
        public void run() {
            ...
        }
    });
}
```

# Field injection of Services

---

- ▶ **@Requires**
  - Manage synchronization for you

**@Requires(optional=true)**

```
private LogService m_log;
```

To access the log service, we just use the field, like this:

```
@Override
```

```
public void windowClosed(WindowEvent evt) {
```

```
    try {
```

```
        m_log.log(LogService.LOG_INFO, "Window closed");
```

```
        m_context.getBundle(0).stop();
```

```
    } catch (BundleException e) {
```

```
    }
```

```
}
```

# Field injection of Services

---

- ▶ Optional management
  - Nullable
  - Default-Implementation
  - Disabled with nullable=false

`@Requires(optional=true)`

```
private LogService m_log;
```

To access the log service, we just use the field, like this:

```
@Override  
public void windowClosed(WindowEvent evt) {  
    try {  
        m_log.log(LogService.LOG_INFO, "Window closed");  
        m_context.getBundle(0).stop();  
    } catch (BundleException e) {  
    }  
}
```

# Field injection of Services

## ▶ Synchronization management

```
@Requires Foo m_foo;  
public void statelessAccess() {  
    m_foo.doA()  
    m_foo.doB()  
    m_foo.doC()  
}
```

# Lifecycle

---

- ▶ iPOJO Instance state
  - INVALID | VALID

## **@Validate**

```
protected void activate() {  
    SwingUtilities.invokeLater(new Runnable() {  
        public void run() { setVisible(true); }  
    });  
}
```

## **@Invalidate**

```
protected void deactivate() {  
    SwingUtilities.invokeLater(new Runnable() {  
        public void run() { setVisible(false); dispose(); }  
    });  
}
```

# Configuration

---

- ▶ Component type declare Property
  - @Property
  - Method: setX(value)
  - Field
- ▶ Component Instance receive configurations
  - Instance configuration (XML)
  - 'Factory' configuration (API)
  - Configuration Admin
- ▶ @Instantiates does not allow configurations

# Instance Configuration

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- ▶ @Component => Component type

- ▶ <Instance> => Instance

- metadata.xml

- Not necessary in the same bundle

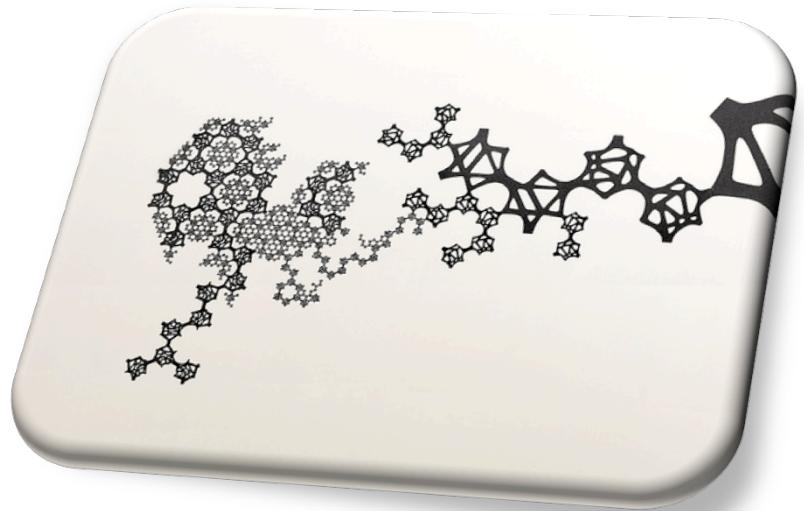
- Supports configuration

```
<instance component="foo"/>
```

```
<instance component="buns_and_wieners">
    <property name="buns" value="9"/>
    <property name="wieners" value="8"/>
</instance>
```

- ▶ Cfg files

- Java properties file



# Conclusion

How are you ?

# Modularity, OSGi, SOCM

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- ▶ The objectives
  - Dynamic, modular applications
- ▶ The trail
  - OSGi
- ▶ The easiest way
  - SOCM

# iPOJO

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- ▶ Apache Felix sub-project
  - 5 years of development
  - Used in numerous projects
    - Application server
    - Gateway
    - Mobile phone
- ▶ It's the most advanced component model for OSGi

# Questions ?



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