





MOVING JAVA FORWARD

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Right Decissions at Right Time

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Motivation

- APIs are rarely done optimally at the beginning
- As is the structure of the code and relationships between code elements
- Making changes is very difficult
- And gets more difficult as the project progresses
- Can these be made easier?

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Jackpot (3.0)

- Tool for custom declarative refactorings
- Custom Java-like DSL
- Makes API/structure/relationship changes much easier
- Can also be used to ask questions like
How many clients are calling this method (in a specified context)?

Archie

- Standard extra-linguistic constraints for architecture and design
- Based on annotations to specify the constraints and annotation processors to enforce them
- Currently on early prototype level
- <http://source.apidesign.org/hg/archie>
- Devised by Petr Hřebejk

Archie - Design & Architectural Patterns

- `@Utility`: no instance methods/fields
- `@Final`: interface implementable by friends only
- `@Singleton`, `@Factory`
- `@RequiredName`: must have given name, name as a compile-time constant for use via reflection
- `@Namespace`: class that only contains other classes

Archie - Modularization

- Define and **change** the structure of modules easily
- `@Component`, `@API`, `@SPI`, `@Interface`,
`@External`
- OSGi bundles/Java modules could be inferred

Codeviation

- Gathering, integrating and visualization of codebase metadata
- Sources of information include:
Version control systems, Bug tracking system, Continuous builds & tests, Wiki, Email, Static analysis, Metrics & Statistics, Logs
- More or less on conceptual level so far
- Devised by Petr Hřebejk and Petr Zajac



Jackpot (3.0) - History

- Founded 2000 to improve IDEs&the way devs develop (by Tom Ball, Michael Van De Vanter, James Gosling)
- Incl. code transformation engine
 - Structure/AST based
 - Working prototype existed
 - Transformations: in Java or a custom declarative language
- Its write model adopted by NetBeans in 2006 (NB 6.0)

Jackpot 3.0

- Reviving the declarative language for transformations
- Language part in the upcoming NetBeans IDE 7.1
- For one-off refactorings use NBs Inspect&Refactor
- For library upgrades, place scripts in
`META-INF/upgrade/*.hint`
- Can also create test for the scripts: `.../rule.test`

Jackpot 3.0 – The Language

- Basic rule format:

```
<source-pattern> :: <conditions>  
=> <target-pattern> :: <conditions>  
=> <target-pattern> :: <conditions>  
;;
```

- Example:

```
$f.toURL() :: $f instanceof java.io.File  
=> $f.toURI().toURL()  
;;
```



Jackpot 3.0 – Patterns: Basics

- Java expression, statement(s), class, variable, method
- Identifiers starting with \$ represent *variables*: a tree node will be bound to them: \$1, \$lock, etc.
- Identifiers starting and ending with \$ consume any number of tree nodes:
 - `java.util.Arrays.asList($param)`
 - `java.util.Arrays.asList($params$)`

Jackpot 3.0 – Patterns: Special Forms

- **Statement:** `$statement; (more: $statements$;)`
- **0 or 1:** `if ($cond) $then; else $else$;`
- **Modifiers:** `$mods$ $type$ $variableName;`
- **Multiple catches:** `try {} $catches$ finally {}`
- More special forms for specific uses

Jackpot 3.0 – Conditions

- `$variable instanceof <type>`
- **Predefined:** `hasModifier($variable, PRIVATE)`
- Custom conditions (may use pattern matching)
- Condition result can be negated (!)
- `&&` works on condition results

Jackpot 3.0 – Target Patterns

- Similar to source patterns
- May use variables from source pattern
- Special form: empty == remove

Jackpot 3.0 – Demos

- `$string.equals("")` => `$string.isEmpty()`
- `new String($string)` => `$string`

Jackpot 3.0 – Missing parts

- Custom handling of comments
- Support for coupled changes:

```
private ClassPath EMPTY = ...; => <remove>  
create(EMPTY)  
=>  
create(ClassPath.EMPTY)
```

Jackpot 3.0 – Prototypes

- Standalone command line tool
- Indexes for performance (when occurrences rare)
- Server support
 - More generally: server-side support for IDEs
- <https://bitbucket.org/jlahoda/jackpot30/wiki/Home>

Conclusions

- Doing architectural/design changes is difficult
- But can be made much easier using tools
- Interested in the tools? Contact:
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Q&A

