




ARCHITECTING WELL-STRUCTURED JAVA APPLICATIONS

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 @eduardsi

MOST APPS BEGIN LIFE SMALL AND NEAT.



TIME GOES BY...



HELLO. I AM YOUR ROTTING ENTERPRISE APP.

SMELLING SYMPTOMS ->

- RIGIDITY

- OPACITY

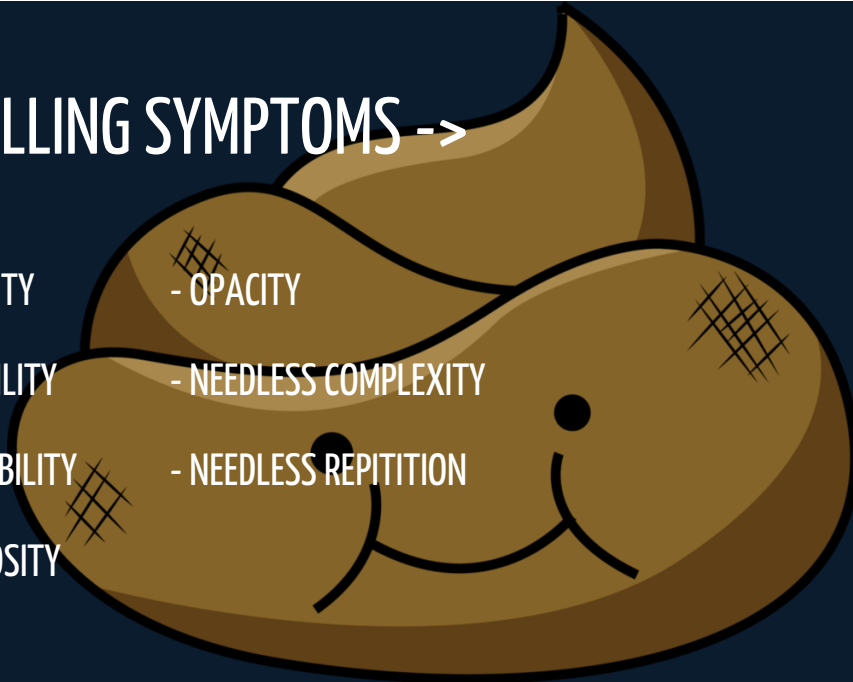
- FRAGILITY

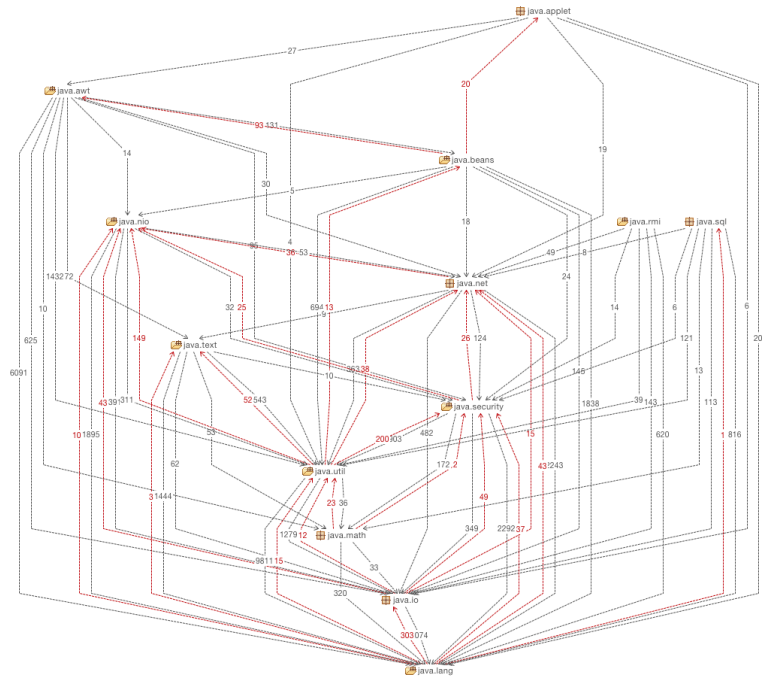
- NEEDLESS COMPLEXITY

- IMMOBILITY

- NEEDLESS REPETITION

- VISCOSITY

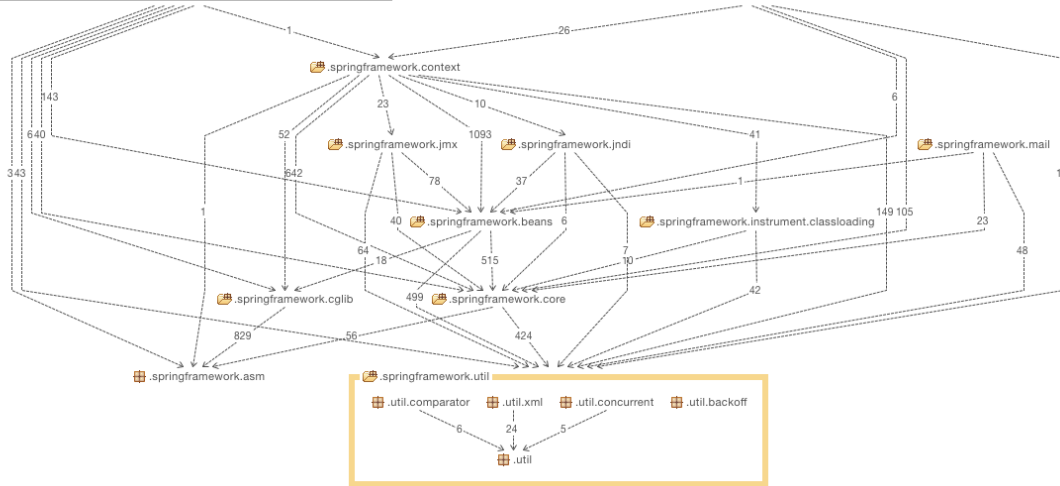
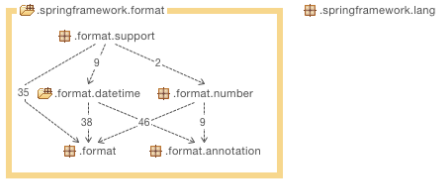
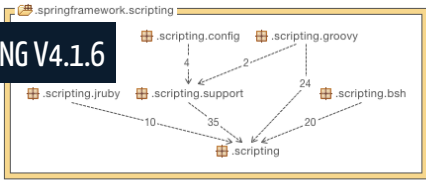




