Vývoj Aplikácií s Viacvrstvovou Architektúrou

06. Lokalizácia (Logovanie)

IT ACADEMY

STU FIIT

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Čo nás čaká a neminie...

1. časť

- Úvod do Javy
- Štruktúra platformy
- Vývojové technológie
- Kolekcie
- Logovanie
- Lokalizácia

2. časť

- XML, IO
- Regulárne výrazy
- Modularita
- JDBC
- Bezpečnosť
- Prehľad JEE a .NET

Best practices | Faily | Fuckupy

Čo nás čaká a neminie...

1. časť

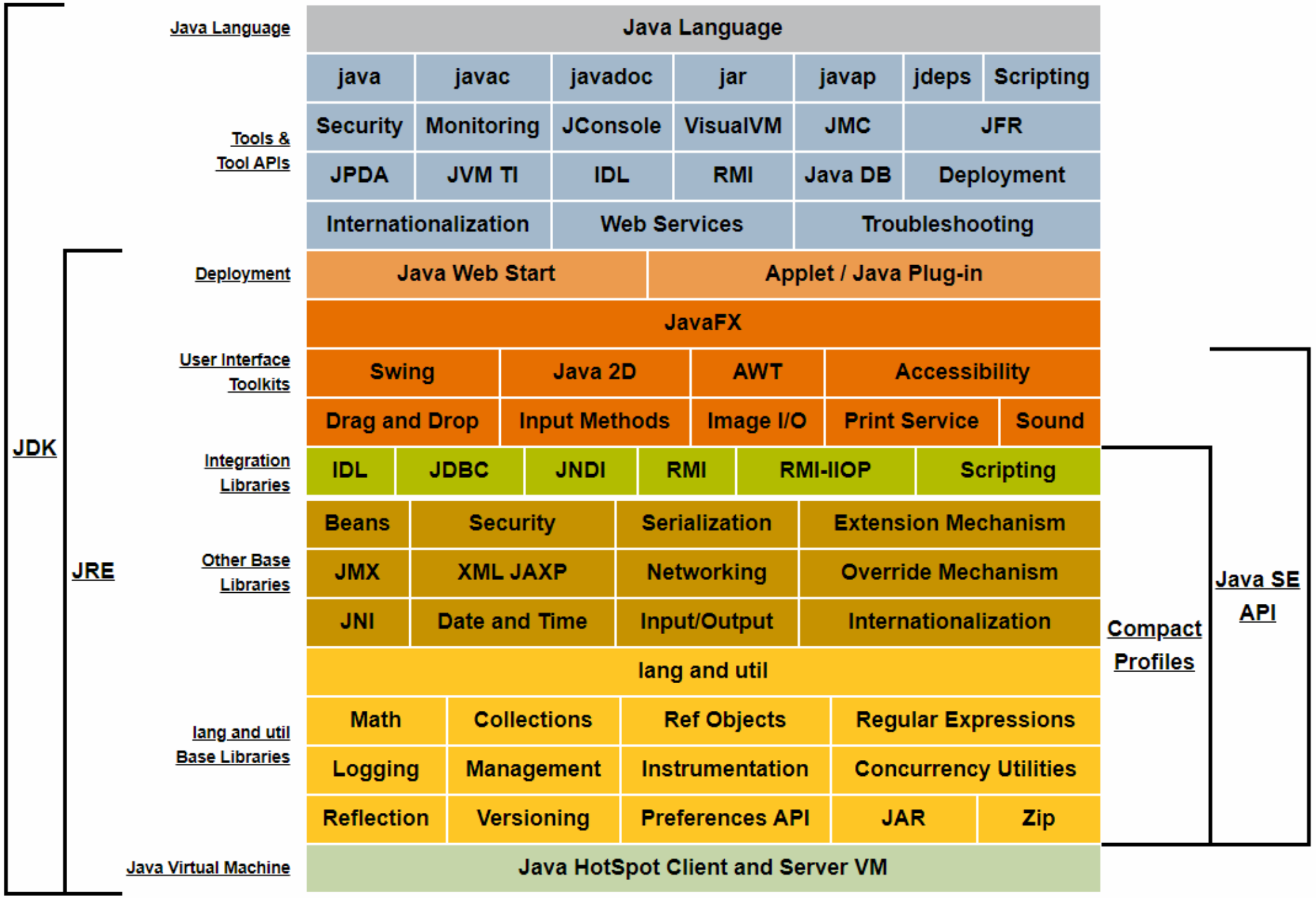
Architektúra

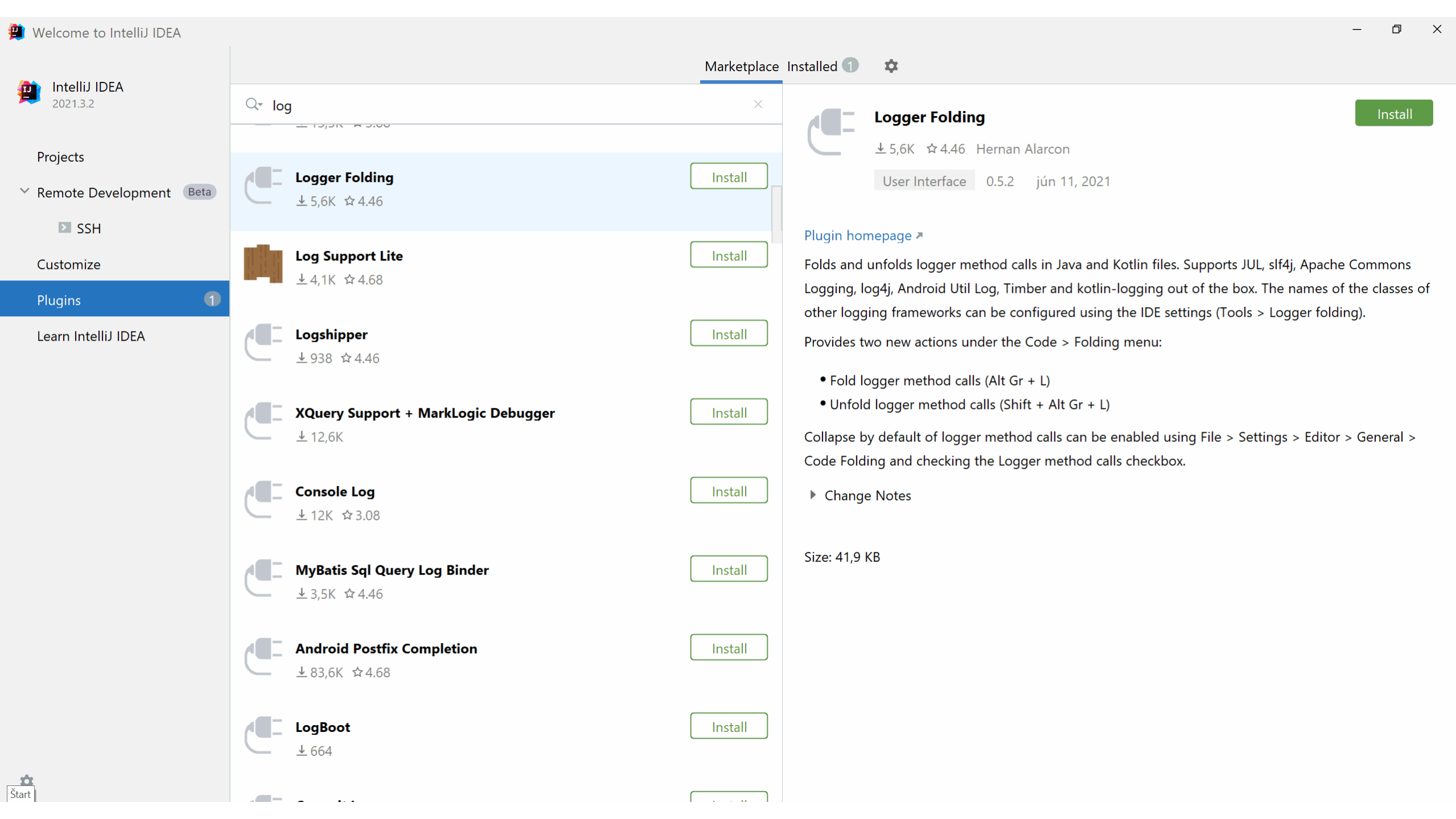
2. časť

Java

Best practices | Faily | Fuckupy

Načo je dobrá lokalizácia v developmente?


Java Language
Java Language
java
javac
javadoc
jar
javap
jdeps
Scripting
Tools & Tool APIs
Security
Monitoring
JConsole
VisualVM
JMC
JFR
JPDA
JVM TI
IDL
RMI
Java DB
Deployment
Internationalization
Web Services
Troubleshooting
Deployment
Java Web Start
Applet / Java Plug-in
JavaFX
User Interface Toolkits
Swing
Java 2D
AWT
Accessibility
Drag and Drop
Input Methods
Image I/O
Print Service
Sound
Integration Libraries
IDL
JDBC
JNDI
RMI
RMI-IIOP
Scripting
Other Base Libraries
Beans
Security
Serialization
Extension Mechanism
JMX
XML JAXP
Networking
Override Mechanism
JNI
Date and Time
Input/Output
Internationalization
lang and util
lang and util Base Libraries
Math
Collections
Ref Objects
Regular Expressions
Logging
Management
Instrumentation
Concurrency Utilities
Reflection
Versioning
Preferences API
JAR
Zip
Java Virtual Machine
Java HotSpot Client and Server VM
JDK
JRE
Compact Profiles
Java SE API


Welcome to IntelliJ IDEA
IntelliJ IDEA
2021.3.2
Projects
Remote Development
Beta
SSH
Customize
Plugins
1
Learn IntelliJ IDEA
Marketplace
Installed
1
log
Logger Folding
5,6K
4.46
Install
Log Support Lite
4,1K
4.68
Install
Logshipper
938
4.46
Install
XQuery Support + MarkLogic Debugger
12,6K
Install
Console Log
12K
3.08
Install
MyBatis Sql Query Log Binder
3,5K
4.46
Install
Android Postfix Completion
83,6K
4.68
Install
LogBoot
664
Install
Logger Folding
5,6K
4.46
Hernan Alarcon
Install
User Interface
0.5.2
jún 11, 2021
Plugin homepage
Folds and unfolds logger method calls in Java and Kotlin files. Supports JUL, slf4j, Apache Commons Logging, log4j, Android Util Log, Timber and kotlin-logging out of the box. The names of the classes of other logging frameworks can be configured using the IDE settings (Tools > Logger folding).
Provides two new actions under the Code > Folding menu:
Fold logger method calls (Alt Gr + L)
Unfold logger method calls (Shift + Alt Gr + L)
Collapse by default of logger method calls can be enabled using File > Settings > Editor > General > Code Folding and checking the Logger method calls checkbox.
Change Notes
Size: 41,9 KB
Štart

