CSC7336: Advanced Software Engineering...

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http://www-public.telecom-sudparis.eu/~gibson/Teaching/CSC7336/

Reflection (in Java)

.../~gibson/Teaching/CSC7336/L4-Reflection.pdf

Reflection

Reflection is the process by which a program can read its own **metadata** (data about data).

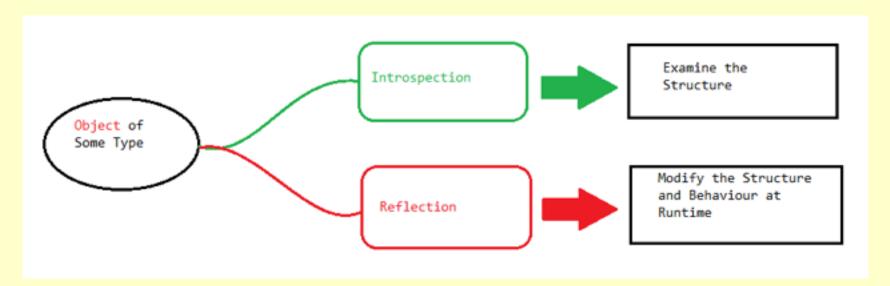
A program is said to reflect on itself, extracting metadata from its assembly and using that metadata either to inform the user or to modify its own behaviour.

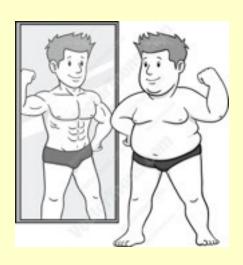
In an object-oriented world, metadata is organized into objects, called **metaobjects**. The runtime self-examination of the metaobjects is called **introspection**.

Reflection is important since it lets you write programs that do not have to "know" everything at compile time, making them more **dynamic**, since they can be tied together at **runtime**.

Applications programmed (cleanly) with reflection **adapt** more easily to **changing requirements**. Well programmed reflective components are more likely to be **reused** flawlessly in other applications.

Reflection and Introspection





Can we trust what we see in the reflection?

Reflection is dangerous

You can use reflection to access private attributes and methods: **private/public/protected** – for scoping (not security)

Use of reflection methods is normally checked by the security manager:

Applets are always run with the security manager, but mostly Java code is not (unless specified)

Question: why/when would you like to invoke a private method?

Reflection (in Java) is powerful

Using reflection, you can:

- Convert strings and others into classes and objects at runtime.
- Ask detailed questions in code about the abilities of a type.
- Dynamically compile, load, and add classes to a running program.
- Pass function pointers (via Method objects)

Reflection is used internally by many Java technologies including IDEs/compilers, debuggers, serialization, Java Beans, RMI, ...

Reflection in self* systems

Self-organizing

Self-healing

Self-managing

Self-stabilizing

Self-optimizing

Self-* ???



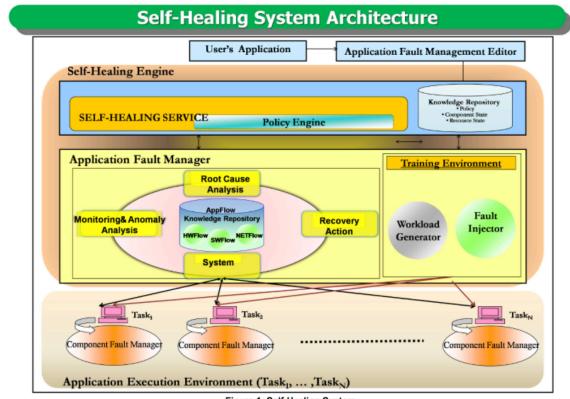
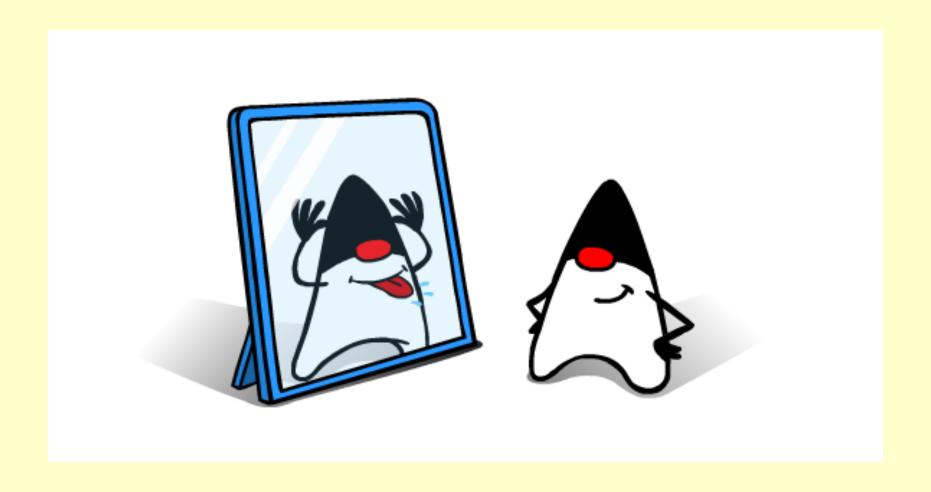