A JDK CODE BASE IS DEEPLY INTERCONNECTED AT BOTH THE API AND THE IMPLEMENTATION LEVELS, HAVING BEEN BUILT OVER MANY YEARS PRIMARILY IN THE STYLE OF A MONOLITHIC SOFTWARE SYSTEM. WE'VE SPENT CONSIDERABLE EFFORT ELIMINATING OR AT LEAST SIMPLIFYING AS MANY API AND IMPLEMENTATION DEPENDENCES AS POSSIBLE, SO THAT BOTH THE PLATFORM AND ITS IMPLEMENTATIONS CAN BE PRESENTED AS A COHERENT SET OF INTERDEPENDENT MODULES, BUT SOME PARTICULARLY THORNY CASES REMAIN.

(C) MARK REINHOLDS, CHIEF ARCHITECT OF THE JAVA PLATFORM

SPRING V4.1.6

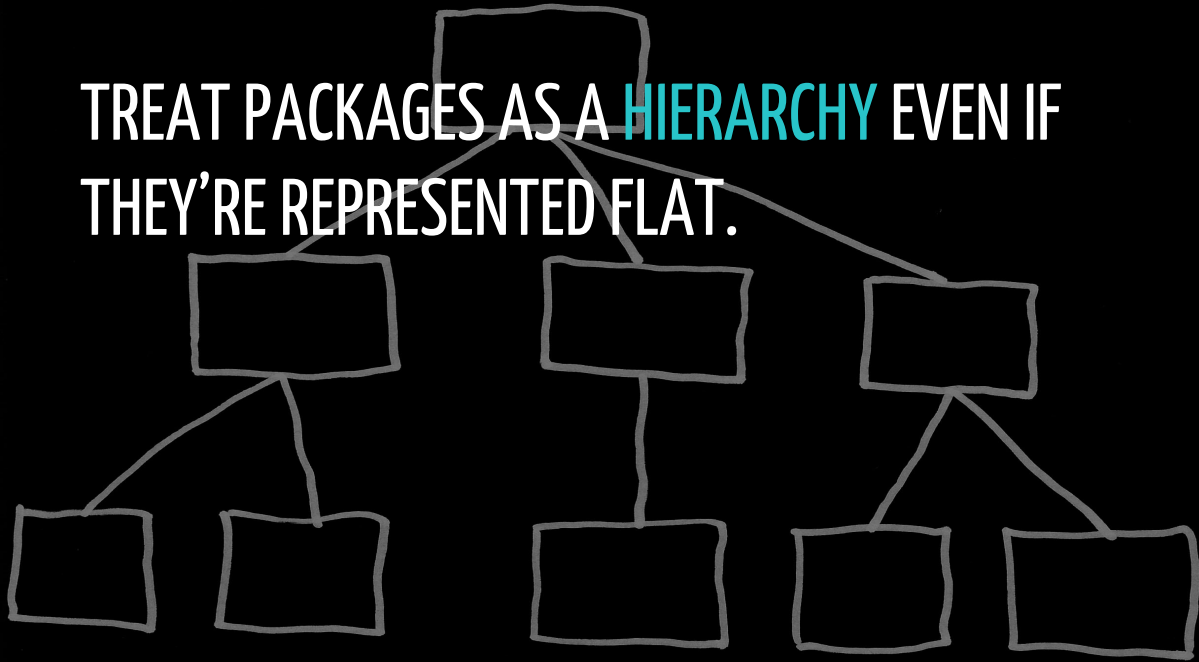


PRINCIPLES.

PACKAGE IS THE **FIRST-CLASS CITIZEN** AND
KEY ELEMENT OF LOGICAL DESIGN.



TREAT PACKAGES AS A **HIERARCHY** EVEN IF
THEY'RE REPRESENTED FLAT.




```
io.shwitter.user  
io.shwitter.user.registration  
io.shwitter.user.profile  
io.shwitter.timeline
```

```
io.shwitter.user          (part of)
io.shwitter.user.registration
io.shwitter.user.profile
io.shwitter.timeline
```

```
io.shwitter.user  
io.shwitter.user.registration (part of)  
io.shwitter.user.profile  
io.shwitter.timeline
```

```
io.shwitter.user  
io.shwitter.user.registration  
io.shwitter.user.profile (part of)  
io.shwitter.timeline
```

io.shwitter.user

io.shwitter.user.registration

io.shwitter.user.profile

io.**shwitter.timeline**

(part of)

A background image showing a close-up of several green apples on the left and several bright orange oranges on the right. The text is overlaid on this image.

