

Extending the JDT

- · Can be fun, if
 - API exposes what you need to see
 - Extension points exist where you want to adapt
- JDT offers a wealth of API and extension points
- Not every RFE can create new API
 - Conflicts with other clients
 - Performance impact
 - Maintenance costs
- What if your RFE gets rejected?
 - Abandon your project?
 - Copy&Paste
 - Use Object Teams

The JDT Dragon meets Object Teams

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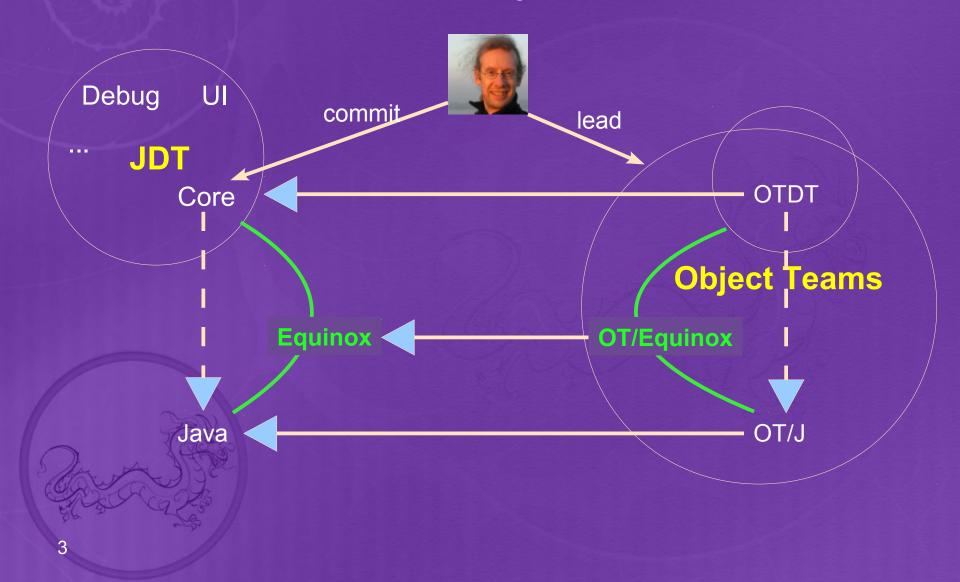


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Relation between two Projects





Cheat with Style

- What if API is missing?
 - Ignore restrictions, even private
- What if extension point is missing?
 - We have other means for extending:
 - specialize instances not classes
- What about maintainability?
 - Do minimal harm
 - Group extensions to higher-level modules: teams.





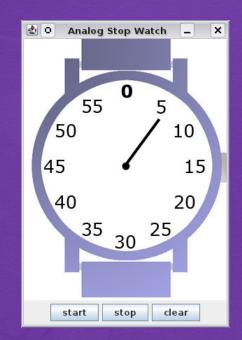
Exercise Stopwatch

- New → Example → Stop Watch Example
- src / ... / Main.java
 → Run As → Java Application

Note: to stop application click [(Console view)

Find role class WatchUI.WatchDisplay:

- When are instances of this role created?
- When is its method update() called?





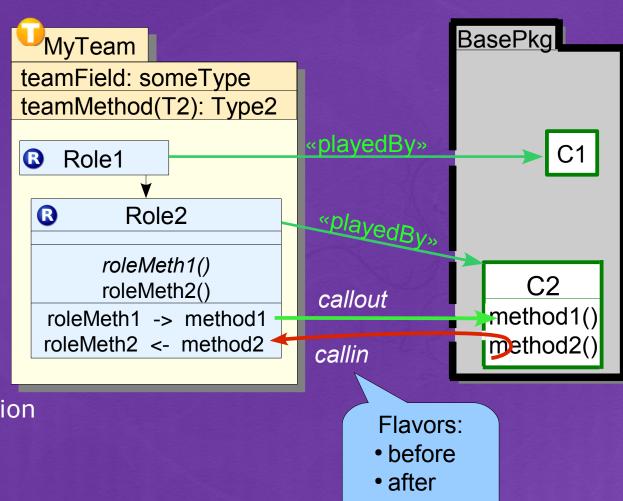
Extra (Demo):

Terminate application when watch is reset at 3 seconds.