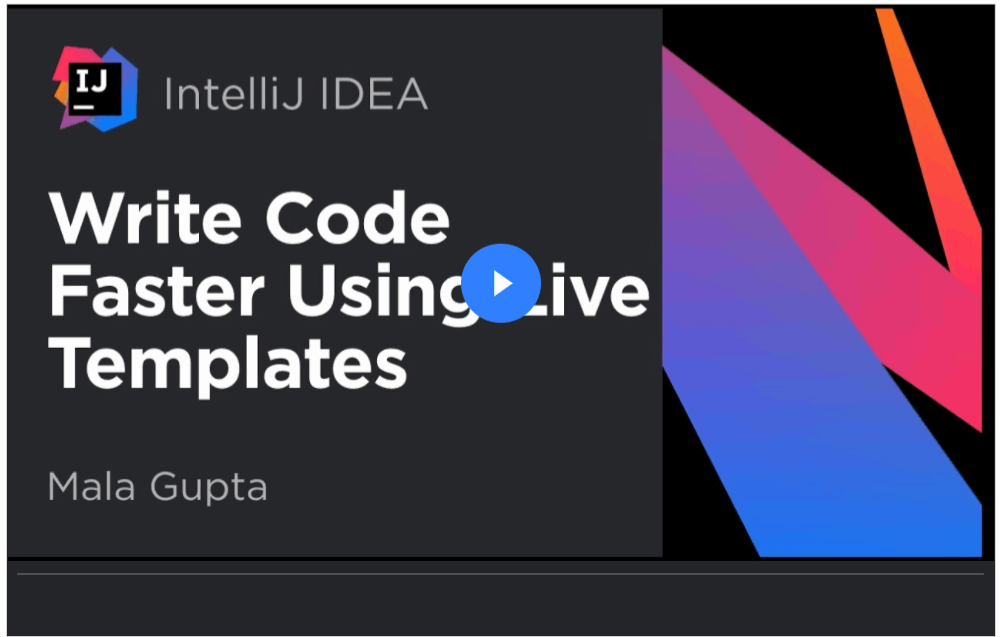
Live templates

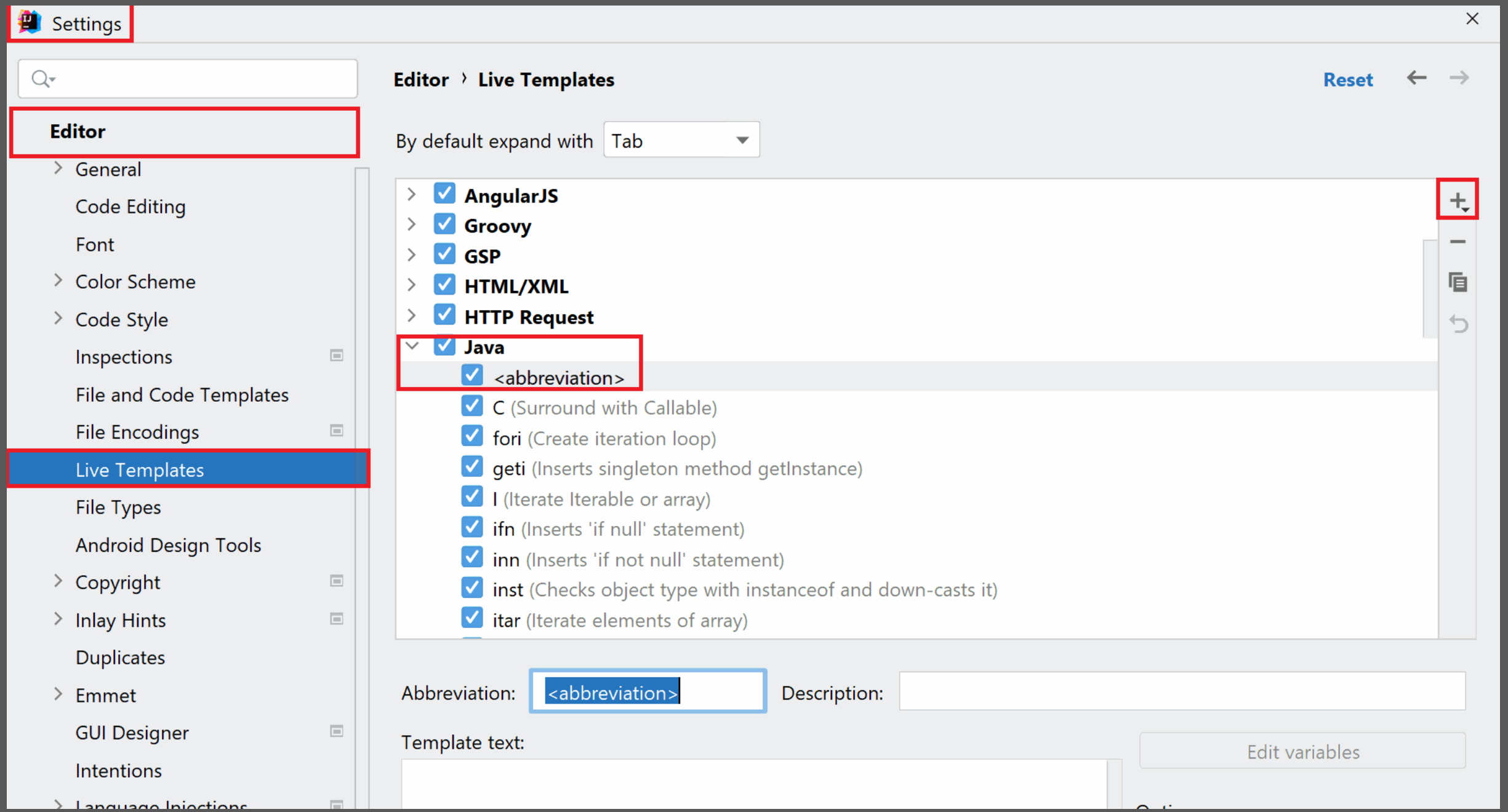
Last modified: 19 March 2022

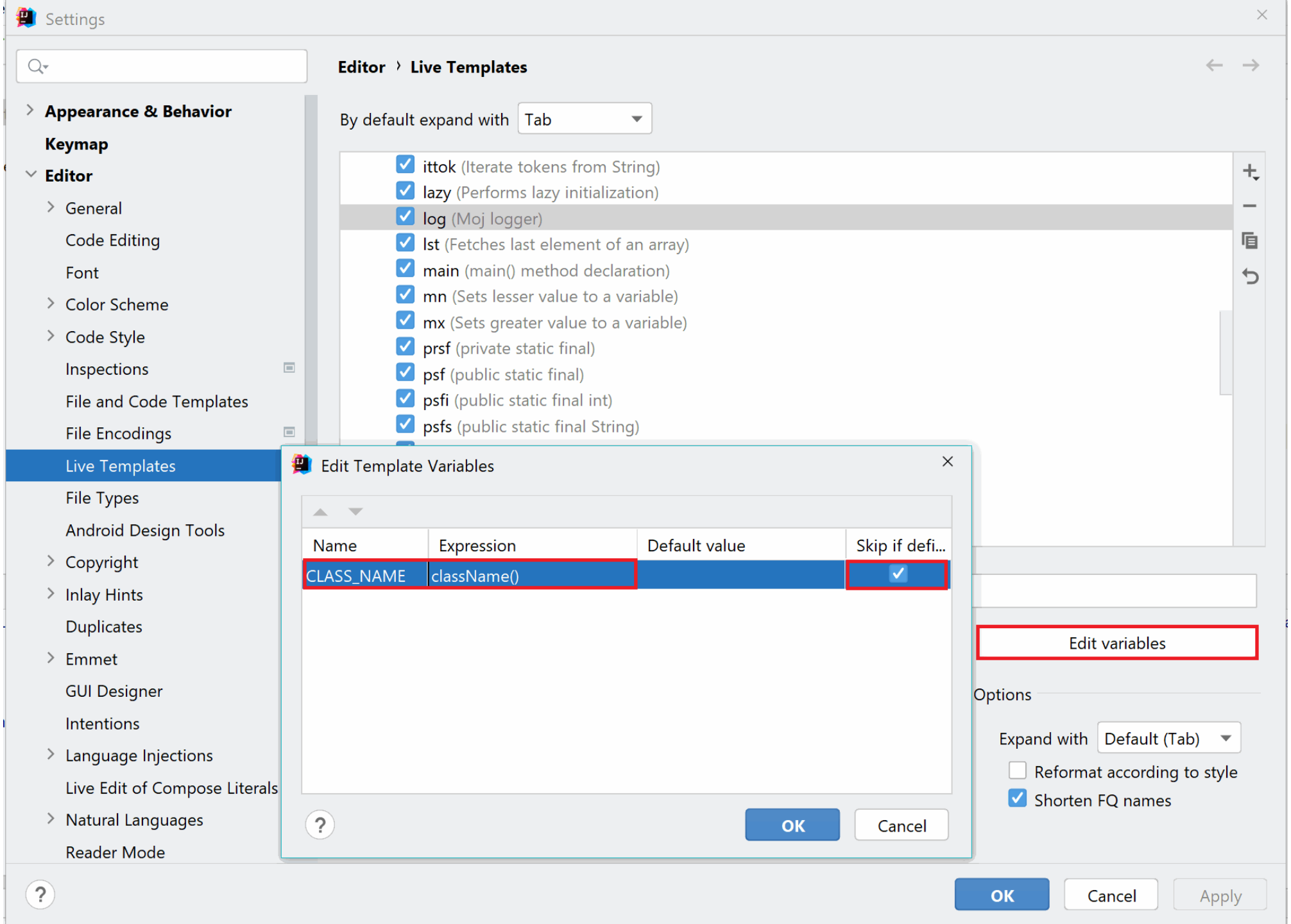
Expand a live template: Tab

Configure: Ctrl+Alt+S **Settings/Preferences | Editor | Live Templates**

Use *live templates* to insert common constructs into your code, such as loops, conditions, various declarations, or print statements.