USE PACKAGES TO GROUP FUNCTIONALLY-RELATED ARTIFACTS. DO NOT GROUP ARTIFACTS THAT DO THE SAME THING, BUT ARE DIFFERENT BY NATURE.

```
io.shwitter.controller  
io.shwitter.dao  
io.shwitter.domain  
io.shwitter.services  
io.shwitter.exceptions
```

```
io.shwitter.controller  
io.shwitter.dao  
io.shwitter.domain  
io.shwitter.services  
io.shwitter.exceptions
```

```
UserController, TimelineController...
```

```
io.shwitter.controller  
io.shwitter.dao  
io.shwitter.domain  
io.shwitter.services  
io.shwitter.exceptions
```

```
UserDAO, TimelineDAO...
```

```
io.shwitter.controller  
io.shwitter.dao  
io.shwitter.domain  
io.shwitter.services  
io.shwitter.exceptions
```

```
User, Timeline...
```



```
io.shwitter.controller  
io.shwitter.dao  
io.shwitter.domain  
io.shwitter.services  
io.shwitter.exceptions
```

```
RegistrationService, TimelineService...
```

```
io.shwitter.controller  
io.shwitter.dao  
io.shwitter.domain  
io.shwitter.services  
io.shwitter.exceptions
```

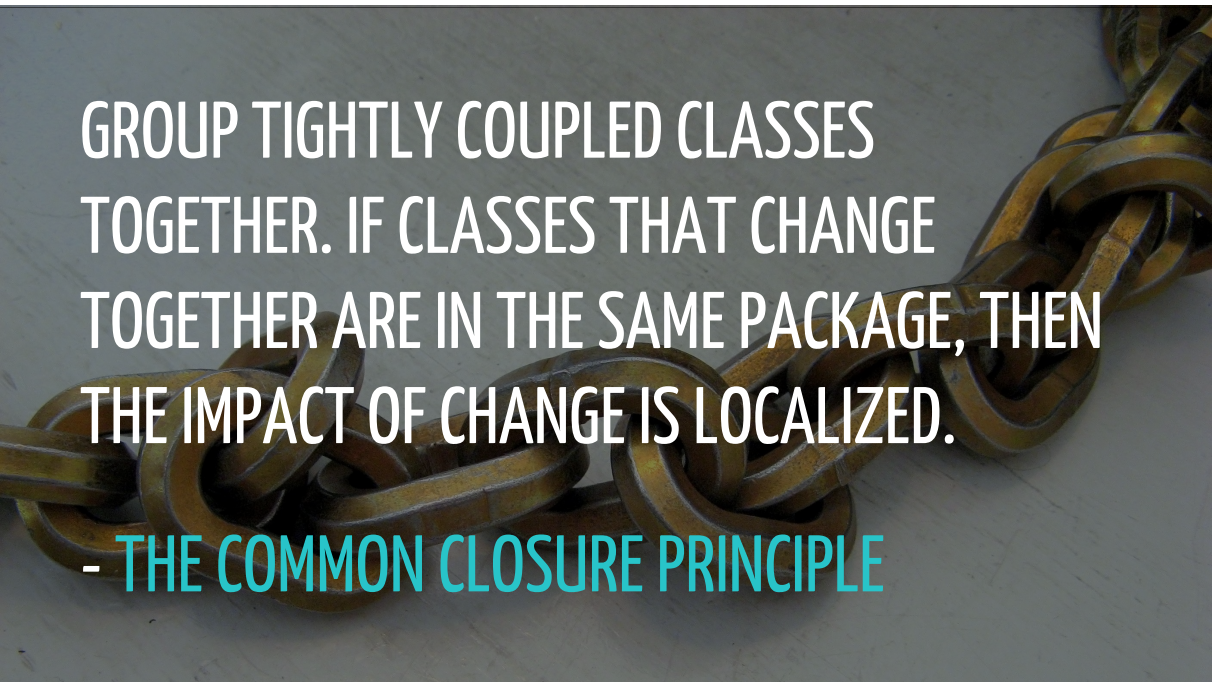
```
io.shwitter.controller  
io.shwitter.dao  
io.shwitter.domain  
io.shwitter.services  
io.shwitter.exceptions
```

```
io.shwitter.user  
io.shwitter.user.registration  
io.shwitter.user.profile  
io.shwitter.timeline
```

```
io.shwitter.controller  
io.shwitter.dao  
io.shwitter.domain  
io.shwitter.services  
io.shwitter.exceptions
```

```
io.shwitter.user  
io.shwitter.user.registration  
io.shwitter.user.profile  
io.shwitter.timeline
```

```
User, UserDao, UserController...
```



GROUP TIGHTLY COUPLED CLASSES
TOGETHER. IF CLASSES THAT CHANGE
TOGETHER ARE IN THE SAME PACKAGE, THEN
THE IMPACT OF CHANGE IS LOCALIZED.

- THE COMMON CLOSURE PRINCIPLE

MAKE SURE ARTIFACTS DO NOT ESCAPE.



MAKE PACKAGES HIGHLY COHESIVE BY
FOLLOWING SINGLE RESPONSIBILITY
PRINCIPLE.



