Writing your own Annotation Processors in Android

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What are Annotations?

a form of syntactic **metadata** that can be added to classes, interfaces, methods, variables, parameters etc.

e.g., @Override, @Nullable.

What are Annotation Processors?

a tool for scanning and processing annotations at compile time.

- → is part of the compilation process
- → can issue notes, warnings and errors
- → can generate 'new' source files

e.g., Room, Dagger.

Why Annotation Processors?

- → runtime compile time
- → no reflection
- → generate boilerplate code*

How does Annotation Processing work?

- → annotation processing tool (apt)
- → the Mirror API
- → annotation processing rounds

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Annotation Processing Tool (apt)

- → is part of the javac compiler
- → scans for all the annotations in source files
- → invokes the registered annotation processors

How does Annotation Processing work?

- → annotation processing tool (apt)
- → the Mirror API
- → annotation processing rounds

The Mirror API

- → is used to model the semantic structure of a program
- → is represented at the language level, rather than at the VM level
- → is a read-only API

How does Annotation Processing work?

- → annotation processing tool (apt)
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Annotation Processing Rounds

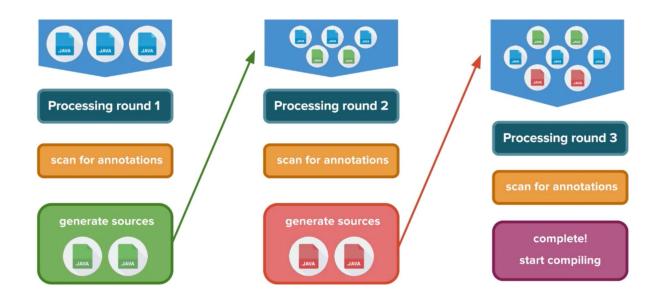


image courtesy: Jorge Castillo

Let's get started...

@Singleton

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```
@Singleton
public class LocationUtil {
    private static final LocationUtil INSTANCE = new LocationUtil();
    private LocationUtil() {}
    public static LocationUtil getInstance() {
        return INSTANCE;
    }
}
```

How to write Annotations?

```
@Retention(RetentionPolicy.SOURCE)
@Target(ElementType.TYPE)
public @interface Singleton {}
```

How to write Annotation Processors?

```
public class Processor extends AbstractProcessor {
    //...
}
```

```
public class Processor extends AbstractProcessor {
    public synchronized void init(ProcessingEnvironment processingEnv) {
        super.init(processingEnvironment);
        // get the utilities...
    public boolean process(Set<? extends TypeElement> annotations,
                           RoundEnvironment roundEnv) {
        // do the processing...
        return true;
    public Set<String> getSupportedAnnotationTypes() {
        return new HashSet<String>() {{
            add(Singleton.class.getCanonicalName());
        }};
    public SourceVersion getSupportedSourceVersion() {
        return SourceVersion.latestSupported();
```

init()

```
public synchronized void init(ProcessingEnvironment processingEnv) {
    super.init(processingEnv);
    mMessager = processingEnv.getMessager();
    mFiler = processingEnv.getFiler();
    mElements = processingEnv.getElementUtils();
    mTypes = processingEnv.getTypeUtils();
}
```

process()

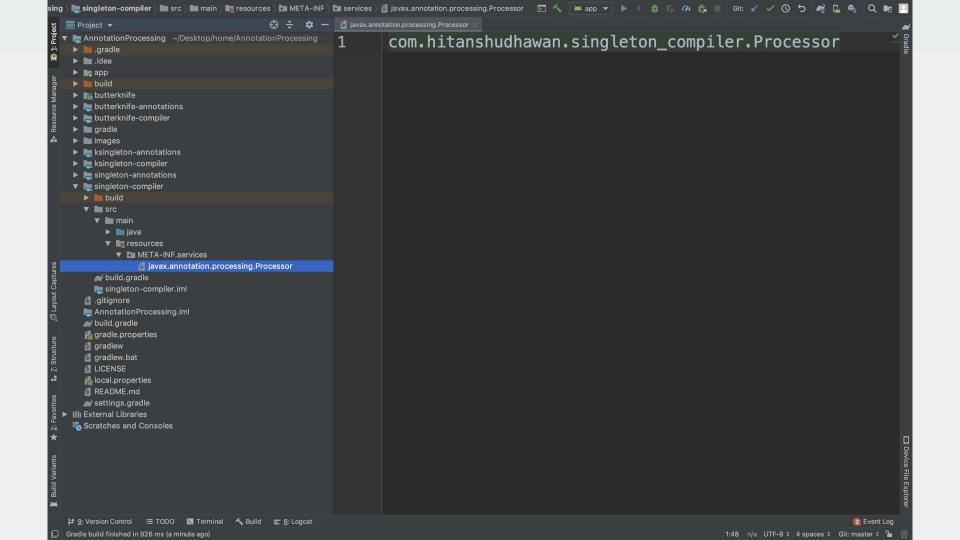
```
public boolean process(Set<? extends TypeElement> annotations,
                       RoundEnvironment roundEnv) {
    for (TypeElement typeElement :
            ElementFilter.typesIn(roundEnv.getElementsAnnotatedWith(Singleton.class))) {
        // check for private constructors
        // ...
        // check for getInstance method
    return true;
```

```
// check for getInstance method
List<FxecutableFlement> methods =
        ElementFilter.methodsIn(typeElement.getEnclosedElements());
for (ExecutableElement method : methods) {
    // check for name
    if (method.getSimpleName().contentEquals("getInstance")) {
        // check for return type
        if (mTypes.isSameType(method.getReturnType(), typeElement.asType())) {
            // check for modifiers
            if (method.getModifiers().contains(Modifier.PRIVATE)) {
                mMessager.printMessage(Kind.ERROR,
                        "getInstance method can't have a private modifier", method);
                return true:
            if (!method.getModifiers().contains(Modifier.STATIC)) {
                mMessager.printMessage(Kind.ERROR,
                        "getInstance method should have a static modifier", method);
                return true:
```

How to register Annotation Processors?

How to register Annotation Processors?

→ old way



How to register Annotation Processors?

→ new way

```
@AutoService(Processor.class)
public class Processor extends AbstractProcessor {
    //...
}
```

How to generate . java files?

JavaPoet

```
package com.example.helloworld;

public final class HelloWorld {
    public static void main(String[] args) {
        System.out.println("Hello, JavaPoet!");
    }
}
```

```
MethodSpec main = MethodSpec.methodBuilder("main")
    .addModifiers(Modifier.PUBLIC, Modifier.STATIC)
    .returns(void.class)
    .addParameter(String[].class, "args")
    .addStatement("$T.out.println($S)", System.class, "Hello, JavaPoet!")
    .build();
TypeSpec helloWorld = TypeSpec.classBuilder("HelloWorld")
    .addModifiers(Modifier.PUBLIC, Modifier.FINAL)
    .addMethod(main)
    .build();
JavaFile javaFile = JavaFile.builder("com.example.helloworld", helloWorld)
    .build();
javaFile.writeTo(System.out);
```

ButterKnife

@BindView & @OnClick

Resources

- → Writing your own Annotation Processors in Android https://medium.com/androidiots/writing-your-own-annotation-processors-in-android-1fa0cd96ef11
- → Annotation Processing Samples https://github.com/hitanshu-dhawan/AnnotationProcessing
- → PojoPreferences

 https://github.com/hitanshu-dhawan/PojoPreferences

@ThankYou

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