Settings
Editor
General
Code Editing
Font
Color Scheme
Code Style
Inspections
File and Code Templates
File Encodings
Live Templates
File Types
Android Design Tools
Copyright
Inlay Hints
Duplicates
Emmet
GUI Designer
Intentions
Editor › Live Templates
Reset
By default expand with
Tab
AngularJS
Groovy
GSP
HTML/XML
HTTP Request
Java
<abbreviation>
C (Surround with Callable)
fori (Create iteration loop)
geti (Inserts singleton method getInstance)
I (Iterate Iterable or array)
ifn (Inserts 'if null' statement)
inn (Inserts 'if not null' statement)
inst (Checks object type with instanceof and down-casts it)
itar (Iterate elements of array)
Abbreviation:
<abbreviation>
Description:
Template text:
Edit variables


Settings
Editor › Live Templates
Appearance & Behavior
Keymap
Editor
General
Code Editing
Font
Color Scheme
Code Style
Inspections
File and Code Templates
File Encodings
Live Templates
File Types
Android Design Tools
Copyright
Inlay Hints
Duplicates
Emmet
GUI Designer
Intentions
Language Injections
Live Edit of Compose Literals
Natural Languages
Reader Mode
By default expand with Tab
ittok (Iterate tokens from String)
lazy (Performs lazy initialization)
log (Moj logger)
lst (Fetches last element of an array)
main (main() method declaration)
mn (Sets lesser value to a variable)
mx (Sets greater value to a variable)
prsf (private static final)
psf (public static final)
psfi (public static final int)
psfs (public static final String)
Edit Template Variables
Name
Expression
Default value
Skip if defi...
CLASS_NAME
className()
OK
Cancel
Edit variables
Options
Expand with Default (Tab)
Reformat according to style
Shorten FQ names
OK
Cancel
Apply

Šablóny/snippety pre Loggery

- **logger**
  - `private static final Logger log = LoggerFactory.getLogger(${NAME}.class);`
- **log4j**
  - `private static final org.apache.log4j.Logger log = org.apache.log4j.Logger.getLogger($CLASS_NAME$.class);`
- **slf4j**
  - `private static final org.slf4j.Logger log = org.slf4j.LoggerFactory.getLogger($CLASSNAME$.class);`

@Log (and friends)

Captain's Log, stardate 24435.7: "What was that line again?"

The various `@Log` variants were added in lombok v0.10. *NEW in lombok 0.10:* You can annotate any class with a log annotation to let lombok generate a logger field.
The logger is named `log` and the field's type depends on which logger you have selected.

NEW in lombok v1.16.24: Addition of google's FluentLogger (via `@Flogger`).

NEW in lombok v1.18.10: Addition of `@CustomLog` which lets you add any logger by configuring how to create them with a config key.

Overview

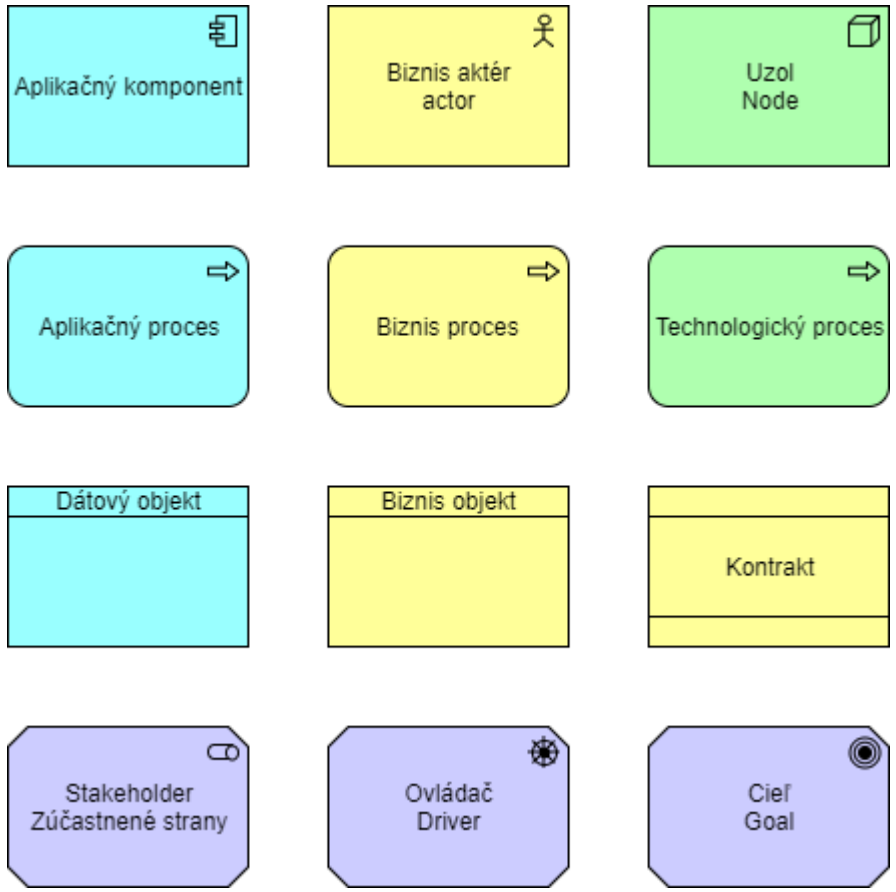
You put the variant of `@Log` on your class (whichever one applies to the logging system you use); you then have a static final `log` field, initialized as is the commonly prescribed way for the logging framework you use, which you can then use to write log statements.

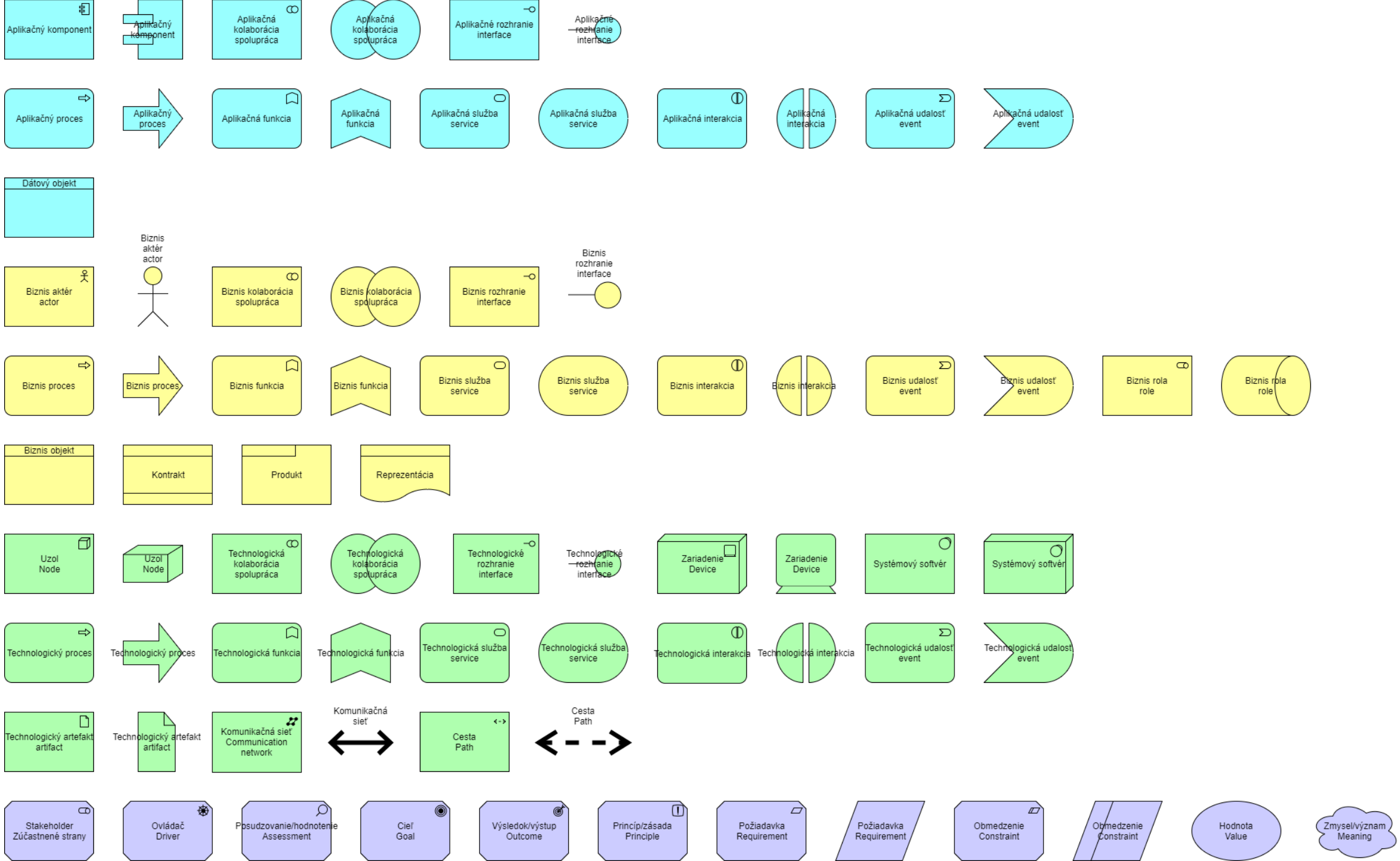
There are several choices available:

`@CommonsLog`
Creates
`private static final org.apache.commons.logging.Log log = org.apache.commons.logging.LogFactory.getLog(LogExample.class);`
`@Flogger`
Creates
`private static final com.google.common.flogger.FluentLogger log = com.google.common.flogger.FluentLogger.forEnclosingClass();`
`@JBossLog`
Creates
`private static final org.jboss.logging.Logger log = org.jboss.logging.Logger.getLogger(LogExample.class);`
`@Log`
Creates
`private static final java.util.logging.Logger log = java.util.logging.Logger.getLogger(LogExample.class.getName());`
`@Log4j`
Creates `private static final org.apache.log4j.Logger log = org.apache.log4j.Logger.getLogger(LogExample.class);`
`@Log4j2`
Creates
`private static final org.apache.logging.log4j.Logger log = org.apache.logging.log4j.LogManager.getLogger(LogExample.class);`
`@Slf4j`

