Modules

Introduction to Modules

Java Platform Module System (JPMS)

- in practice, you often need to use libraries (code) written by others
- one of the way to make these libraries part of your program is by using JAR files
 - you have to make sure you have compatible versions of all libraries at runtime
 - this creates a complex chain of dependencies and minimum versions
- another way is to use modules
 - they provide groups of related packages with some set of functionalities
 - developer chooses which packages are accessible outside the module

Benefits of Modules

better access control

you can have packages which are only accessible to other packages

clearer dependency manager

if dependency is missing, Java will complain when starting the program

custom Java builds

you can choose which parts of the JDK you need

improved security

you only have to worry about the modules you use

improved performance

comes with smaller Java package

module-info.java

- a module is a group of one or more packages plus module-info.java file
- contents of this file is called module declaration
- module declaration defines dependencies
 - the way one module relies on code in another one
 - these are defined using module declaration keywords

module-info.java: keywords

Keyword	Description	
requires <module></module>	Module depends on the code in another module.	
requires transitive <module></module>	If module A "requires transitive" module B, and module C "requires" module A, then C will have access to B	
opens <package> to <module></module></package>	Makes named package accessible to the named module in the runtime	
exports <package></package>	Public members of the named package are accessible to other modules.	
uses <service></service>	The module uses a service (i.e. interface) defined elsewhere.	
provides <service> with <implementation></implementation></service>	The module provides a concrete implementation of a service (i.e. interface).	

Compiling and Running Modules

Compiling with javac		
Directory for class files	-d <dir></dir>	n/a
Module path	-p <path></path>	module-path <path></path>
Running the program with java		
Module name	-m <name></name>	module <name></name>
Module path	-p <path></path>	module-path <path></path>