

Introducing Annotations



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Overview



The role of annotations

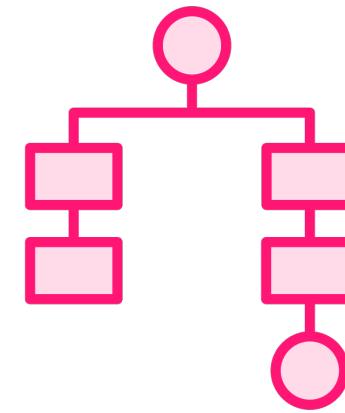
Adding metadata with annotations

Commonly used annotations

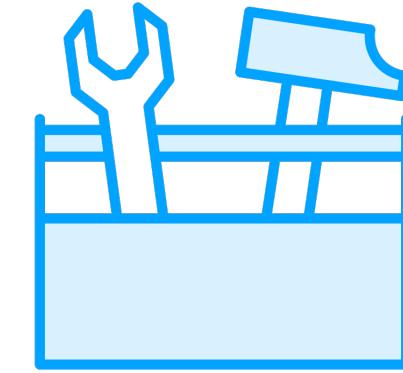


Programs Fit Into a Larger Picture

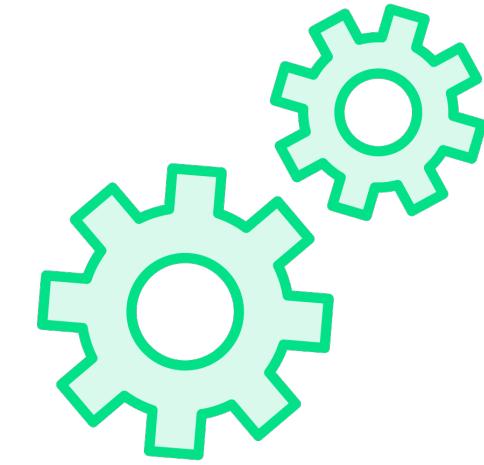
Incorporate developer's assumptions



About the type system



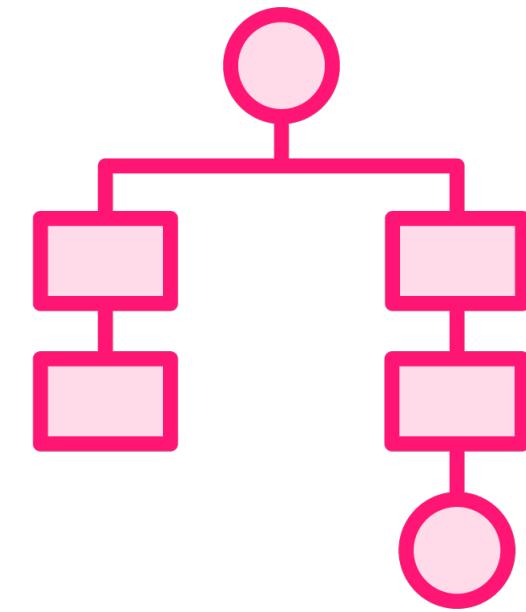
About the toolset



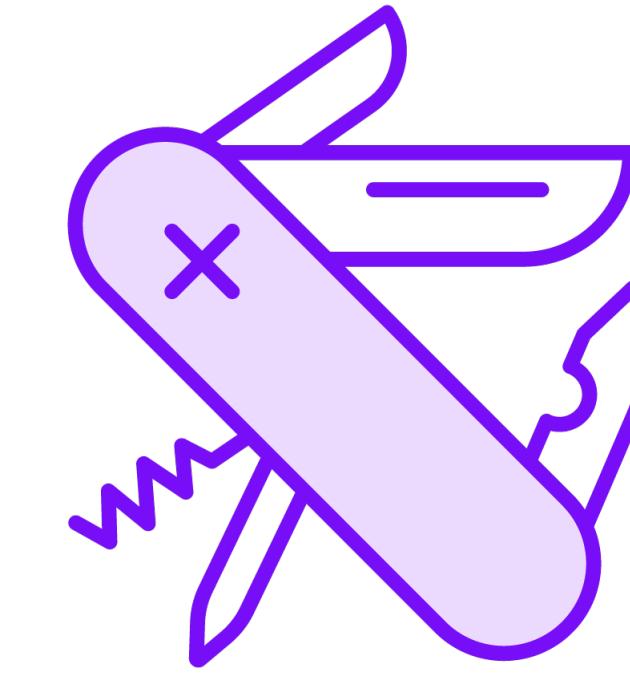
About the execution environment



Programs Incorporate Context and Intent



Type system solves much of the issue



But standard type system isn't enough



We Often Manually Supplement Type System



A priori knowledge



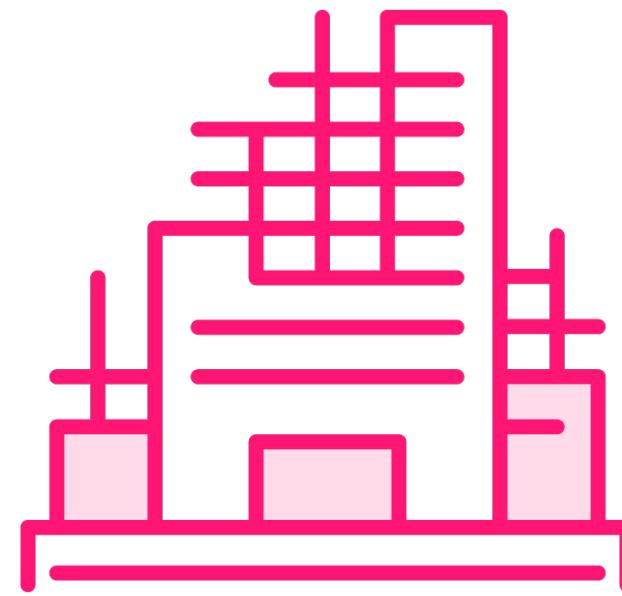
Code comments



Documentation



We Need a Better Way



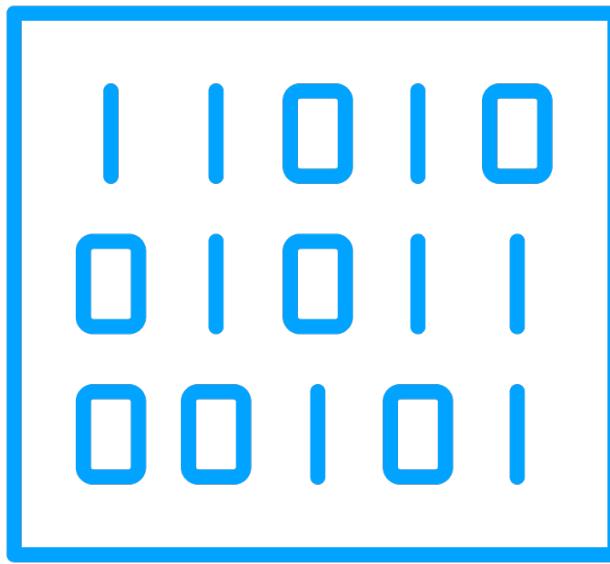
**Need a structured way to express
context and intent**



**Allow tools and other code to
act on context and intent**



Annotations



Special types that act as metadata

Applied to a specific target

No direct affect on target behavior

Must be interpreted

Tools

Execution environments

Any program



Applying Annotations



**Annotation always
preceded by @**



**Placed directly before
the target**



**Allowable targets vary
with annotation**



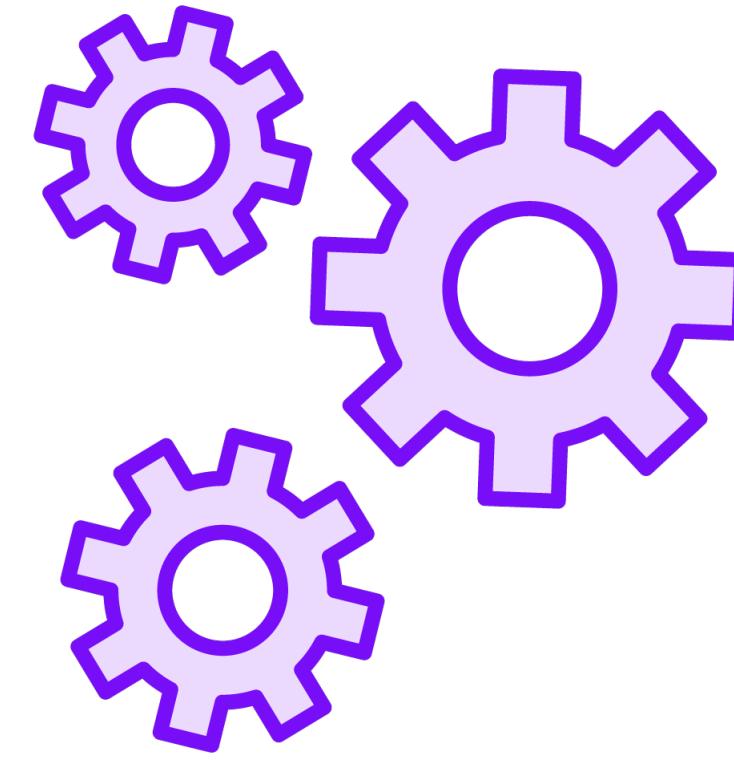
Annotations in Code



Core Java Platform

Provides types for creating annotations

