

Adding Modularity Afterward with Embedded OSGi

About Me – Bob Paulin

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 - Web Centric Platforms
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Chicago Java Users Group (CJUG) Community Leader

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Proud Father/Husband with 3 kids (and a Cat since Developers all seemed to like cats)



Regret















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If we could start over what would we want?





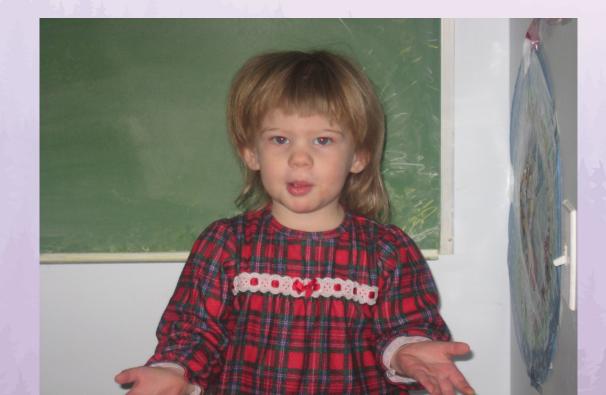
Modularity





Options?





OSGi

- Mature 10+ Years
- Tools
- Modularity is enforced
- Versioning
- Complex Classloading
- Runtime



Inversion of Control (IoC)



- Lightweight
- Easily added to existing systems
- Tools
- Modularity not enforced (DIY)
- No Versioning

Jigsaw • Java 7....8...9??



- Versioning
- Interoperability with OSGi (Penrose)



OSGi: Start with One big Bundle?



OSGi: When does embedding make sense?



Want an Isolated Third-Party Container



Working with OSGi unfriendly Libraries.

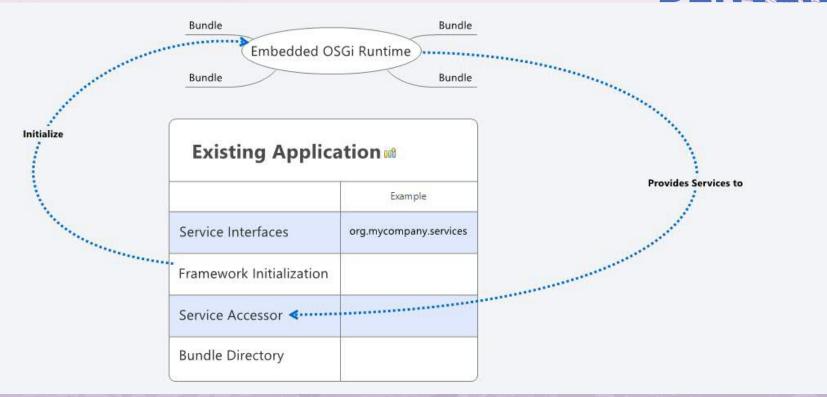


Licensing/Proprietary Code



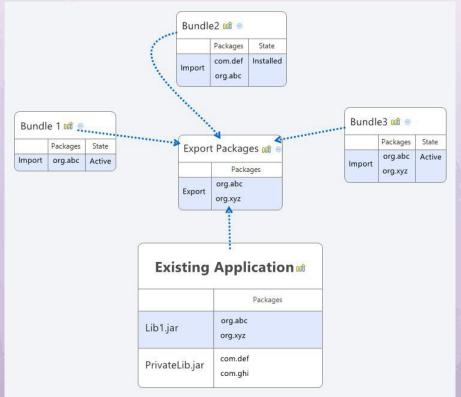
No Budget/Time/Desire for full OSGi

Embedded Design/Implementation



Exposing packages to the framework via System Packages





Minimum required bundles



Felix Framework

A few more to consider...

- Felix Config Admin
- Gogo Shell
- Web Console + HTTP
- SCR + Annotations
- Apache ACE Management Agent



Good places to start

- Configuration
- Factories
- Resources



Caveats



- Framework creates threads
- Use only one Framework Instance
- Requires some IDE tricks
- Package Tangling may get worse before it gets better (Use Sonar)



Talk is Cheap.

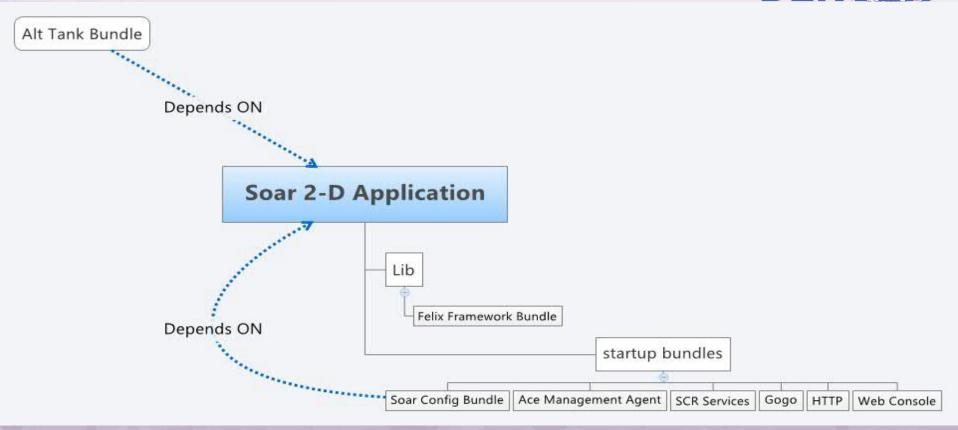
Time for an example.

An Embedded Usecase With Tanks



- SOAR 2D Grid Game
- Written in C++ with Java Bindings
- Code is Coupled
- SWT
- Multiple Games

Embedded Design/Implementation



Exposing packages to the framework via System Packages



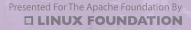
configMap.put(Constants.FRAMEWORK_SYSTEMPACKAGES_EXTRA,
 "edu.umich.soar,edu.umich.soar.gridmap2d.config," +
 "edu.umich.soar.gridmap2d,edu.umich.soar.gridmap2d.world," +
 "edu.umich.soar.gridmap2d.visuals," +
 "org.eclipse.swt.widgets,org.eclipse.swt.graphics; version=0.0.1");

Setting up the Framework



```
//Yup it's that easy!
m_felix = new Felix(configMap);
```

```
m_felix.start();
```



Supplying Services to the Non-OSGi code



public <S> S getService(Class<S> serviceClass)

ServiceReference<S> ref = m_activator.getContext()
 .getServiceReference(serviceClass);
return m activator.getContext().getService(ref);

Supplying more than one

public <S> List<S> getServices(Class<S> serviceClass, String filter)

```
Collection<ServiceReference<S>> refCollection = null:
trv {
      refCollection = hostActivator.getContext().getServiceReferences(serviceClass, filter);
} catch (InvalidSyntaxException e) {
      LOGGER.error("Invalid Syntax", e);
List<S> result = new ArrayList<S>();
if(refCollection == null)
      throw new ModuleException("No services References Could be found for the given class");
for(ServiceReference<S> currentRef : refCollection)
      result.add(hostActivator.getContext().getService(currentRef));
return result;
```

resented For The Apache Foundation By

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DEMO!

Summary



- Modularity is often an afterthought
- Some projects have difficulty being fully OSGi
- Embedding OSGi can provide many of the same benefits

References



- Adding Modularity Afterwards with Embedded OSGi (Talk and Code) 14
- Felix Embedded Documentation



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