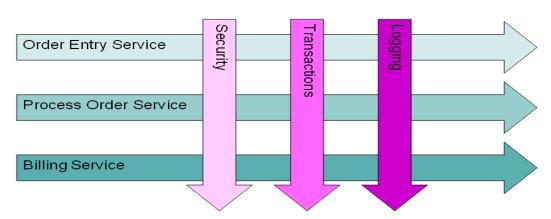


#### **Introduction to AOP**

- What is AOP?
  - AOP is a style of programming, mainly good in separating cross cutting concerns
- How AOP works?
- Achieved usages Proxy design Pattern to separate CCC's form actual code
- Cross Cutting Concern ?
- Extra code mixed with the actual code is called CCC's
   Extra code mixed with code lead to maintenance issues
- Logging
- validations
- Auditing
- Security



# **Crosscutting Concerns**

# Eg: Banking Application

```
Logging
public void withdraw(int amount){
                                                       public void deposit(int amount){
   bankLogger.info("Withdraw - " + amount);
                                                           bankLogger.info("Deposit - " + amount);
   txn.begin();
                                                           txn.begin();
   balance = this.balance - amount;
                                                           balance = this.balance + amount;
   accountDao.saveBalance(balance);
                                                           accountDao.saveBalance(balance);
   txn.commit();
                                                           txn.commit();
                                                       }
                                    Transaction Management
```

# <u>Understanding AOP terminology</u>

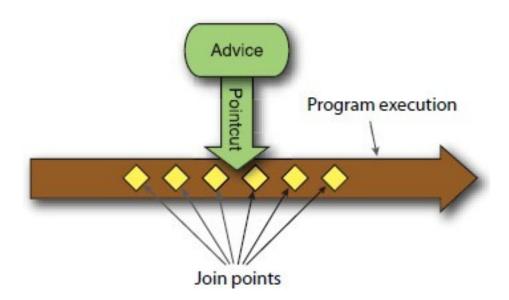
Join points: are the options on the menu and

pointcuts : are the items you select

Aspect = Advices + Point Cut

#### Aspect means

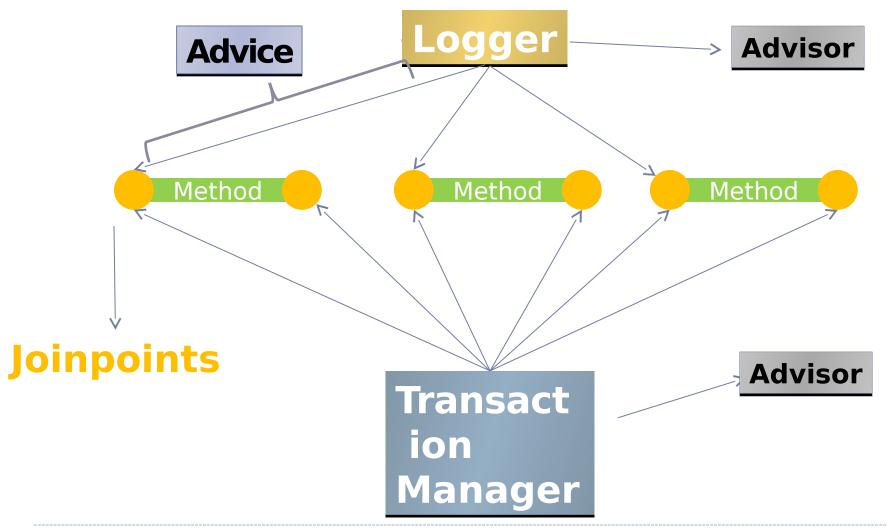
what (extra logic) and where it need to be applied (point cut)