KEEP PACKAGES LOOSELY COUPLED, IDEALLY
– COMPLETELY INDEPENDENT. REFLECTION
DOESN'T COUNT.




```
package io.shwitter.user
```

```
@Entity
```

```
class User {
```

```
    // name, password etc.
```

```
}
```

```
package io.shwitter.timeline
```

```
@Entity
```

```
class Timeline {
```

```
    @OneToOne User user;
```

```
}
```

```
package io.shwitter.user
```

```
@Embeddable  
class UserId {  
    Long value;  
}
```

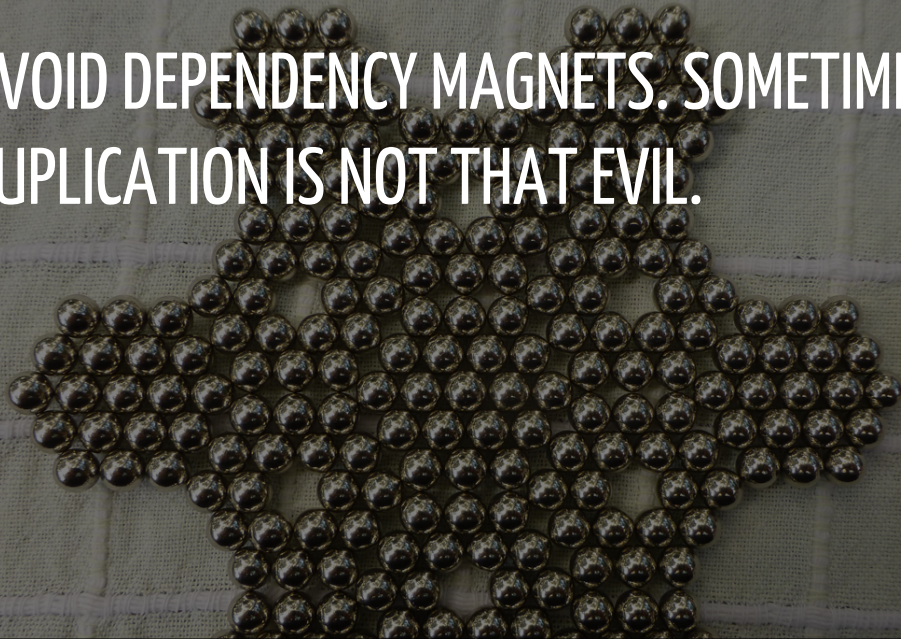
```
package io.shwitter.timeline
```

```
@Entity  
class Timeline {  
    @Embedded UserId userId;  
}
```

An iceberg floating in the ocean, with a small portion visible above the water surface and a much larger, more complex structure submerged below. The water is dark blue, and the sky is a lighter blue with some clouds. The text is overlaid on the top part of the image.

PROVIDE SLIM PACKAGE INTERFACE AND HIDE
IMPLEMENTATION DETAILS.

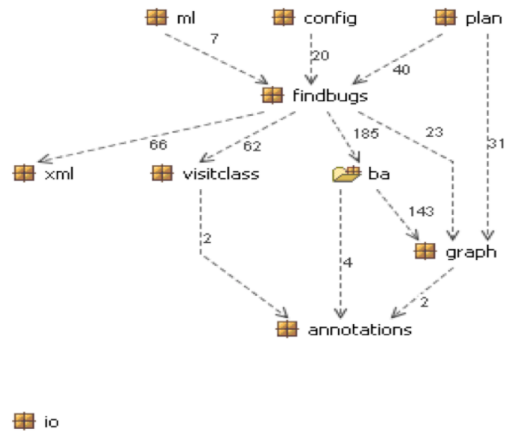
AVOID DEPENDENCY MAGNETS. SOMETIMES
DUPLICATION IS NOT THAT EVIL.



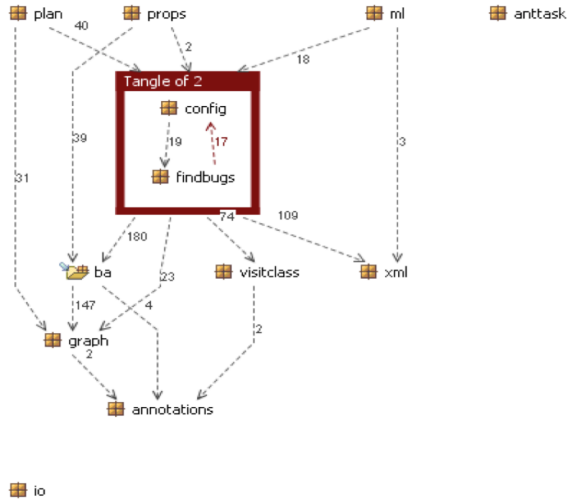
A decorative graphic on the left side of the slide. It features two overlapping arrow shapes pointing upwards. The left arrow is teal, and the right arrow is red. Below these arrows are two thick, horizontal, rounded rectangular bars. The top bar is teal and the bottom bar is red. The bars overlap in the center, creating a dark purple/black intersection. The entire graphic is set against a grey background.

MANAGE RELATIONSHIPS. EVERY
DEPENDENCY ARROW HAS A REASON.