Rozlíšenie elementov podľa rohov

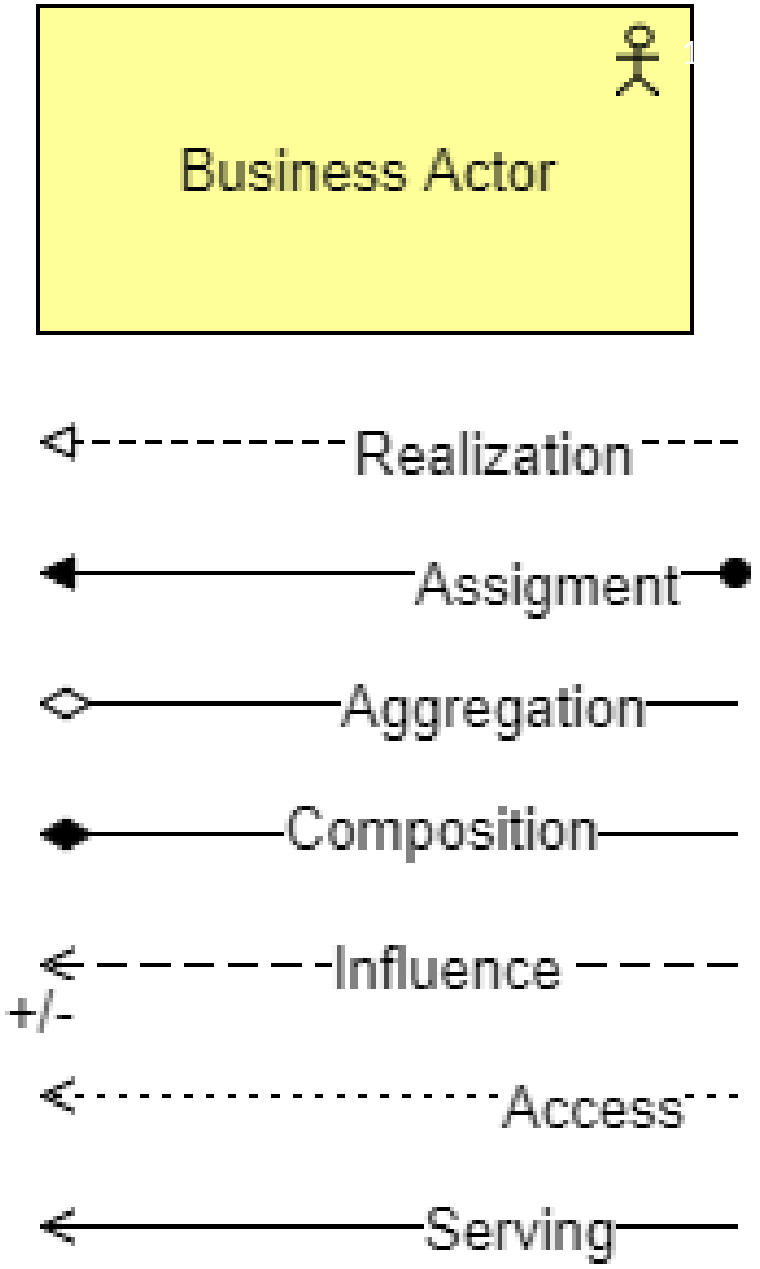
1. Ostré rohy – aktívne elementy
2. Zaoblené rohy – element chovania (behavior)
3. Ostrý roh s preškrtnutím – pasívne elementy
4. Skosené rohy – motivačný element




Aplikačný komponent
Aplikačný komponent
Aplikačná kolaborácia spolupráca
Aplikačná kolaborácia spolupráca
Aplikačné rozhranie interface
Aplikačné rozhranie interface
Aplikačný proces
Aplikačný proces
Aplikačná funkcia
Aplikačná funkcia
Aplikačná služba service
Aplikačná služba service
Aplikačná interakcia
Aplikačná interakcia
Aplikačná udalosť event
Aplikačná udalosť event
Dátový objekt
Biznis aktér actor
Biznis aktér actor
Biznis kolaborácia spolupráca
Biznis kolaborácia spolupráca
Biznis rozhranie interface
Biznis rozhranie interface
Biznis proces
Biznis proces
Biznis funkcia
Biznis funkcia
Biznis služba service
Biznis služba service
Biznis interakcia
Biznis interakcia
Biznis udalosť event
Biznis udalosť event
Biznis rola role
Biznis rola role
Biznis objekt
Kontrakt
Produkt
Reprezentácia
Uzol Node
Uzol Node
Technologická kolaborácia spolupráca
Technologická kolaborácia spolupráca
Technologické rozhranie interface
Technologické rozhranie interface
Zariadenie Device
Zariadenie Device
Systémový softvér
Systémový softvér
Technologický proces
Technologický proces
Technologická funkcia
Technologická funkcia
Technologická služba service
Technologická služba service
Technologická interakcia
Technologická interakcia
Technologická udalosť event
Technologická udalosť event
Technologický artefakt artifact
Technologický artefakt artifact
Komunikačná sieť Communication network
Komunikačná sieť
Cesta Path
Cesta Path
Stakeholder Zúčastnené strany
Ovládač Driver
Posudzovanie/hodnotenie Assessment
Cieľ Goal
Výsledok/výstup Outcome
Princíp/zásada Principle
Požiadavka Requirement
Požiadavka Requirement
Obmedzenie Constraint
Obmedzenie Constraint
Hodnota Value
Zmysel/význam Meaning

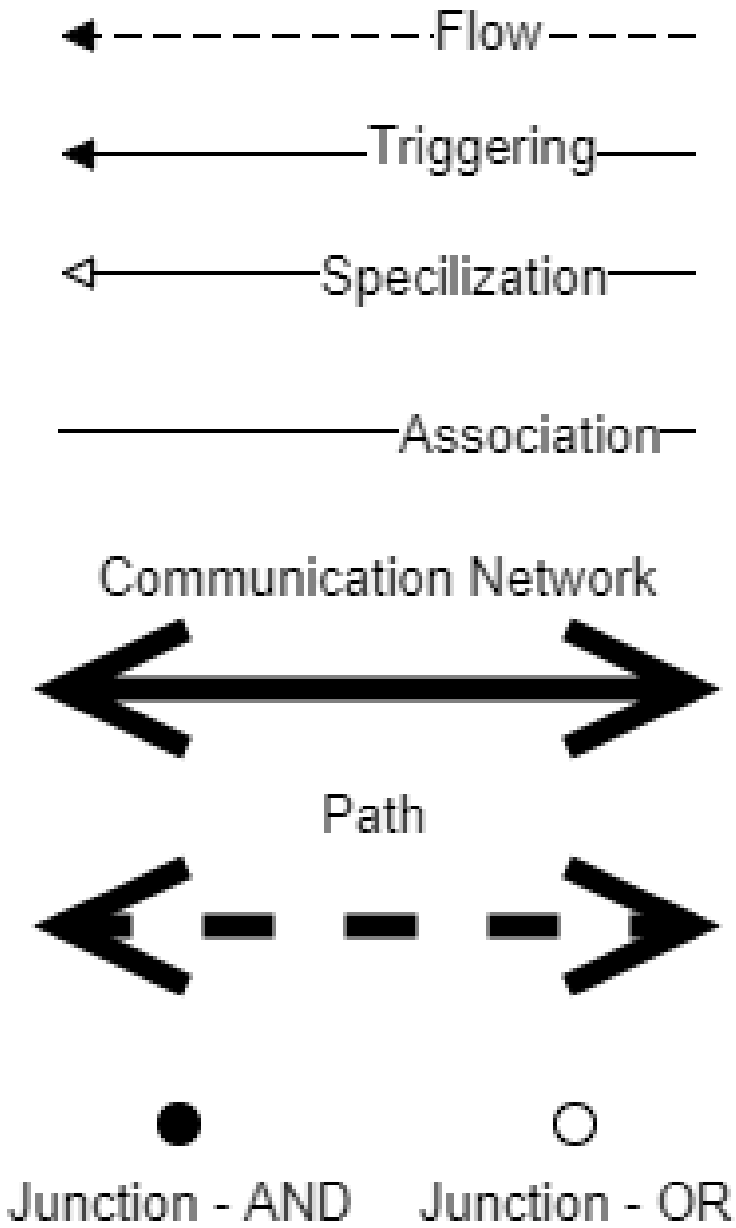
Základné prvky ArchiMate

1. Elementy (Elements)
2. Kompozičné elementy (Composite Elements)
3. Väzby (Relationships)
4. Atribúty (Attribute)
5. Koncept (Concept)