#### **AOP- Definitions.**

- Aspect
- Joinpoint
- Advice
- Pointcut
- Target
- Object
- AOP Proxy
- Weaving

### **AOP- Definitions.**



# **Advice Types**

Before Advice



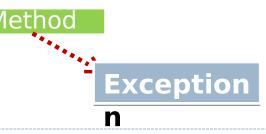
☐ After returning Advice



☐ Around Advice



☐ Throws Advice



#### **WEAVING**

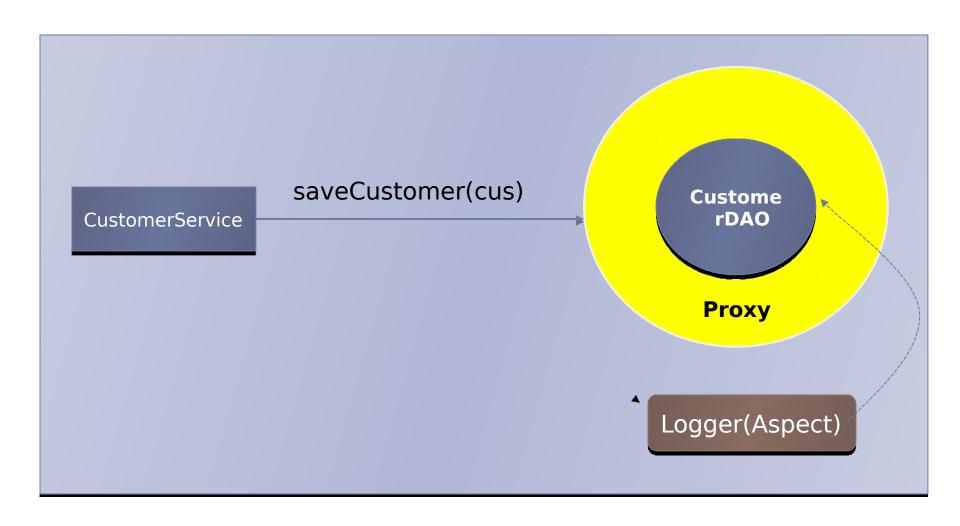
- Weaving is the process of applying aspects to a target object to create a new proxied object. The aspects are woven into the target object at the specified join points. The weaving can take place at several points in the target object's lifetime:
  - **Compile time** —Aspects are woven in when the target class is compiled.
  - Classload time Aspects are woven in when the target class is loaded

into the JVM.

• **Runtime** —Aspects are woven in sometime during the execution of the applica- tion. Typically, an AOP container will dynamically generate a proxy object that will delegate to the target object while weaving in the aspects.

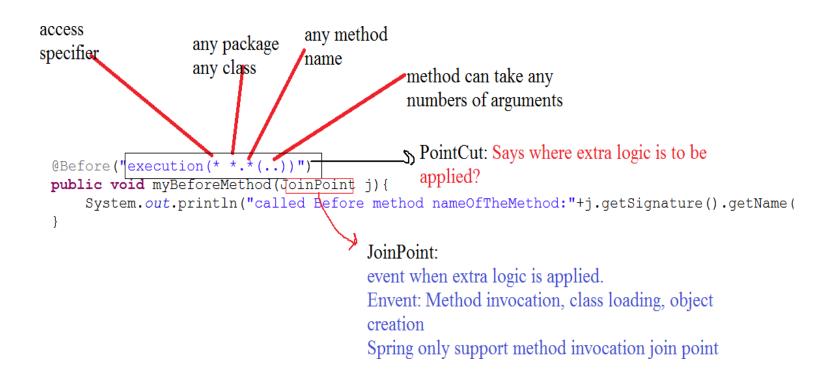


# **AOP** Weaving



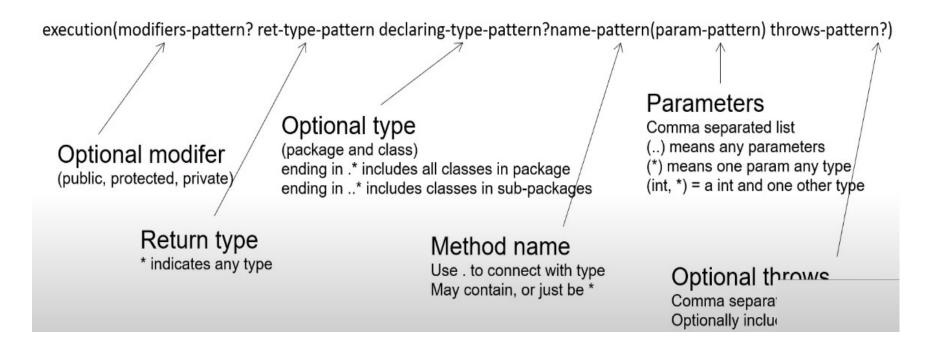


## **Understanding Point Cut wildcard**



# **Understanding Point Cut wildcard**

execution is the most used designator









# Any questions?