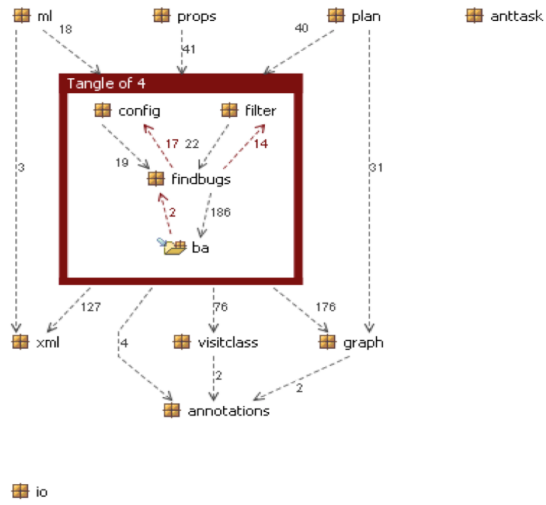
FINDBUGS V1.0 - A GREAT START



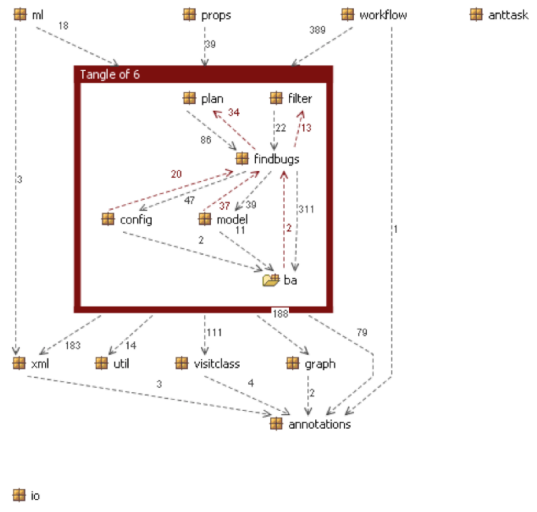
FINDBUGS V1.1 – IMPERFECTION CREEPS IN



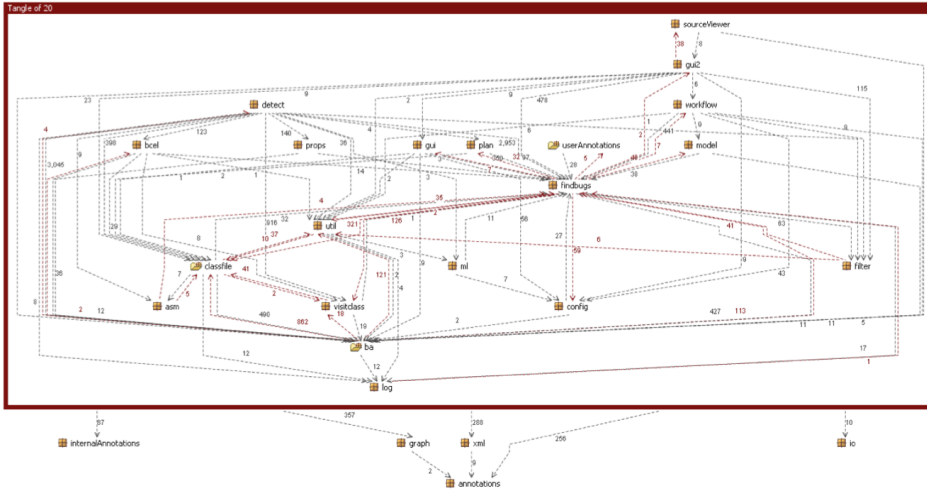
FINDBUGS V1.2 – IMPERFECTION TAKES HOLD



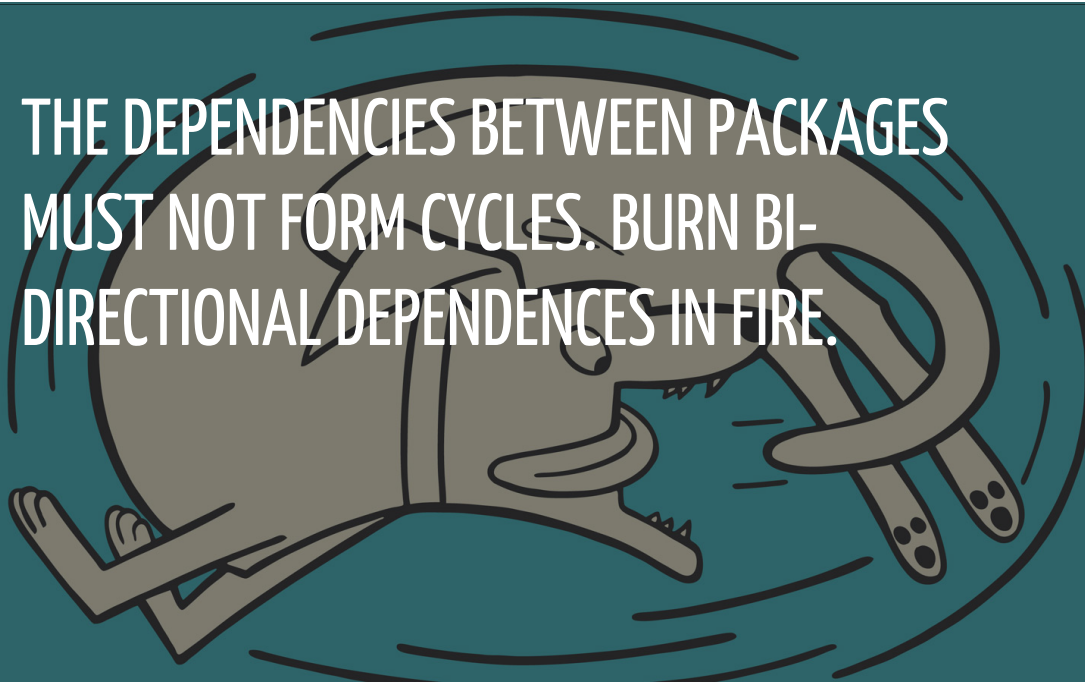
FINDBUGS V1.3 – CHAOS BEGINS



FINDBUGS V1.4 – EXPLOSION



THE DEPENDENCIES BETWEEN PACKAGES
MUST NOT FORM CYCLES. BURN BI-
DIRECTIONAL DEPENDENCES IN FIRE.