Has only a few annotations



Widely used by other tools/environments

XML and JSON processors

IntelliJ

Your own code





Common Java core platform annotations

- `Override`
- `Deprecated`
- `SuppressWarnings`



```
public class MyWorker {  
  
    void doSomeWork() {  
  
        Doer d1 = new Doer();  
  
        d1.doTheThing();  
  
    }  
  
    void doDoubleWork() {  
  
        Doer d2 = new Doer();  
  
        d2.doTheThing();  
  
        d2.doTheThing();  
  
    }  
}
```



```
public class Doer {  
    @Deprecated  
    public void doTheThing(){ . . . }  
    public void doTheThingNew(){ . . . }  
}
```



```
@SuppressWarnings("deprecation")
```

```
public class MyWorker {
```

```
    @SuppressWarnings("deprecation")
```

```
    void doSomeWork() {
```

```
        Doer d1 = new Doer();
```

```
        d1.doTheThing();
```

```
}
```

Produces warning
when compiled

```
    @SuppressWarnings("deprecation")
```

```
    void doDoubleWork() {
```

```
        Doer d2 = new Doer();
```

```
        d2.doTheThing();
```

```
        d2.doTheThing();
```

```
}
```

Produces warning
when compiled



Summary



Annotations

- Associate metadata with a type
- Extends the ability to express context and intent

Affect of annotations

- No direct affect on type
- Must be interpreted



Summary



Using annotations

- Annotation name preceded by @
- Annotations can be applied to a type or its members

