

# **Groovy Meta-Programming (Meta Object Protocol - MOP)**

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# Topics

- What is and why meta-programming?
- Adding behavior during runtime using `Expando` class
- Adding behavior during runtime using `ExpandoMetaClass`
- Check method/property availability
- Dynamic method invocation
- Meta-programming hooks in Groovy
  - > Intercepting calls and accesses to existing methods and properties
  - > Intercepting calls and accesses to missing methods and properties (`methodMissing`)
- Domain Specific Language (DSL)

# **What is & Why Meta-Programming (Meta Object Protocol)?**

# What is Meta-Programming?

- Meta-programming is the writing of computer programs that **write or manipulate other programs (or themselves) as their data**

# Why Meta-Programming?

- Provides higher-level abstraction of logic
  - > Easier to write code
  - > Easier to read code
- Meta-programming feature of Groovy language makes it an excellent Domain Specific Language (DSL)
  - > It is easy to write “domain” specific language whether the domain is financial, security, data manipulation, or whatever

# **Adding Behavior during Runtime via Expando Object**

# Expando Object

- You can add new properties and behavior to “an Expando object” during runtime

```
println "----- Create a new Expando object"  
def dog = new Expando()
```

```
println "----- Add properties to it during runtime"  
dog.name = "My dog"  
dog.greeting = "Hello"
```

```
println "----- Add behavior to it using closure during runtime"  
dog.bark = {  
  println "${name} says ${greeting}"  
}
```

```
println "----- Let my dog say hello"  
dog.bark()
```



# **Adding Behavior during Runtime via ExpandoMetaClass**



# ExpandoMetaClass class

- Every *java.lang.Class* is supplied with a special "*metaClass*" property that when used will give you a reference to an *ExpandoMetaClass* instance
  - > New methods, constructors, properties and static methods can be added to any object dynamically during runtime
  - > *ExpandoMetaClass* is a *MetaClass* that behaves like an *Expando*, allowing the addition or replacement of methods, properties and constructors on the fly
- You can extend **any class** with new behavior
  - > You can extend a specific object (from a class) as well instead of all objects (from the class)

# Example #1

- Add a behavior to the Dog class during runtime
- Any objects created from the Dog class has the new behavior

```
println "----- Define Dog class"  
class Dog{  
}
```

```
println "----- Add bark() behavior to the Dog class"  
Dog.metaClass.bark = {  
    X -> println "${X} is barking!"  
}
```

```
println "----- Call newly added metaClass method"  
new Dog().bark("My dog")
```

## Example #2

- Add a behavior to the String class during runtime (despite String is final class in Java)
- Any new String object has the new behavior

```
// Add capitalize() metaClass method to the String class
```

```
String.metaClass.capitalize = {  
    delegate[0].toUpperCase() +  
    delegate[1..<(delegate.length())].toLowerCase()  
}
```

```
// Call newly added metaClass method for String objects
```

```
println "abc".capitalize() // "Abc"  
println "ABC".capitalize() // "Abc"
```

# Example #3

- You can add a behavior to only a specific instance

```
// Add a new behavior to a class  
Dog.metaClass.bark = {  
    X -> println "${X} is barking!"  
}
```

```
def dog1 = new Dog()  
dog1.bark("dog1")
```

```
// Add a new behavior to an object  
def dog2 = new Dog()  
dog2.metaClass.sing = {  
    X -> println "${X} is singing!"  
}
```

```
dog2.sing("dog2")
```

```
// MissingMethodException occurs  
//dog1.sing("dog1")
```

# Lab

## Exercise 1: Add Properties and Methods Dynamically 5614\_groovy\_meta.zip



# **Check Method/Property Availability**

# Check Method/Property Availability

- `java.util.List<MetaMethod> respondsTo(java.lang.Object obj, java.lang.String methodName)`
  - > Return an array of all “methodName” meta-methods
- `java.util.List<MetaMethod> respondsTo(java.lang.Object obj, java.lang.String methodName, java.lang.Object[] argTypes)`
  - > Return an array of all “methodName” meta-methods with specific arguments
- `MetaProperty hasProperty(java.lang.Object obj, java.lang.String propertyName)`
  - > Return MetaProperty of an object



# Lab

**Exercise 2: Check Method and  
Property Availability  
5614\_groovy\_meta.zip**



# **Dynamic Method Invocation**

# Dynamic Method Invocation

- You can invoke a method even if you don't know the method name until it is invoked:

```
class Dog {  
  def bark() { println "woof!" }  
  def sit() { println "(sitting)" }  
  def jump() { println "boing!" }  
}
```

```
def doAction( animal, action ) {  
  animal."$action"()           //action name is passed at invocation  
}
```

```
def rex = new Dog()
```

```
doAction( rex, "bark" )           //prints 'woof!'  
doAction( rex, "jump" )          //prints 'boing!'
```