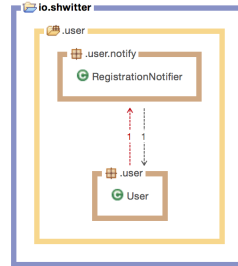


HOW?

MERGING

```
package io.shwitter.user
class User {
    void register(RegistrationNotifier notifier) {}
}
```

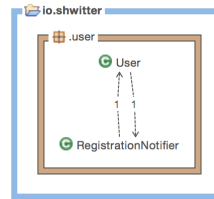
```
package io.shwitter.user.notify
class RegistrationNotifier {
    void notify(User user) {}
}
```



MERGING - REPACKAGING

```
package io.shwitter.user
class User {
    void register(RegistrationNotifier notifier) {}
}

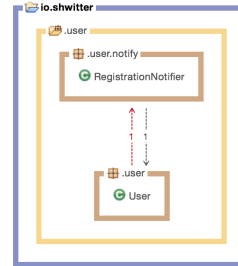
class RegistrationNotifier {
    void notify(User user) {}
}
```



DEPENDENCY INVERSION

```
package io.shwitter.user
class User {
    void register(RegistrationNotifier notifier) {}
}
```

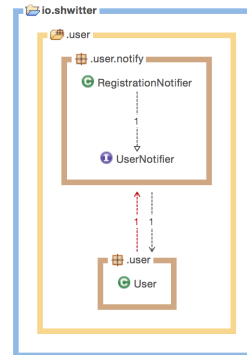
```
package io.shwitter.user.notify
class RegistrationNotifier {
    void notify(User user) {}
}
```



DEPENDENCY INVERSION - REFACTORING STEP 1

```
package io.shwitter.user
class User {
    void register(RegistrationNotifier notifier) {}
}

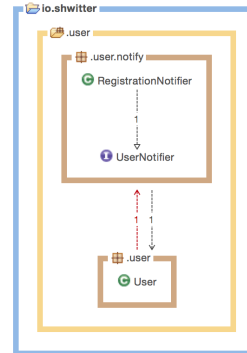
package io.shwitter.user.notify
class RegistrationNotifier implements UserNotifier {
    void notify(User user) {}
}
interface UserNotifier {
    void notify(User user) {}
}
```



DEPENDENCY INVERSION - REFACTORED STEP 2

```
package io.shwitter.user
class User {
    void register(UserNotifier notifier) {}
}
```

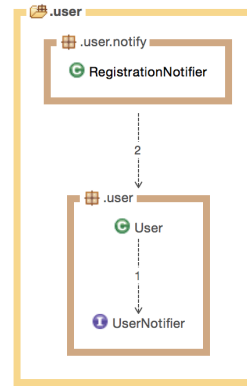
```
package io.shwitter.user.notify
class RegistrationNotifier implements UserNotifier {
    void notify(User user) {}
}
interface UserNotifier {
    void notify(User user) {}
}
```



DEPENDENCY INVERSION - REFACTORED STEP 3

```
package io.shwitter.user
class User {
    void register(UserNotifier notifier) {}
}
interface UserNotifier {
    void notify(User user) {}
}
```

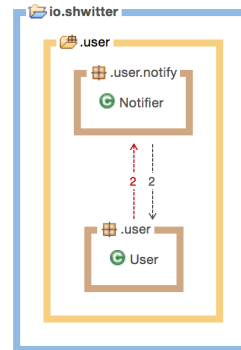
```
package io.shwitter.user.notify
class RegistrationNotifier implements UserNotifier {
    void notify(User user) {}
}
```



ESCALATION

```
package io.shwitter.user
class User {
  void register(Notifier n) { n.notify(this); }
}
```

```
package io.shwitter.user.notify
class Notifier {
  void notify(User user) { sendEmailTo(user.email()); }
}
```

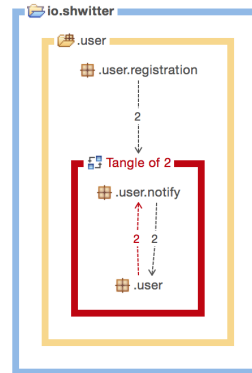


ESCALATION - REFACTORING STEP 1

```
package io.shwitter.user
class User {
    void register(Notifier n) { n.notify(this); }
}
```

```
package io.shwitter.user.notify
class Notifier {
    void notify(User user) { sendEmailTo(user.email()); }
}
```

```
package io.shwitter.user.registration
class Registrator {
    void register(User user, Notifier n) {}
}
```

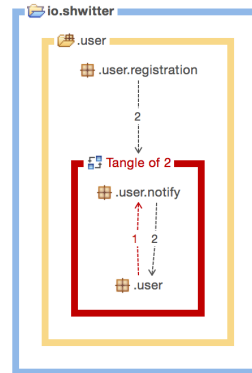


ESCALATION - REFACTORING STEP 2

```
package io.shwitter.user
class User {
    void register() { }
}
```

```
package io.shwitter.user.notify
class Notifier {
    void notify(User user) { sendEmailTo(user.email()); }
}
```

```
package io.shwitter.user.registration
class Registrator {
    void register(User user, Notifier n) { n.notify(user); }
}
```

