Projet Informatique 2019

Steve Hostettler

Software Modeling and Verification Group
University of Geneva



Résumé des épisodes précédents

- Base de la programmation Java Web : JSP + Servlet
 - Architecture très simple
 - Portable (pas de vendor-lock)
- Principaux problèmes
 - Risque de mélanger les objectifs (separation of concerns)
 - Requête à la base de données dans les Java Server Pages
 - Tout est manuel (enchainement des pages, interprétations des formulaires, pas de composants réutilisables, sécurité)
 - Pas "user-friendly", ni "programmer-friendly"
 - Beaucoup de temps perdu sur la partie opérationnelle vs la partie business.



Browser

Angular 2

Client



Rest

Couche de présentation

Logique métier

DOM

Persistence - JPA 2.0

Couche métier



// · ///

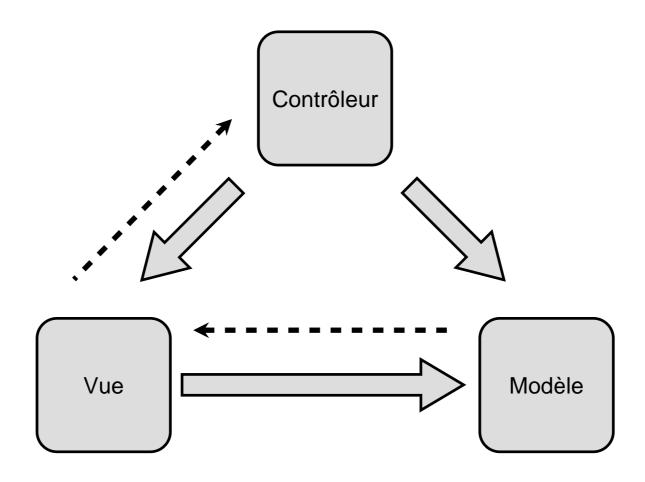
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Base(s) de données





Modèle-Vue-Contrôleur





```
import java.io.Serializable;
import java.util.Date;
public class Student implements Serializable {
  /** The serial-id. */
  private static final long serial Version UID = -6146935825517747043L;
   /** The student last name. */
  private String mLastName;
                                          Constructeur par défault obligatoire
  public Student() {
  public final String getLastName() {
     return mLastName;
  public final void setLastName(final String lastName) {
     mLastName = lastName;
```

```
import java.io.Serializable;
import java.util.Date;
public class Student implements Serializable
  /** The serial-id. */
  private static final long serial VersionUID = -6146935825517747043L;
   /** The student last name. */
  private String mLastName;
                                          La serialization est recommandée
  public Student() { }
  public final String getLastName() {
     return mLastName;
  public final void setLastName(final String lastName) {
     mLastName = lastName;
```

```
import java.io.Serializable;
import java.util.Date;
public class Student implements Serializable {
  /** The serial-id. */
  private static final long serial Version UID = -6146935825517747043L;
   /** The student last name. */
  private String mLastName;
                                   Getter = get + Nom de la propriété avec la
                                   première lettre en majuscule
  public Student() { }
  public final String getLastName()
     return mLastName,
  public final void setLastName(final String lastName) {
     mLastName = lastName;
```



```
import java.io.Serializable;
import java.util.Date;
public class Student implements Serializable {
  /** The serial-id. */
  private static final long serial Version UID = -6146935825517747043L;
   /** The student last name. */
  private String mLastName;
                                   Setter = set + Nom de la propriété avec
                                   la première lettre en majuscule
  public Student() { }
  public final String getLastName() {
     return mLastName;
  public final void setLastName(final String lastName) {
     mLastName = lastName;
```



Les conventions de nommage des "beans" permet à une technologie appelée Reflection de retrouver une méthode à partir de son nom.



C'est la possibilité d'interroger et de manipuler dynamiquement les elements d'une application écrite en JAVA.



Débogueurs

GUI

Cross-language calls

Dynamic programming

Diminuer le couplage



```
* Prints out the name and the type of the public fields.

* @ param o the object to scan

*/

void printFieldNames(final Object o) {
    Class<?> c = o.getClass();
    Field[] publicFields = c.getFields();
    for (int i = 0; i < publicFields.length; i++) {
        String fieldName = publicFields[i].getName();
        Class<?> typeClass = publicFields[i].getType();
        String fieldType = typeClass.getName();
        System.out.println("Name: " + fieldName + ", Type: " + fieldType);
    }
}
```



```
* Prints out the name, the parameters and the return type of the public methods.
* @param o the object to scan
void showMethods(final Object o) {
  Class<?> c = o.getClass();
  Method[] meths = c.getMethods();
  for (int i = 0; i < meths.length; i++) {
     String methName = meths[i].getName();
     System.out.println("Name: " + methName);
     String retName = meths[i].getReturnType().getName();
     System.out.println(" Return Type: " + retName);
     Class<?>[] paramTypes = meths[i].getParameterTypes();
     System.out.print(" Parameter Types:");
    for (int k = 0; k < paramTypes.length; k++) {</pre>
       String paramName = paramTypes[k].getName();
       System.out.print(" " + paramName);
     System.out.println();
```



```
* Prints out the name, the parameters and the return type of the public methods.
* @param o the object to scan
void showMethods(final Object o) {
  Class<?> c = o.getClass();
  Method[] meths = c.getMethods();
  for (int i = 0; i < meths.length; i++) {
    String methName = meths[i].getName();
    System.out.println("Name: " + methName);
    String retName = meths[i].getReturnType().getName();
    System.out.println(" Return Type: " + retName);
    Class<?>[] paramTypes = meths[i].getParameterTypes();
    System.out.print(" Parameter Types:");
    for (int k = 0; k < paramTypes.length; k++) {
       String paramName = paramTypes[k].getName();
       System.out.print(" " + paramName);
```



```
//Concats Hello to World using the reflection API
Class<?> c = String.class;
Class<?>[] paramTypes = new Class[] { String.class };
String result = null;
try {
    Method method = c.getMethod("concat", paramTypes);
    Object[] args = new Object[] { "World!" };
    result = (String) method.invoke("Hello", args);
} catch (NoSuchMethodException e) {
    e.printStackTrace();
} catch (IllegalAccessException e) {
    e.printStackTrace();
} catch (InvocationTargetException e) {
    e.printStackTrace();
}
System.out.println(result);
```