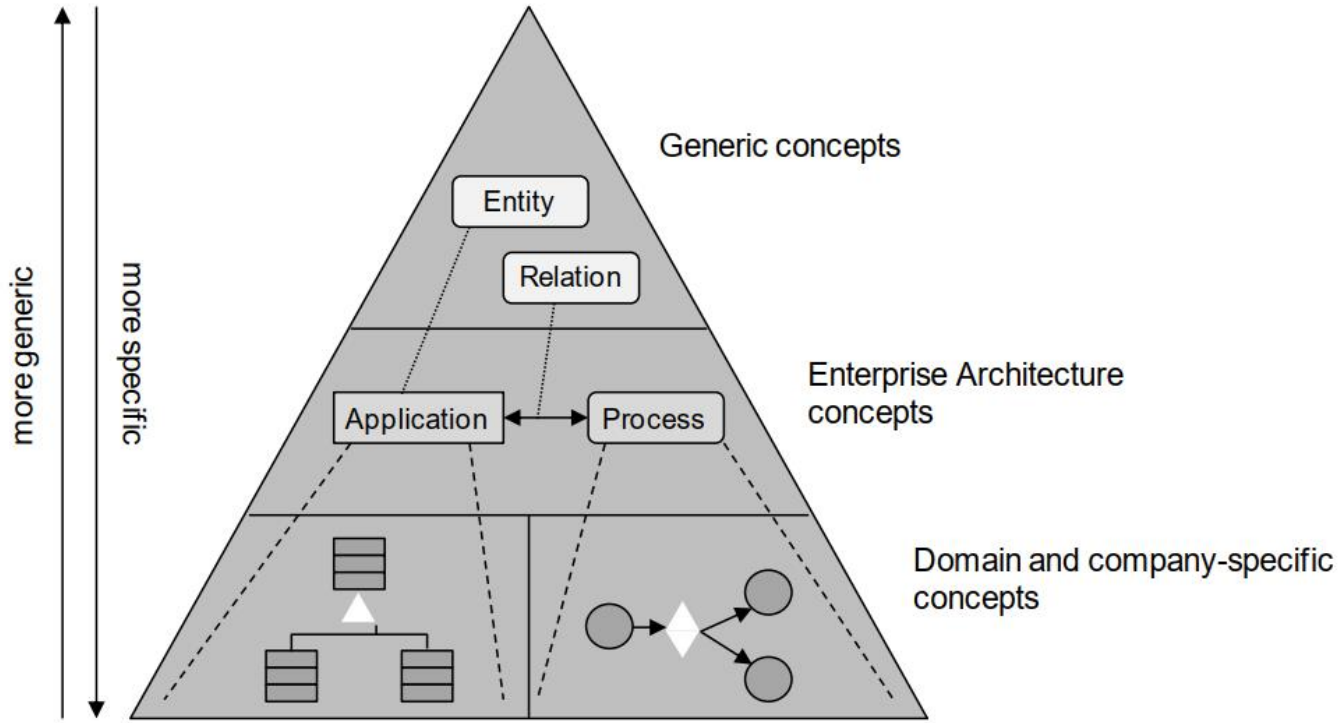


Základné prvky ArchiMate

6. Vrstva (Layer)
7. Aspekt (Aspect)
8. Model
9. Core Elementy
10. Viewpoint



Metamodely na rôznych úrovniach špecifickosti



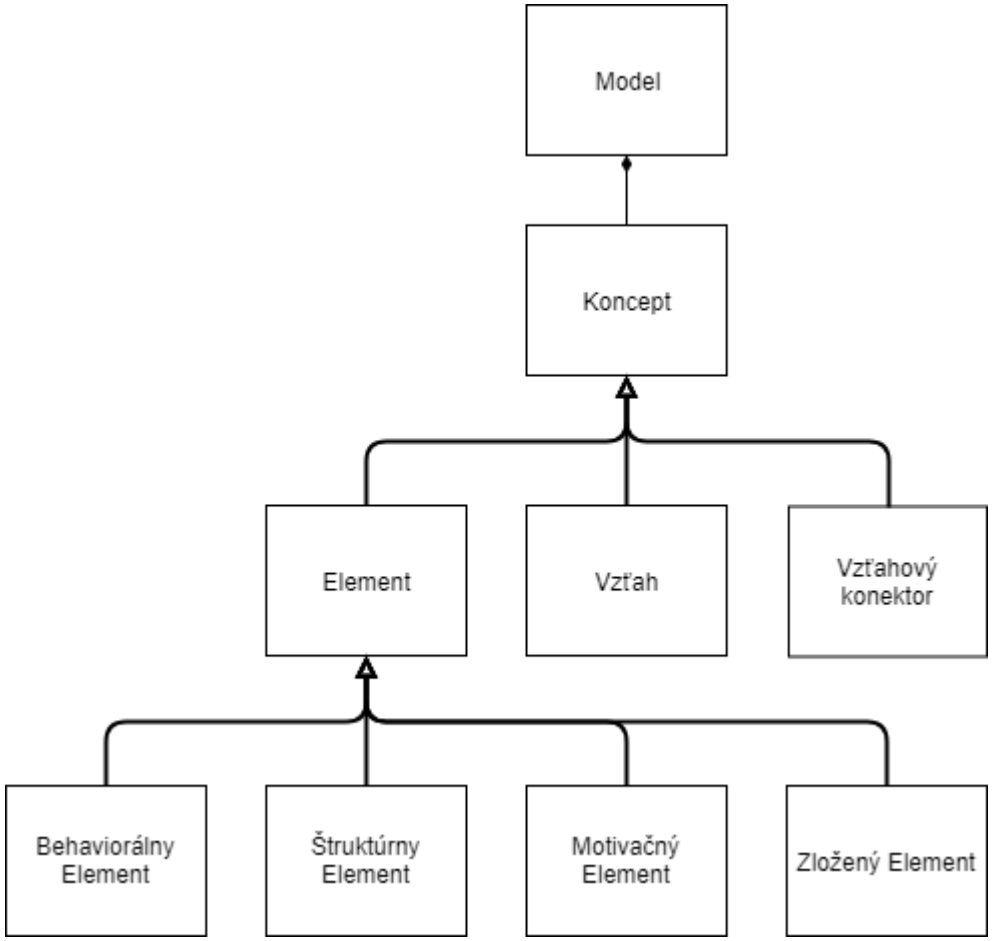
- Čo je to metamodel?

  Model, ktorý **štruktúrovaným spôsobom opisuje**, **ako** a s **akou architektúrou** bude **opísaný**.

  A model that describes in a structured way how and with what the architecture will be described.

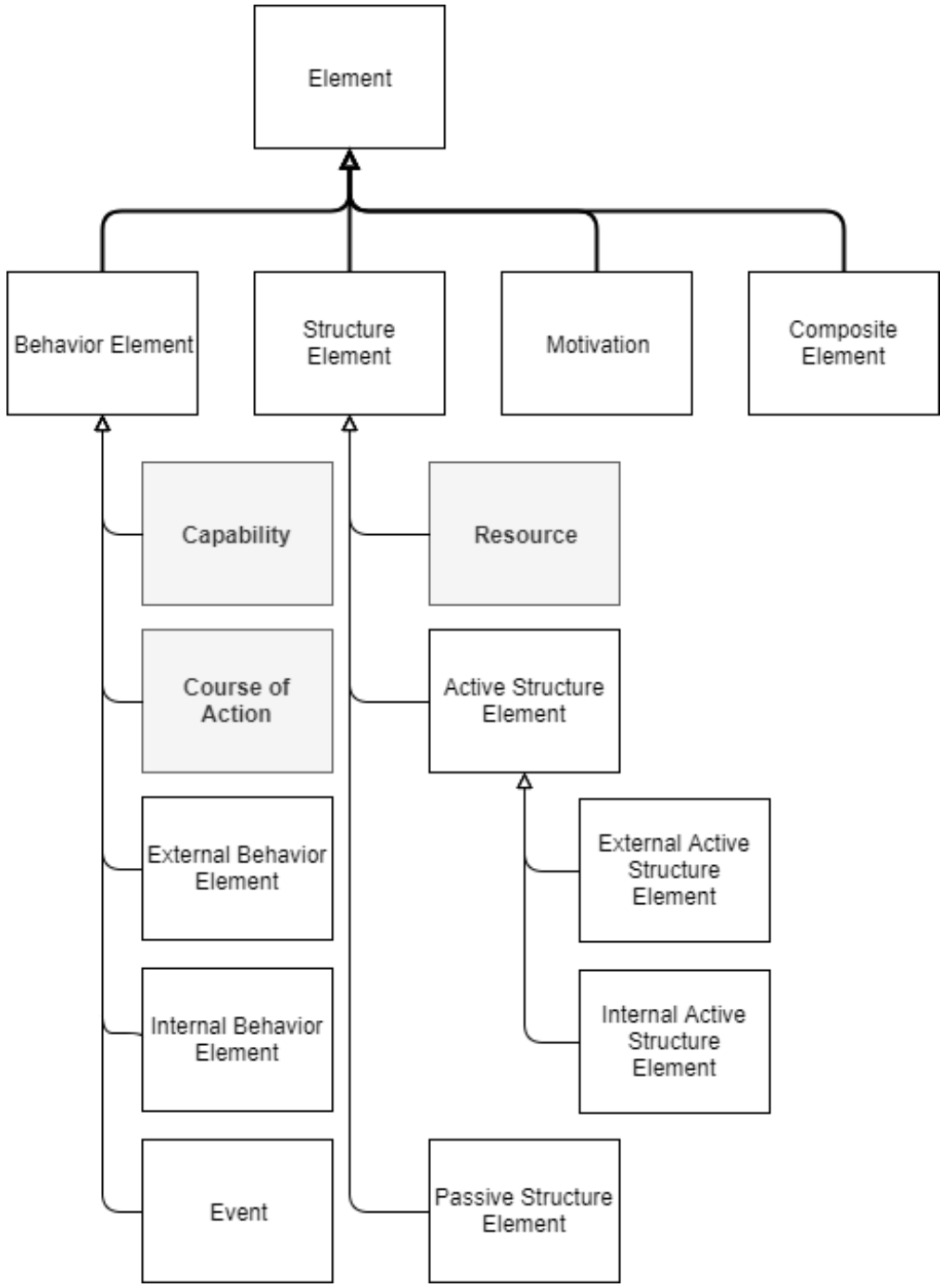
  [Prebrané z: TOGAF 9.1 Časť 1, Kapitola 3 (Definície).]

Top Level jazyková štruktúra

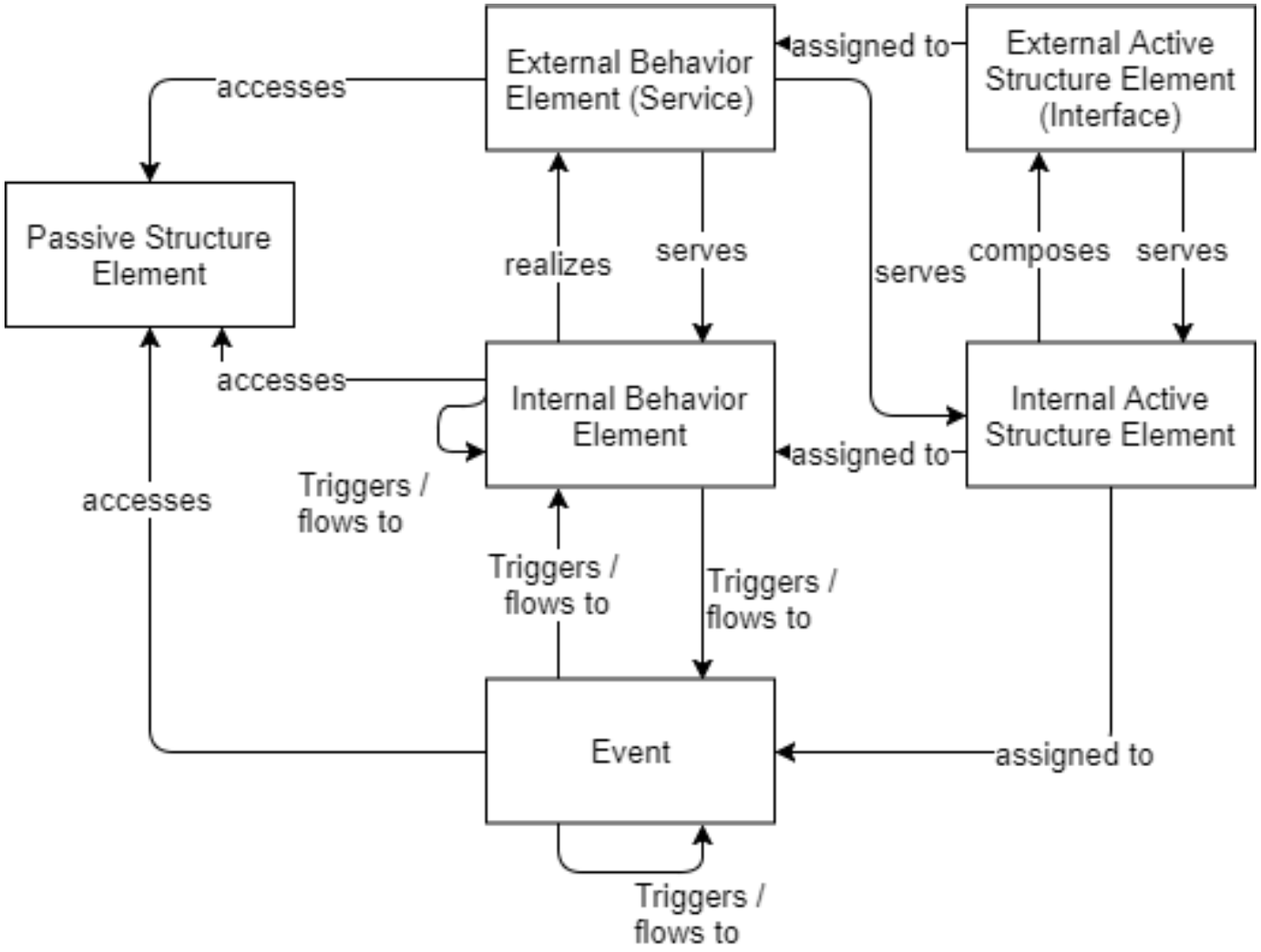


- Model je súborom konceptov. koncepcia je buď element alebo a vzťah
- Prvkom je buď správanie prvok, konštrukčný prvok, a motivačný prvok, alebo kompozitný element