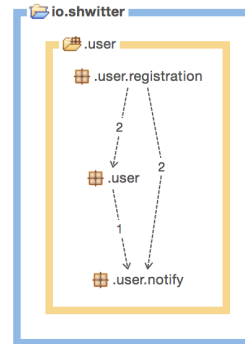


ESCALATION - REFACTORING STEP 3

```
package io.shwitter.user
class User {
    void register() { }
}
```

```
package io.shwitter.user.notify
class Notifier {
    void notify(String emailAddress) { sendEmailTo(emailAddress); }
}
```

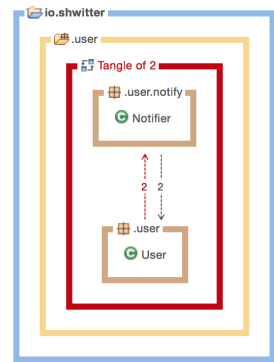
```
package io.shwitter.user.registration
class Registrator {
    void register(User user, Notifier n) { n.notify(user.email()); }
}
```



DEMOTION

```
package io.shwitter.user
class User {
  void register(Notifier n) { n.notify(this); }
}
```

```
package io.shwitter.user.notify
class Notifier {
  void notify(User user) { sendEmailTo(user.email()); }
}
```

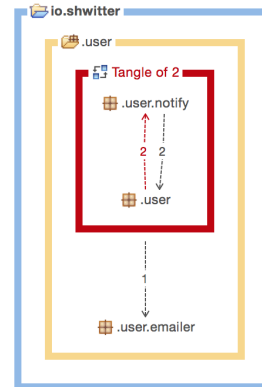


DEMOTION - REFACTURING STEP 1

```
package io.shwitter.user
class User implements EmailHolder {
    void register(Notifier n) { n.notify(this); }
}
```

```
package io.shwitter.user.notify
class Notifier {
    void notify(User user) { sendEmailTo(user.email()); }
}
```

```
package io.shwitter.emailer
interface EmailHolder {
    String email();
}
```

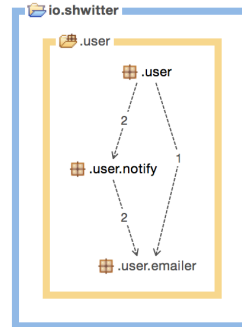


DEMOTION - REFACTORING STEP 2

```
package io.shwitter.user
class User implements EmailHolder {
    void register(Notifier n) { n.notify(this); }
}
```

```
package io.shwitter.user.notify
class Notifier {
    void notify(EmailHolder emailHolder) { sendEmailTo(emailHolder.email(
})
```

```
package io.shwitter.emailer
interface EmailHolder {
    String email();
}
```



TOOLS

What's New in Macker 0.4.x

New features

Version 0.4.2:

- Added an Ant task for report formatting, with built-in support for HTML/CSS output, and extensibility through XSLT. ([more](#))

Version 0.4:

- Filters, a new construct, open the door to customizable pattern behavior. The first set of filters match based on supertypes and basic class attributes. The next version of Macker will include more sophisticated filters. ([more](#))
- Rules now have severity levels -- you can generate warnings without failing the Ant build, or include debug messages which are hidden during a normal run. ([more](#))
- Macker can now generate XML reports. ([more](#))
- Message rules can print arbitrary messages, optionally with error or warning status. ([more](#))
- The special from/to variables are now available to patterns in an access rule, in addition to the message. Two new variables give just the from/to package name. ([more](#)) Two new patterns match the from/to classes. ([more](#))
- The Ant task can now set a property when rule checking fails, and supports limiting the number of errors / messages printed to the console. ([more](#))

Changes to existing features

- The `regex` attribute is now deprecated in favor of `class`, which will make future features more readable. (Only the name has changed; both do the same thing.)
- For each now also matches against classes one reference out from the primary classes, instead of just the primary classes themselves. This lets you check against modules which are not part of the primary classes, but, for example, in a jar from a different project.
- Verbose output shows classes in sorted order.

Implementation changes

- Macker now uses [Jakarta BCEL](#) for class file parsing. This speeds things up a hair, and eliminates the warning messages `JClasslib` used to generate.
- Class analysis now is vastly more detailed: it includes superclass, interfaces, and access modifiers, and internally distinguishes different types of signature-level references. This richer analysis will manifest itself in richer patterns and rules in future versions of Macker. (Right now, it probably just cancels out the speed benefits of BCEL.)
- The internal event callback mechanism is better structured (inching closer to IDE integration).
- Macker now forces validation against its internal DTD.
- There's a small but steadily growing regression test suite.

