



AOP with AspectJ

Abstract

Aspect Oriented Programming (AOP) is a programming approach that provides the ability to achieve modularization for crosscutting concerns, i.e., logic that applies to many parts of the application, in a single place and to have that logic applied across the application automatically.

By using AOP, the developer can create highly maintainable and extensible modules and produce a code that is more readable and reusable.

AspectJ is the most popular AOP language/platform for Java and provides a powerful compile-time and load-time solution for building AOP-based logic and adding it to an application.

The course includes many examples and hands-on exercises by means of which the material is demonstrated and practiced.

Target Audience

Java developers, team leaders and project managers.

Prerequisites

Familiarity with the Java language.

Content:

Introduction to AOP (4 hour):

- When Object-Oriented Comes Short.
- Introducing Aspects.
- Advice, Joinpoints & Pointcuts.
- Types of Weaving.

Using AspectJ (8 hours):

- Pointcuts in AspectJ.
- Load-time Weaving.



Inter-Types.
Instantiation Models.

AOP in Practice (4 hour)

AOP at Development Time.
AOP for Production.
AOP at Design Level.
Pitfalls and Best Practices.

Duration: 2 days.