ArchiMate Metamodel 1



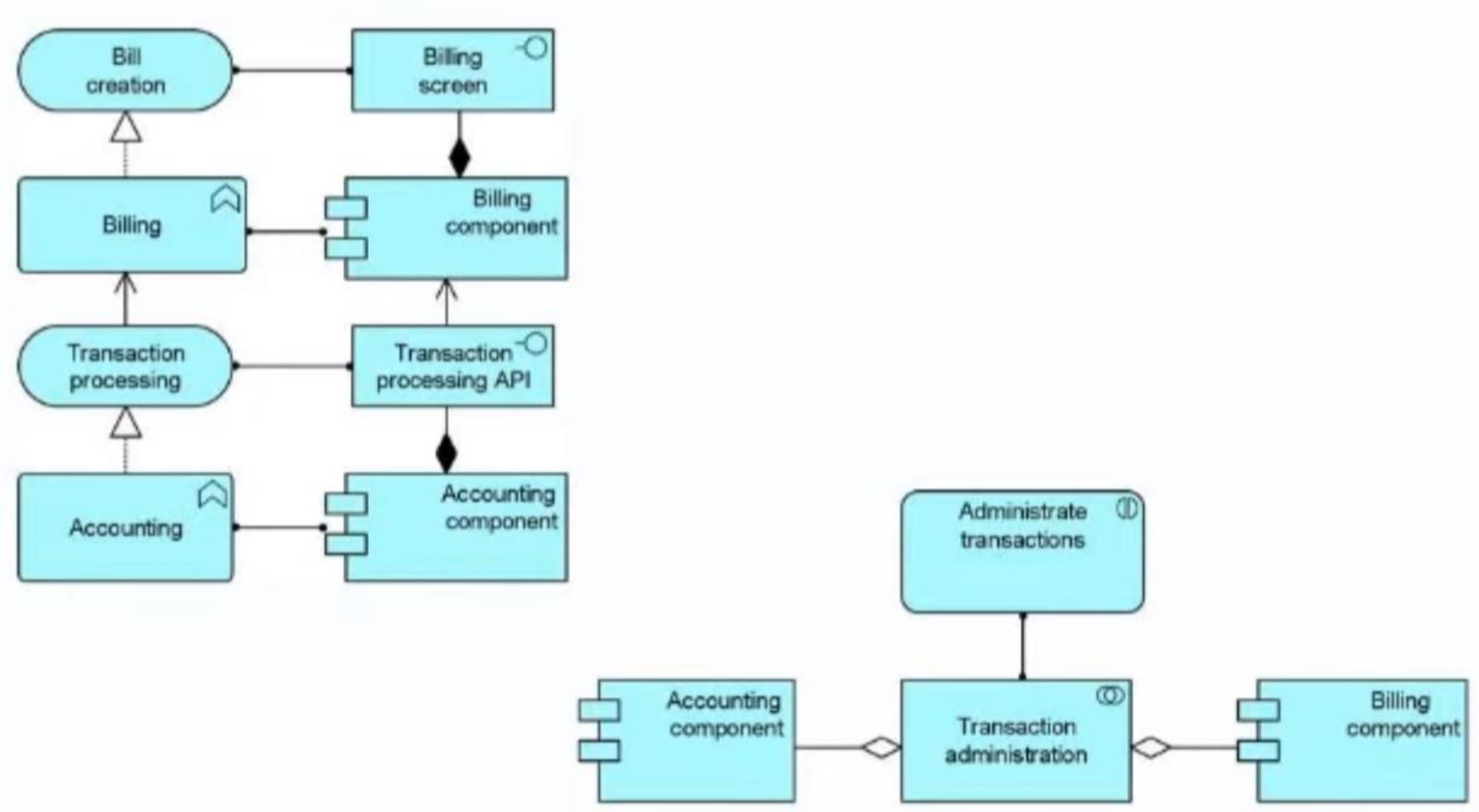
ArchiMate Metamodel 2



Typické abstrakcie v jazyku ArchiMate

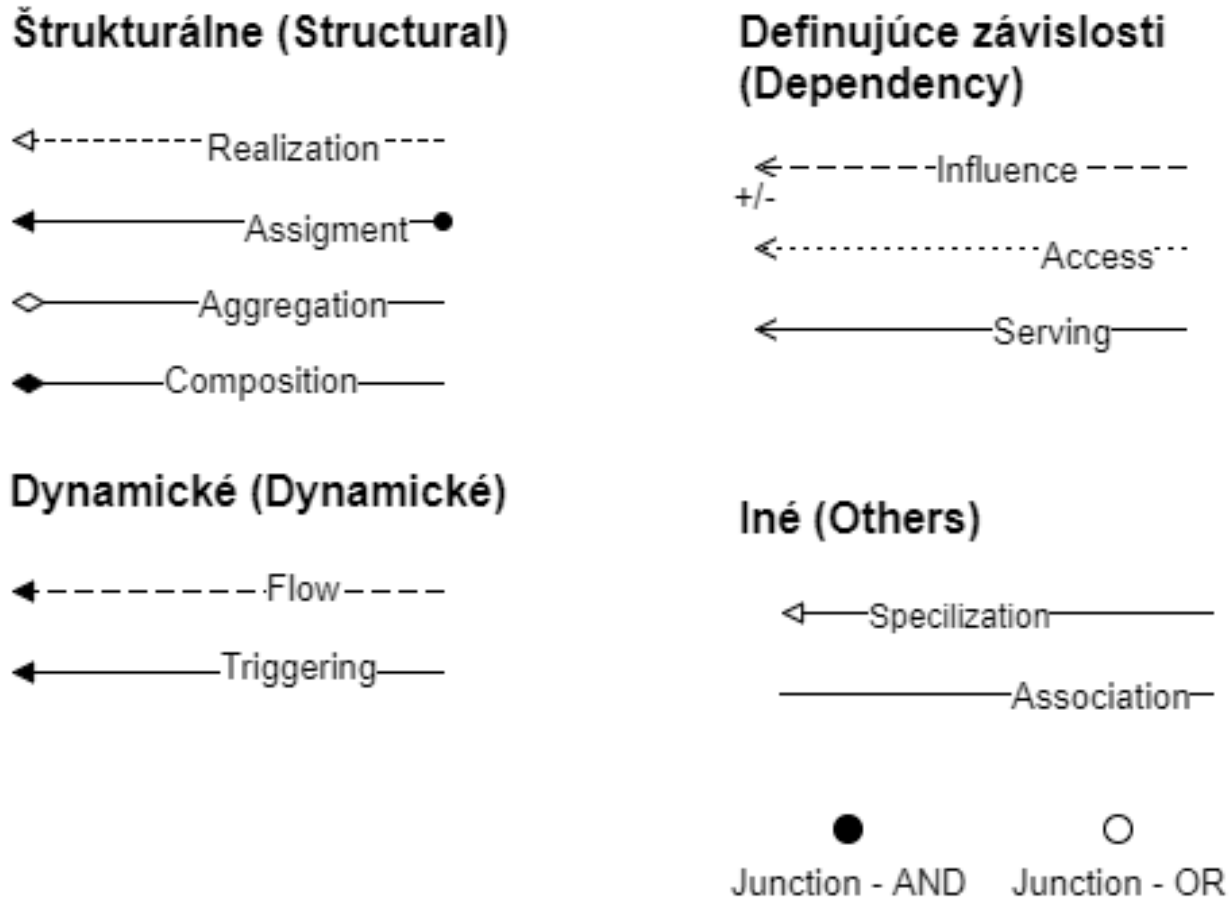
- **Externé (čierna skrinka)** - Čo musí systém urobiť v prostredí
- **Interný (biela skrinka)** - Ako to robí
- **Správanie** - Funkcie/Procesy
- **Aktívna štruktúra** - Aktéri/Aplikačné komponenty/Infraštruktúra
- **Koncepčná** - predstavuje informáciu, ktorú podnik považuje za relevantnú
- **Logická** manipulácia prostredníctvom informačných systémov. (komponent/funkcia aplikácie)
- **Fyzická** - obchodné objekty/dátové objekty/artefakty

Príklad finančné/transakčné systémy



Prehľad väzieb (Relationship)

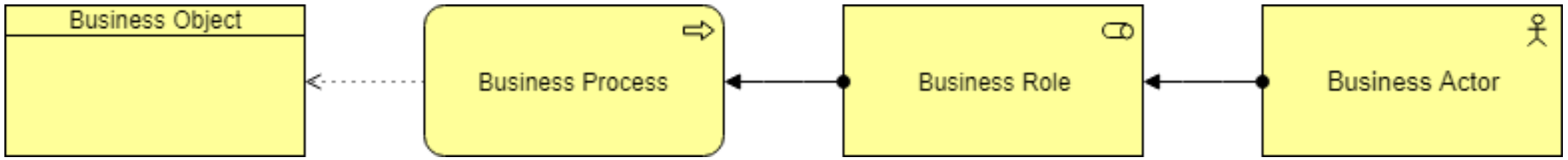
- Väzby sa delia 4 skupiny
- Väzby v jednotlivých kategóriách sú zoradené od najslabšej po najsilnejšiu



Prehľad väzieb (Relationship)