MACKER EXAMPLE

```
<?xml version="1.0"?>
<macker>
  <ruleset name="Simple example">
    <access-rule>
      <deny>
        <from class="**Print*" />
        <to class="java.**" />
      </deny>
    </access-rule>
  </ruleset>
</macker>
```



4. Dependency Definition File

Classycle's Dependency Checker uses a dependency definition file (file type `.ddf`) a syntax as explained [below](#) which define sets of classes and independency relati

4.1 Example

The following example file contains all types of commands:

```
#
# This is an example of a dependency definition file
#
show allResults

{package} = classycle

[util] = ${package}.util.*
[non-util] = ${package}.* excluding [util]
[class-file] = ${package}.classfile.*

check sets [util] [non-util] [class-file]

check [util] independentOf [non-util]
check [class-file] independentOf [util]
```

- [Home](#)
- [Examples](#)
- [Download](#)
- [User Guide](#)
 1. [Usage](#)
 2. [How Classycle works](#)
 3. [What Classycle's Analyser measures](#)
 4. **Dependency Definition File**
 - [4.1 Example](#)
 - [4.1 Syntax](#)
 5. [Hints to improve design](#)

CLASSYCLE EXAMPLE

```
#
# This is an example of a dependency definition file
#
show allResults

{package} = classycle

[util] = ${package}.util.*
[non-util] = ${package}.* excluding [util]
[class-file] = ${package}.classfile.*

check sets [util] [non-util] [class-file]

check [util] independentOf [non-util]
check [class-file] independentOf [util]
```



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adamw / veripacks

Watch 6 Star 30 Fork 0

Verify Package Specifications

169 commits 1 branch 6 releases 2 contributors

branch: master veripacks / +

0.5 development

adamw authored on Oct 6, 2014 latest commit 4a3a6c600

annotations/src/main/java/org/v...	Adding a new annotation to specify that a class shouldn't be verified...	2 years ago
project	0.5 development	7 months ago
self-test/src/test/scala/org/verip...	Typo	2 years ago
verifier/src	Release 0.4.1	a year ago
.gitignore	Updating gitignore - idea files	2 years ago
LICENSE.txt	License	2 years ago
README.md	0.4.2 release	7 months ago

README.md

veripacks - Verify Package Specifications

What is it?

Code

Issues 1

Pull requests 0

Wiki

Pulse


Graphs

SSH clone URL
git@github.com:adam

You can clone with HTTPS, SSH, or Subversion.

Clone in Desktop

Download ZIP

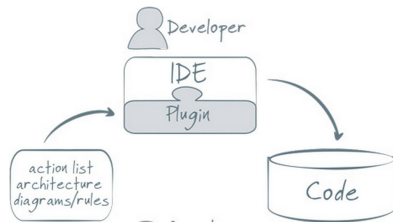


A superb weapon in our continuing battle against architecture entropy.

JOLT Productivity Award



Organize for success



Structure101 is an agile *architecture development environment (ADE)* that lets the software development team organize a codebase.

Building its model direct from the code, Structure101 empowers architects to work with the team to maintain architecture rules, diagrams and action lists that organize a codebase into a modular hierarchy with low and controlled coupling.

:: Home

GENERAL

■ Home

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STAN

- Introduction
- Dependency Analysis
- Quality Metrics
- Report Generation
- Eclipse Integration
- Advanced Topics

STAN 2.1.2

Wednesday, 26 March 2014

We are pleased to announce the 2.1.2 maintenance release of **STAN**, adding support for Java 8.

STAN 2 comes with exciting new features and includes a **community license** option for free, non-commercial use.



New **STAN 2** features in a nutshell:

- **Sandbox View** - Explore dependencies between any artifacts via Drag'n Drop
- **Map View** - Visualize metric ratings in fancy green-to-red treemaps
- **IDE Tools** - Provides views to show Project and Plug-in dependency graphs

Check our updated [white paper](#) for a brief introduction to structure analysis with **STAN 2**.

Get further information on [product variants](#), [license options](#), [pricing](#), or [buy now!](#)

STAN 2.1 adds new export formats for dependency graphs (PDF, SVG, XML, TXT), a simplified *Couplings View*, new class metrics (Ca, Ce) and more. **STAN 2.1** requires Java 6 or later.

[\[Back \]](#)

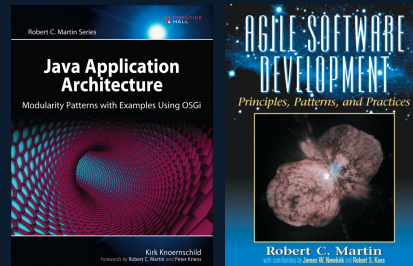
STAN 2.1.2

We are pleased to announce the 2.1.2 maintenance release of **STAN**, adding support for Java 8.

[Read more...](#) Install

MORE

- OO Design Principles & Metrics, Jason Gorman <http://goo.gl/RTW9GT>
- The Economics of Software Design, J.B. Rainsberger <http://goo.gl/raZ08Q>
- SOLID Principles, Eduards Sizovs <http://goo.gl/Roxavd>
- Designing Object-Oriented Software, Jouni Smed <http://goo.gl/yvF1RZ>
- Grand Unified Theory Of Software Design, Jim Weirich <http://goo.gl/ASqvAs>
- Fun With Modules, Kirk Knoernschild <http://goo.gl/i8ix8Y>
- Patterns of Modular Architecture <http://goo.gl/yFqmZ0>
- Let's turn packages into a module system! <http://goo.gl/Mzco8E>



EITHER YOU WORK TO CREATE A
COMPANY CULTURE OR YOU DON'T.
EITHER WAY A CULTURE WILL EMERGE.

(C) MARTIN LINKHORST

EITHER YOU WORK TO CREATE A
SOFTWARE STRUCTURE OR YOU DON'T.
EITHER WAY A STRUCTURE WILL EMERGE.

(C) EDUARDS SIZOVS



THANK YOU