Object Teams in a nutshell

- teamcollaboration module
- rolemembers of a team
- playedBy
 connect role to base
- callout forward to base
- callin intercept base method
- decapsulation
 break base encapsulation

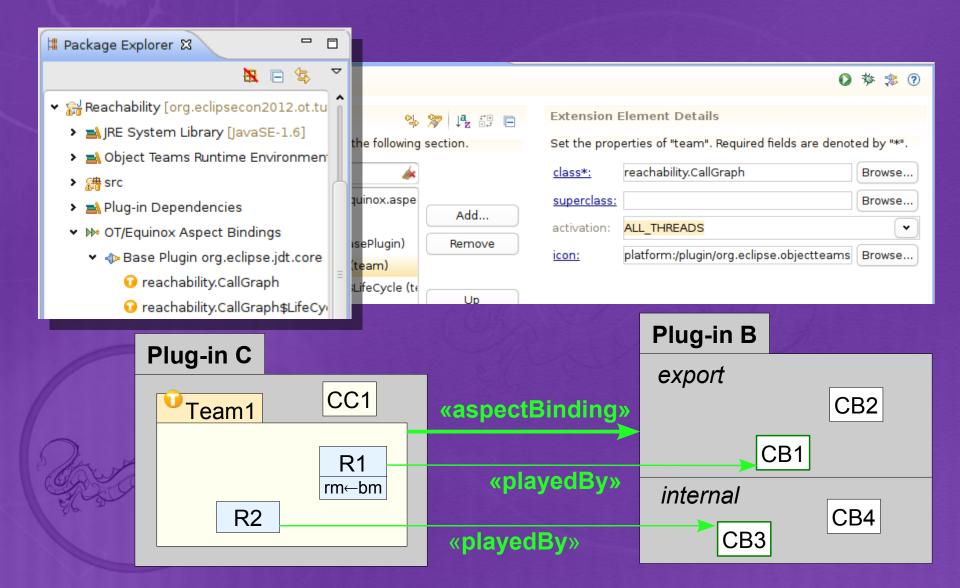


replace

eclipseCON

OT/Equinox







Exercise: AntiDemo Plug-in

- Write a new Plug-in
 - adapting org.eclipse.jdt.core
- Change the Java naming rules
 - Class names cannot start with "Foo"
 - Hint: JavaConventions#validateXZY()
- In a runtime workbench
 - Try to create a class "Foobar"
 - Be inventive!

Note: you may need to scroll to see

▼ Enable OT/Equinox



Demo: Reachability Analysis

Implement a Plug-in that finds unreachable code.

- All "main" methods are considered reachable.
- All methods called from a reachable method are also reachable.
 - Method calls inside dead code should not be considered.
 (e.g. "if (false) m();")
- Analyzing method calls must consider polymorphism /overriding.
- Methods that are only called from unreachable methods are not reachable (including "islands": cycles of unreachable methods).

Need a whole-system call graph.

- + local flow analysis
- + inheritance information



Design

Piggy-back on the JDT compiler

- Find all MethodDeclarations during resolve
 - Record start nodes, like "main" methods
- Create a graph of MethodBindings
 - Connect nodes when analysing MessageSends
 - Ignore calls in dead code
- Start from set of all methods
 - subtract all methods reachable from a start node
 - consider method overriding
- Only work during full build
 - report remaining methods after subtracting



No Limits - No Pain



- playedBy: every object is extensible
 - callout: every method/field can be made accessible
 - ** callin: every method is overridable
- warnings for decapsulation: proceed at your own (low) risk
- interface (bidirectional) fully explicit
- lean & mean = powerful & maintainable

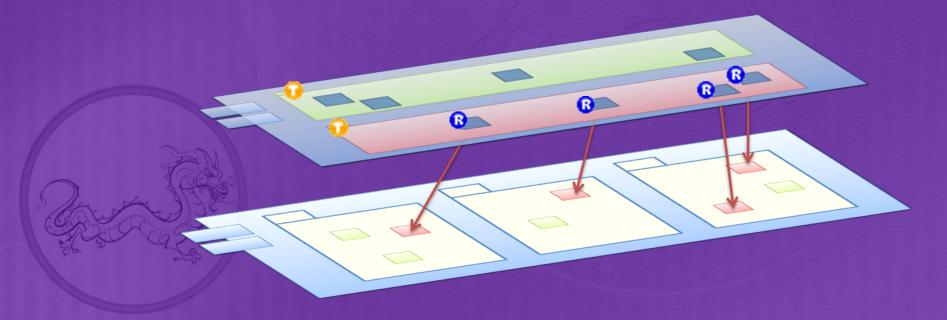


Extending the JDT into new Dimensions



Each feature is a module / team

- Define suitable structure using teams & roles
- Create connections using playedBy, callout & callin





Summary

- JDT delivers powerful program manipulation services
 - Java Model, Search engine and DOM AST
 - Use them to add your own tool to the Eclipse Java IDE
 - but also in headless mode (can be used programmatically)
 - E.g. EMF, metrics tools, ...
 - Full J2SE 5.0/6.0/7.0 support
 - Full-fledged batch compiler
- Community feedback is essential
 - bug reports:

```
https://bugs.eclipse.org/bugs/enter_bug.cgi?product=JDT
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Forum:

http://www.eclipse.org/forums/index.php/f/13



Give Feedback on the Sessions

Sign In: www.eclipsecon.org

Select Session Evaluate

Making ALM
Work Transform your
Application
Lifecycle
Management to
Foster Innovation
(presented by HP)
Ronit [HP]











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