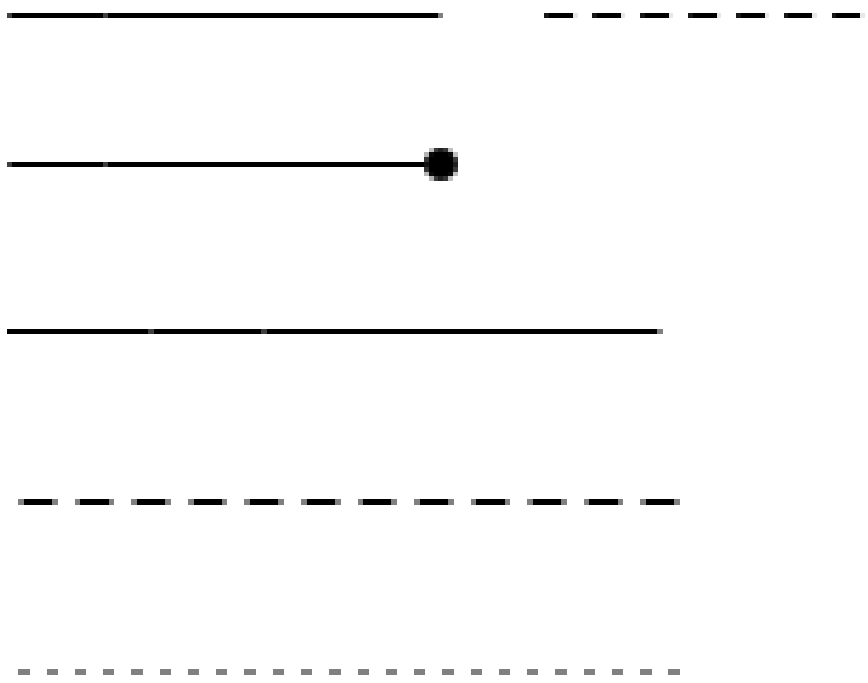
Väzby môžu byť zoradené podľa svojej sily (od najslabšej po najsilnejšiu)

1. **I**nfluence – najslabšia
2. **A**ccess
3. **S**erving
4. **R**ealization
5. **A**ssigment
6. **A**ggregation
7. **C**omposition - najsilnejšia



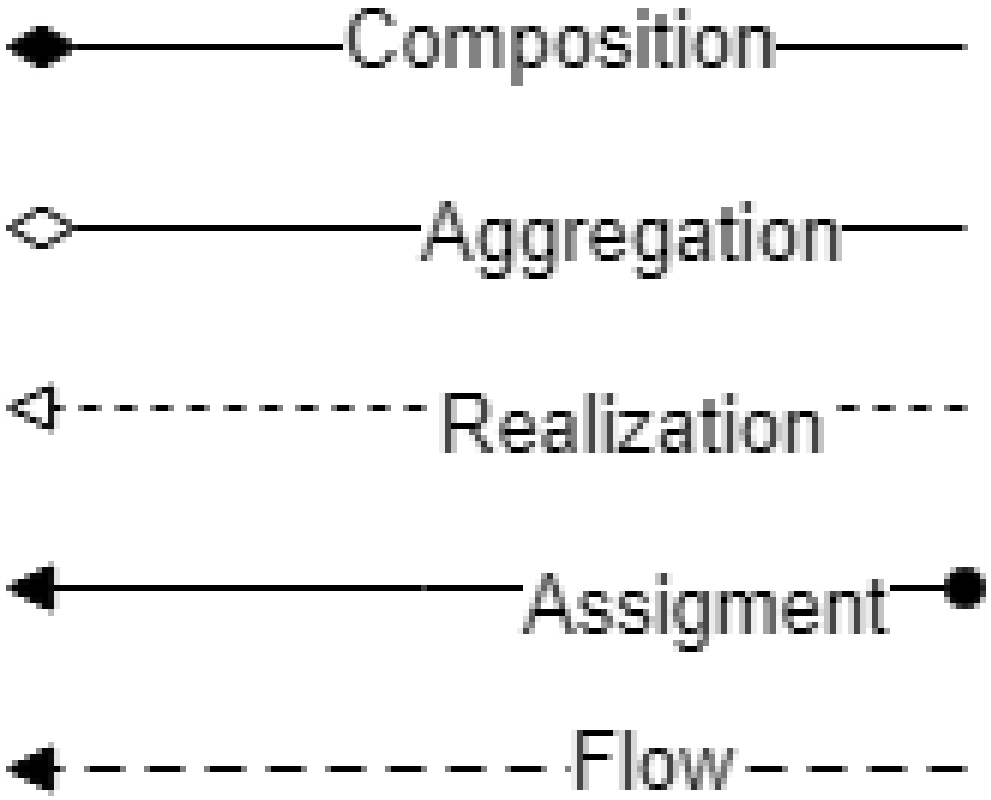
Rozpoznávacie znaky väzieb

- **Počiatok väzby**
  - Jednoduchá čiara podľa typu väzby
  - Vyplnený kruh resp. guličkа
- **Telo väzby**
  - Plná čiara
  - Prerušovaná
  - Drobno Prerušovaná

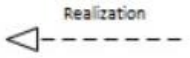
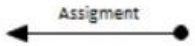
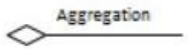
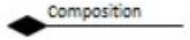
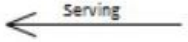


Rozpoznávacie znaky väzieb

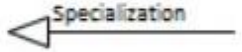
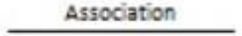
- **Šípka**
  1. Diamant vyplnený
  2. Diamant prázdny
  3. Šípka uzavretá, plná čiara šípky, nevyplnené vnútro
  4. Šípka uzavretá, plná čiara šípky, vyplnené vnútro
  5. Šípka otvorená, plná čiara šípky
  6. Šípka otvorená, prerušovaná čiara šípky



Definície väzieb 1

Vazba	Definice	Typ
	The realization relationship indicates that an entity plays a critical role in the creation, achievement, sustenance, or operation of a more abstract entity.	Structural
	The assignment relationship expresses the allocation of responsibility, performance of behavior, or execution.	Structural
	The aggregation relationship indicates that an element groups a number of other elements.	Structural
	The composition relationship indicates that an element consists of one or more other elements.	Structural
	The influence relationship models that an element affects the implementation or achievement of some motivation element.	Dependency
	The access relationship models the ability of behavior and active structure elements to observe or act upon passive structure elements.	Dependency
	The serving relationship models that an element provides its functionality to another element.	Dependency

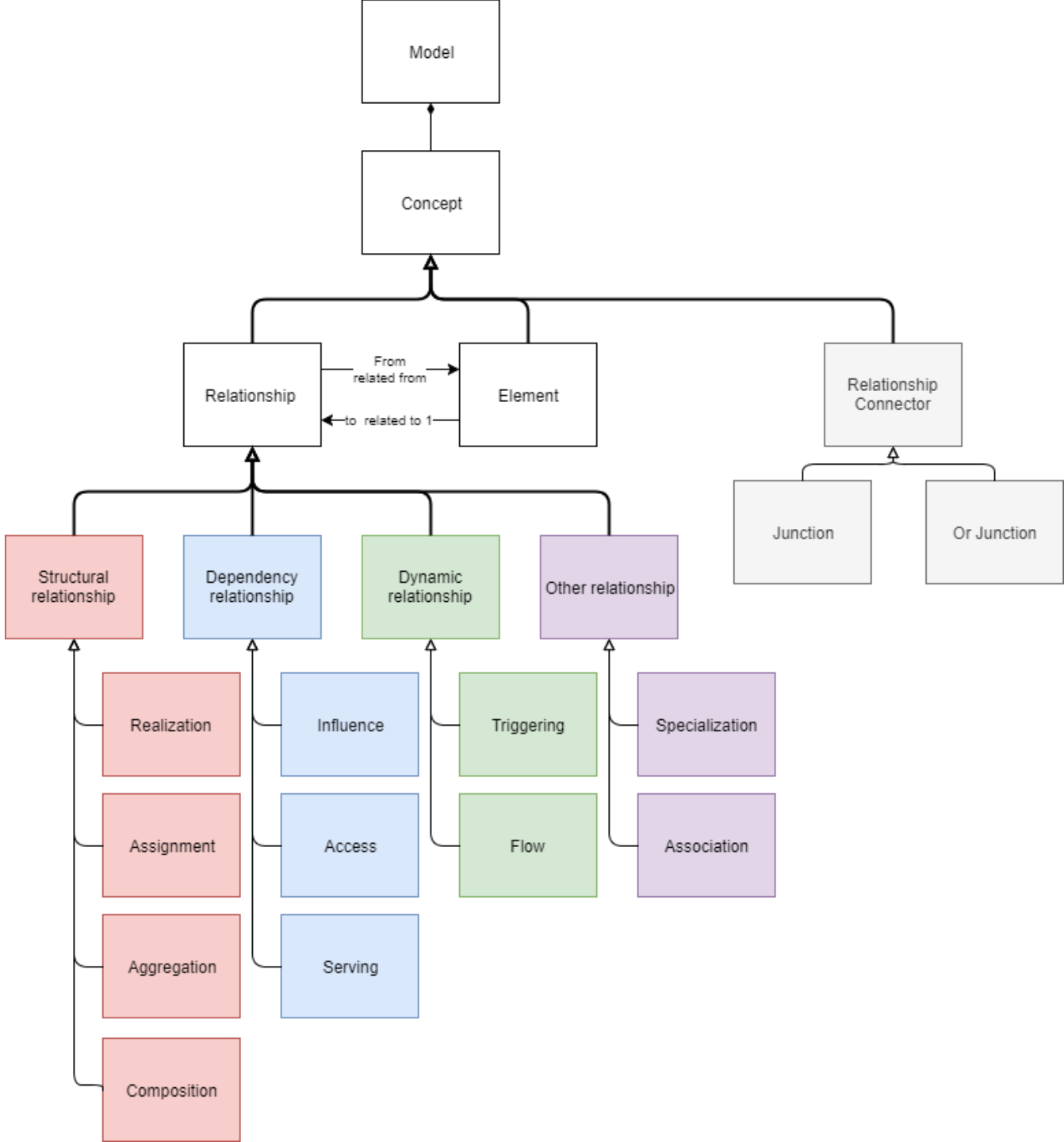
Definície väzieb 1

Vazba	Definice	Typ
	The flow relationship represents transfer from one element to another.	Dynamic
	The triggering relationship describes a temporal or causal relationship between elements.	Dynamic
	The specialization relationship indicates that an element is a particular kind of another element.	Other
	An association models an unspecified relationship, or one that is not represented by another ArchiMate relationship.	Other
	A junction is used to connect relationships of the same type.	Other