# Lab

## Exercise 3: Dynamic Method Invocation 5614\_groovy\_meta.zip



# **Meta-Programming Hooks in Groovy: Intercepting Calls and Access to Existing Methods & Properties**

# Meta Programming Hooks

- `invokeMethod`
  - > Intercept calls to existing methods
- `get/setProperty`
  - > Intercept access to existing properties
- `methodMissing`
  - > Intercept calls to missing methods
- `propertyMissing`
  - > Intercept access to missing properties

# invokeMethod – Enables AOP

// Usage of invokeMethod is to provide simple AOP style around advice to existing methods

```
class MyClass implements GroovyInterceptable {
```

```
    def sayHello(name){  
        "Hello, ${name}"  
    }  
}
```

```
    def invokeMethod(String name, args) {  
        System.out.println ("Beginning $name")  
        def metaMethod = metaClass.getMetaMethod(name, args)  
        def result = metaMethod.invoke(this, args)  
        System.out.println ("Completed $name")  
        return result  
    }  
}
```

```
}
```

```
myObj = new MyClass()  
myObj.sayHello("Sang Shin")
```



# Lab

**Exercise 4: Intercept calls &  
access to existing methods &  
properties**

**5614\_groovy\_meta.zip**



# **Meta-Programming Hooks in Groovy: Intercepting Calls and Access to Missing Methods & Properties**

# methodMissing

- You can intercept a missing method and then add the desired behavior on the fly
  - > This is how you can create your own methods during runtime
- Enables Domain Specific Language (DSL)
- This how Grails GORM supports dynamic finders
  - > *findByYourBirthPlace()*
  - > *findByMyOwnSomething()*

# Example: methodMissing in GORM

- Dynamic finders in GORM uses methodMissing

```
class GORM {
```

```
  def dynamicMethods = [...] // an array of dynamic methods that use regex
```

```
  def methodMissing(String name, args) {
```

```
    def method = dynamicMethods.find { it.match(name) }
```

```
    if(method) {
```

```
      // If we find a method to invoke then we dynamically register a new method on the fly using  
      // ExpandoMetaClass. This is so that the next time the same method is called it is more  
      // efficient. This way methodMissing doesn't have the overhead of invokeMethod AND is not  
      // expensive for the second call
```

```
      GORM.metaClass."$name" = { Object[] varArgs ->
```

```
        method.invoke(delegate, name, varArgs)
```

```
    }
```

```
    return method.invoke(delegate, name, args)
```

```
  }
```

```
  else throw new MissingMethodException(name, delegate, args)
```

```
}
```

```
}
```

# Example: methodMissing

```
import java.text.NumberFormat
def exchangeRates = ['GBP':0.501882, 'EUR':0.630159,
                    'CAD':1.0127, 'JPY':105.87] // (7/2/2008)

BigDecimal.metaClass.methodMissing = { String methodName, args ->
    conversionType = methodName[2..-1]
    conversionRate = exchangeRates[conversionType]

    if(conversionRate){
        NumberFormat nf = NumberFormat.getCurrencyInstance(Locale.US)
        nf.setCurrency(Currency.getInstance(conversionType))

        return nf.format(delegate * conversionRate)
    }
    "No conversion for USD to ${conversionType}"
}

println 2500.00.inGBP()
println 2500.00.inJPY()
println 2500.00.inXYZ()
```

# Lab

**Exercise 5: methodMissing  
5614\_groovy\_meta.zip**



# **Domain-Specific Language (DSL)**



# What is DSL?

- Martin Fowler defines a DSL as a "computer programming language focused on a particular domain."
- A DSL is a tiny specific-purpose language, in contrast to a large general-purpose language like the Java language
- Dave Thomas describes DSL as "a specialized language that domain experts invented as a shorthand for communicating effectively with their peers."
- Examples of DSL
  - > SQL

# Groovy Features That Enables DSL

- Meta-programming feature
  - > You can add arbitrary methods and properties to any class
- Operator overloading
- Builder pattern

# invokeMethod – Enables DSL/Builder

```
// Usage of invokeMethod is to build a simple
// XML builder
class XmlBuilder {
  def out
  XmlBuilder(out) { this.out = out }
  def invokeMethod(String name, args) {
    out << "<$name>"
    if(args[0] instanceof Closure) {
      args[0].delegate = this
      args[0].call()
    }
    else {
      out << args[0].toString()
    }
    out << "</$name>"
  }
}
```

```
def xml = new XmlBuilder(new StringBuffer())
xml.html {
  head {
    title "Hello World"
  }
  body {
    p "Welcome!"
  }
}
```

# Lab

**Exercise 6: DSL**  
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