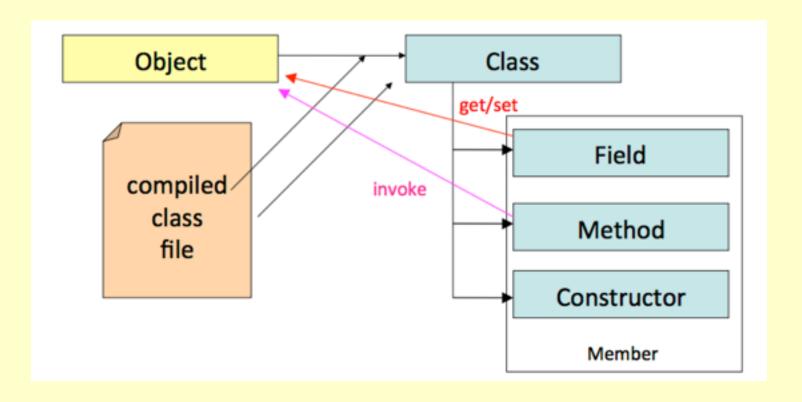
Figure 1: Self-Healing System

http://acl.ece.arizona.edu/projects/old/Self-Healing/index.html

https://ei.uni-paderborn.de/fileadmin/elektrotechnik/fg/lea/Forschung/Antriebstechnik/Self-Optimization/RTEmagicC_SO.png



An object of type Class represents information about a Java class, and provides access to the Java reflection API



Three standard ways to get a Class object:

// 1) When you have the object **something**

Class <SomeClass> someClass = **something**.getClass();

// 2) When you know the name of the class (**SomeClass**)

Class <SomeClass> someClass = **SomeClass**.class;

// 3) When you have the **String** used to represent the class name

Class <?> someClass = Class.forName("models.className");

NOTE: Since Java1.5 the class Class is generic : Class <T>

It is essential to understand generics to properly use reflection in Java

Most of the reflection methods can generate exceptions All such calls must be wrapped in try/catch or throw For example, accessing a private field generates an IllegalAccessException, but you can still do it :-)

You can use reflection on the exception classes/objects

Note: it is important to understand exceptions if you wish to properly use reflection in Java

Reflection: Some Background/Further Reading

Reflection and semantics in LISP. Brian Cantwell Smith.

Proceedings of the 11th ACM SIGACT-SIGPLAN symposium on Principles of programming languages (POPL '84). ACM

Reflection in logic, functional and object-oriented programming: a Short Comparative Study, Francois-Nicola Demers and Jacques Malenfant, Proc. of the IJCAI'95 Workshop on Reflection and Metalevel Architectures and their Applications in AI. pp. 29–38. August 1995

Java Reflection in Action (In Action Series). Ira R. Forman and Nate Forman. 2004 Manning Publications Co., Greenwich, CT, USA.

Reflection PBL - Testing non-functional/design/metric requirements

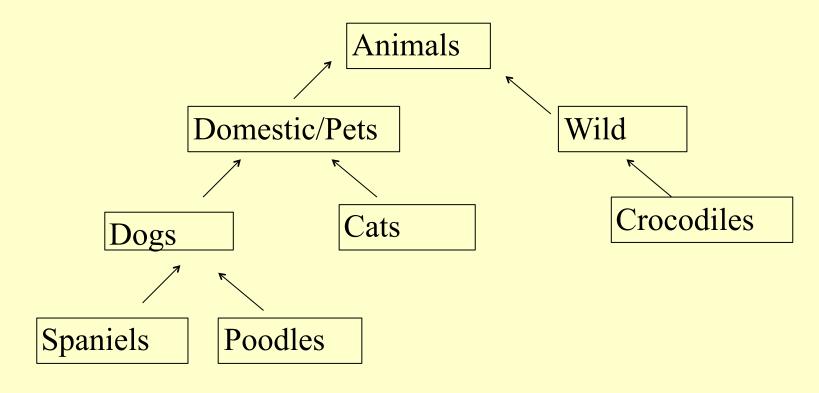
In the following scenario, you are a teacher who asked your students to provide a solution to a given problem (text file "Solution.java") where the following metrics/code rules had to be respected:

- 1.No method with >5 arguments
- 2.No non-private fields
- 3. There must be a default constructor (with zero arguments)

Write a test class (Test_Solution_Metrics.java) that uses reflection in order to test these non-functional requirements. It should output to the screen whether any of these 3 rules are not respected - together with details of which parts of the "Solution.java" code are broken

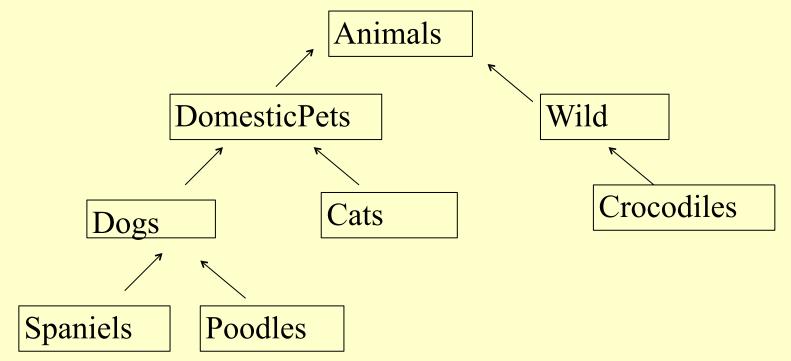
Write different tests to show that your code is correct

Consider the following class hierarchy



Imagine if we had a generic collection of Animals and that we wished to examine all elements of the collection and find the least abstract subclass to which all these Animals belonged

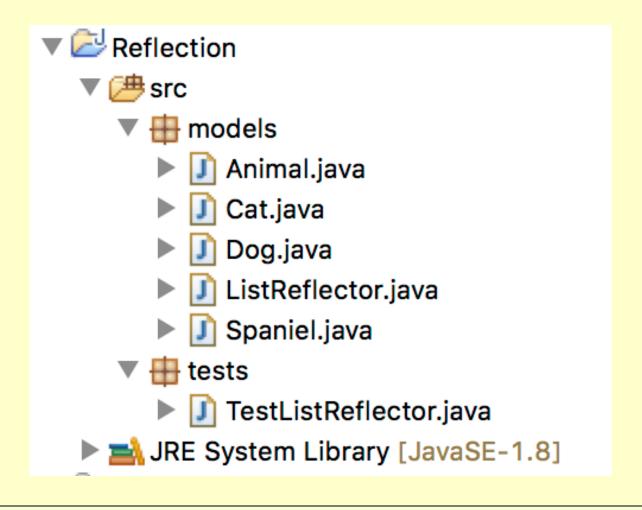
November 2017: <u>J Paul Gibson</u> TSP: MSc CCN



LACS {spaniel, poodle1, poodle2, cat, spaniel} = DomesticPets LACS {spaniel, poodle, dog} = Dogs LACS {spaniel, poodle, crocodile} = Animals

TO DO: Test the developed code on these 3 example cases

TO DO: Download the Reflection outline code from the website and try to understand what it is doing by executing the test



The ListReflector class provides to methods that require the use of reflection:

```
void models.ListReflector.reflect(List<T> list)
```

Parameters:

<T> is the generic type of list elements

list is the list elements whose information (gathered using reflection) will be printed to the screen

© Class<? extends Object> models.ListReflector.lowestCommonSuperclass(List<T> listOfObjects)

Parameters:

<T> is the abstract type/class of the List objects listOfObjects

Returns:

the most concrete class of which all the list elements are members

@todo

The students are to write this code so that it functions correctly as tested in TestListReflector.

TODO

TODO

The TestListReflector should test the that the LACS requirement is correctly fulfilled

tests.TestListReflector

Author:

J Paul Gibson Template test code for reflection problem (OOD)

@todo

The students are to improve the test to show that the method <u>ListReflector.lowestCommonSuperclass</u> is currently not working correctly

They are then to fix the method <u>ListReflector.lowestCommonSuperclass</u> and show that their fix is correct (by executing the updated test)

Objective: You will learn about reflection from trying to solve this problem