Zoznam povolených väzieb

↓ From / → To	Assessment	Constraint	Driver	Goal	Meaning	Outcome	Principle	Requirement	Stakeholder	Value	Capability	Course of Action	Resource	Business Actor	Business Collaboration	Contract	Business Event	Business Function	Business Interaction	Business Interface	Business Object	Business Process	Product	Representation	Business Role	Business Service
Assessment	cgnos	no	no	no	no	no	no	no	o	no	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o
Constraint	no	cgnos	no	nor	no	nor	nor	cgnos	o	no	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o
Driver	no	no	cgnos	no	no	no	no	no	o	no	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o
Goal	no	no	no	cgnos	no	no	no	no	o	no	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o
Meaning	no	no	no	no	cgnos	no	no	no	o	no	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o
Outcome	no	no	no	nor	no	cgnos	no	no	o	no	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o
Principle	no	no	no	nor	no	nor	cgnos	no	o	no	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o
Requirement	no	cgnos	no	nor	no	nor	nor	cgnos	o	no	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o
Stakeholder	o	o	o	o	o	o	o	o	cgnos	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o
Value	no	no	no	no	no	no	no	no	o	cgnos	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o	o
Capability	no	nor	no	nor	no	nor	nor	nor	o	no	cfgostv	fortv	fot	o	o	o	o	o	o	o	o	o	o	o	o	o
Course of Action	no	nor	no	nor	no	nor	nor	nor	o	no	fot	cfgostv	fot	o	o	o	o	o	o	o	o	o	o	o	o	o
Resource	no	nor	no	nor	no	nor	nor	nor	o	no	fiotv	fortv	cfgost	o	o	o	o	o	o	o	o	o	o	o	o	o
Business Actor	no	nor	no	nor	no	nor	nor	nor	ino	no	or	or	or	cfgostv	fotv	ao	fiotv	fiortv	fiortv	cfgiotv	ao	fiortv	fot	ao	fiotv	fiortv
Business Collaboration	no	nor	no	nor	no	nor	nor	nor	no	no	or	or	or	fgotv	cfgostv	ao	fiotv	fiortv	fiortv	cfgiotv	ao	fiortv	fot	ao	fgiotv	fiortv
Contract	no	nor	no	nor	no	nor	nor	nor	o	no	or	or	or	o	o	cgos	o	o	o	o	cgos	o	o	o	o	o
Business Event	no	nor	no	nor	no	nor	nor	nor	o	no	o	o	o	fot	fot	ao	cfgost	fot	fot	fot	ao	fot	fot	ao	fot	fot
Business Function	no	nor	no	nor	no	nor	nor	nor	no	no	or	or	o	fotv	fotv	ao	fotv	cfgorstv	cfgortv	fotv	ao	cfgortv	fot	ao	fotv	fortv
Business Interaction	no	nor	no	nor	no	nor	nor	nor	no	no	or	or	o	fotv	fotv	ao	fotv	cfgortv	cfgorstv	fotv	ao	cfgortv	fot	ao	fotv	fortv
Business Interface	no	nor	no	nor	no	nor	nor	nor	no	no	or	or	or	fotv	fotv	ao	fotv	fotv	fotv	cfgostv	ao	fotv	fot	ao	fotv	fiotv
Business Object	no	nor	no	nor	no	nor	nor	nor	o	no	or	or	or	o	o	cgos	o	o	o	o	cgos	o	o	o	o	o
Business Process	no	nor	no	nor	no	nor	nor	nor	no	no	or	or	o	fotv	fotv	ao	fotv	cfgortv	cfgortv	fotv	ao	cfgorstv	fot	ao	fotv	fortv
Product	no	nor	no	nor	no	nor	nor	nor	no	no	or	or	or	fotv	fotv	acgor	fotv	fotv	fotv	fotv	acgor	fotv	cfgost	acgo	fotv	cfgortv
Representation	no	nor	no	nor	no	nor	nor	nor	o	no	or	or	or	o	o	or	o	o	o	o	or	o	o	cgos	o	o
Business Role	no	nor	no	nor	no	nor	nor	nor	no	no	or	or	or	fotv	fotv	ao	fiotv	fiortv	fiortv	cfgotv	ao	fiortv	fot	ao	cfgostv	fiortv
Business Service	no	nor	no	nor	no	nor	nor	nor	no	no	or	or	o	fotv	fotv	ao	fotv	fotv	fotv	fotv	ao	fotv	fot	ao	fotv	cfgostv

Vázby metamodel



Čo sa oplatí prečítať?

Slovensko a Česko

- Albatrosmedia
- Kopp
- Grada
- Wolters Kluwer
- BEN
- Veda

Zahraničie

- O'Reilly
- Manning
- Packt
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- No Starch Press

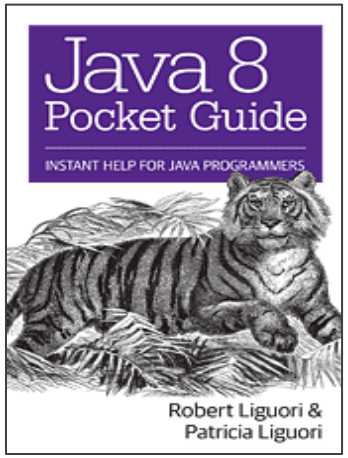
YouTube tutorialy

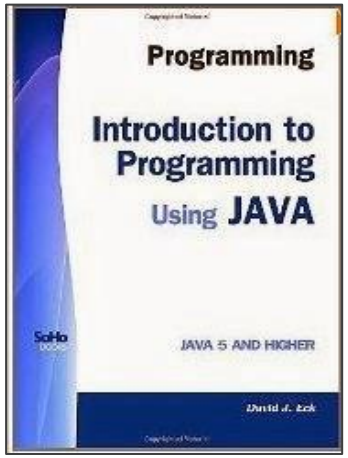
Oracle a O'Reilly

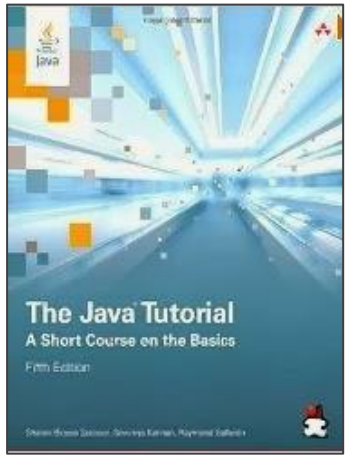
Čo sa oplatí/neoplatí prečítať SK/CZ

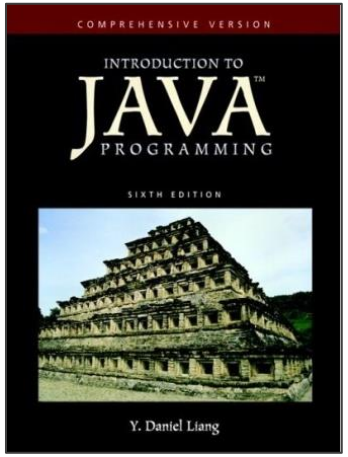
Mistrovství a Kuchárka

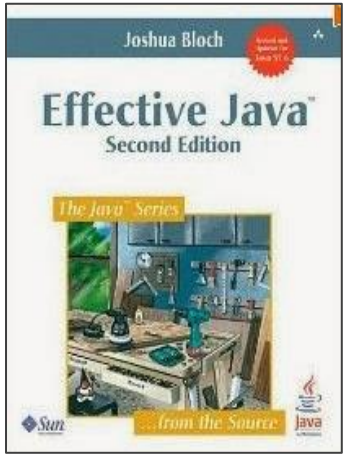
Čo sa oplatí/neoplatí prečítať EN

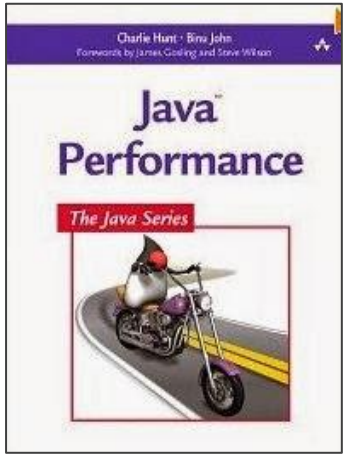


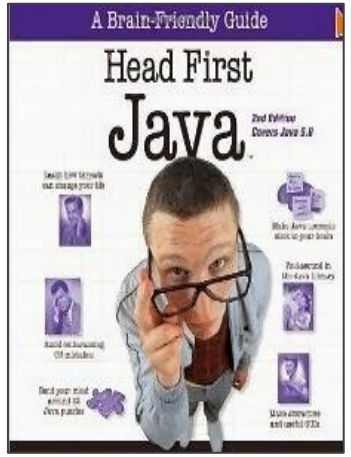












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- Informácie
- **Diskusia**
- Oznámenia
- Členovia
- Podujatia
- Videá
- Fotky
- Súbory

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- VITA - Virtual It Academy
- Startupisti 2
- Rubyslava 2
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Roland Mondek
10 h

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- VITA - Virtual It Academy

KONTAKTY

- Evka Rybárska
- Jarmila Palenčárová
- Stefan Orosi
- Ivana Ivka Jasaňov
  Hrá Word Blitz
- Ivana Pavlíková
- Martin Vanko
- Lucia Kovačičová 4 h
- Lošák Filip
- Andrej Nejedlik
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ĎALŠIE KONTAKTY (82)

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Verejná skupina · 7,2 tis. členov

Člen · + Pozvať

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Živé video · Fotka/video · Anketa

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Tags

A tag is a keyword or label that categorizes your question with other, similar questions. Using the right tags makes it easier for others to find and answer your question.

Show all tag synonyms

java

Popular | Name | New

java

Java is a high-level object oriented programming language. Use this tag when you're having problems using or understanding the language itself. Thi...

1827413 questions — 419 asked today, 2408 this week

javascript

For questions regarding programming in ECMAScript (JavaScript/JS) and its various dialects/implementations (excluding ActionScript). Note...

2335556 questions — 779 asked today, 4877 this week

javafx

The JavaFX platform enables developers to create and deploy Graphical User Interface (GUI) applications that behave consistently...

36355 questions — 6 asked today, 50 this week

java-8

for questions specific to Java 8 which is version 8 (internal number 1.8) of the Java platform, released on 18 March 2014. In most cases, you should also...

22076 questions — 9 asked today, 40 this week

java-stream

for questions related to the use of the Stream API. It was introduced in Java 8 and supports functional-style operations on streams of values, such...

10293 questions — 5 asked today, 26 this week

java-native-interface

The Java Native Interface (JNI) gives both the ability for JVM implementations to run system native code and the ability for native code t...

9404 questions — 12 asked this week, 38 this month

rx-java

RxJava – Reactive Extensions for the JVM – a library for composing asynchronous and event-based programs using observable sequence...

6796 questions — 6 asked this week, 27 this month

javascript-objects

for questions related to JavaScript objects.

6151 questions — 20 asked this week, 118 this month

java.util.scanner

A simple text scanner in the JDK which can parse primitive types and strings using regular expressions.

javafx-8

JavaFX 8 (previously named JavaFX 3) introduces a new API for JavaFX technology. JavaFX 8 supports 3D and brings up a Retina-Display Support. It ...

java-me

Java Platform, Micro Edition, or Java ME, is a Java platform designed for embedded systems.

facebook-javascript-sdk

Facebook's JavaScript SDK provides a rich set of client-side functionality for accessing Facebook's server-side API calls. It can collaborate with any SDK...

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