# Lab: Reflection and Annotations

This document defines the lab for ["Java OOP" course @ Software University](https://softuni.bg/modules/59/java-advanced). Please submit your solutions (source code) of all below described problems in [Judge](https://judge.softuni.bg/Contests/1604/Reflection-Lab).

# Part I: Reflection

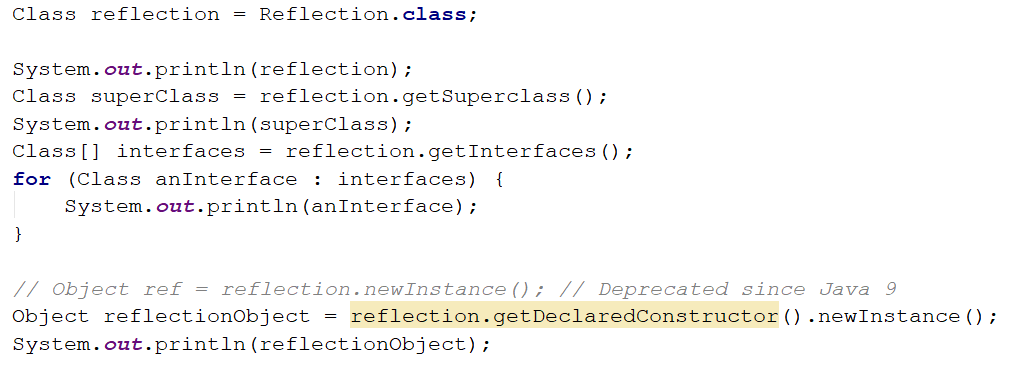
## Reflection

Import "Reflection.java" to your "src" folder in your project. Try to use **reflection** and print some information about this class. Print everything on new line:

* **This class type**
* **Super class type**
* **All interfaces** that are implemented by this class
* **Instantiate object** using reflection and print it too

**Don’t change anything in "Reflection class"!**

### Solution



## Getters and Setters

Using reflection to get all Reflection methods. Then prepare an algorithm that will recognize, which methods are **getters** and **setters**. Sort each collection **alphabetically** by methods names. Print to console each **getter** on new line in format:

* "{name} will return class {Return Type}"

Then print all **setters** in format:

* "{name} and will set field of class {Parameter Type}"

**Do this without changing anything in** "Reflection.java"

## High Quality Mistakes

You are already expert of **High Quality Code**, so you know what kind of **access modifiers** must be set to members of class. Time for **revenge** has come. Now you have to check code produced by your "**Beautiful and Smart**" trainers in class Reflection. Check all **fields and methods access modifiers**. Sort each category of members **alphabetically**. Print on console all **mistakes** in format:

* Fields

{fieldName} must be private!

* Getters

{methodName} have to be public!

* Setters

{methodName} have to be private!

# Part II: Annotations

## Create Annotation

Create annotation Subject with a String[] element called **categories**, that:

* Should be available at runtime
* Can be placed only on types

### Examples

