Dirty Hacks With Java Reflection (includes one or two useful hints)

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Short Introduction to Speaker

- Heinz Kabutz
 - Born in Cape Town, South Africa, now live on Crete
 - PhD Computer Science from University of Cape Town
 - University famous for world's first successful heart transplant
- Created The Java Specialists' Newsletter
 - Monthly advanced newsletter for Java professionals
 - http://www.javaspecialists.eu
- One of the first Java Champions
 - https://java-champions.dev.java.net/





Reflection is like Opium

- A bit too strong for every day use
 - But can relieve serious pain
- Please do not become a reflection addict!

Modifying/Reading Private/Final Fields

- We can access private fields by making it accessible
 - Requires security manager support
- Note: value field is final and private!

```
import java.lang.reflect.*;

public class PrivateFinalFieldTest {
   public static void main(String... args)
        throws NoSuchFieldException, IllegalAccessException {
    Field value = String.class.getDeclaredField("value");
    value.setAccessible(true);
    value.set("hello!", "cheers".toCharArray());
    System.out.println("hello!");
   }
}
cheers
```

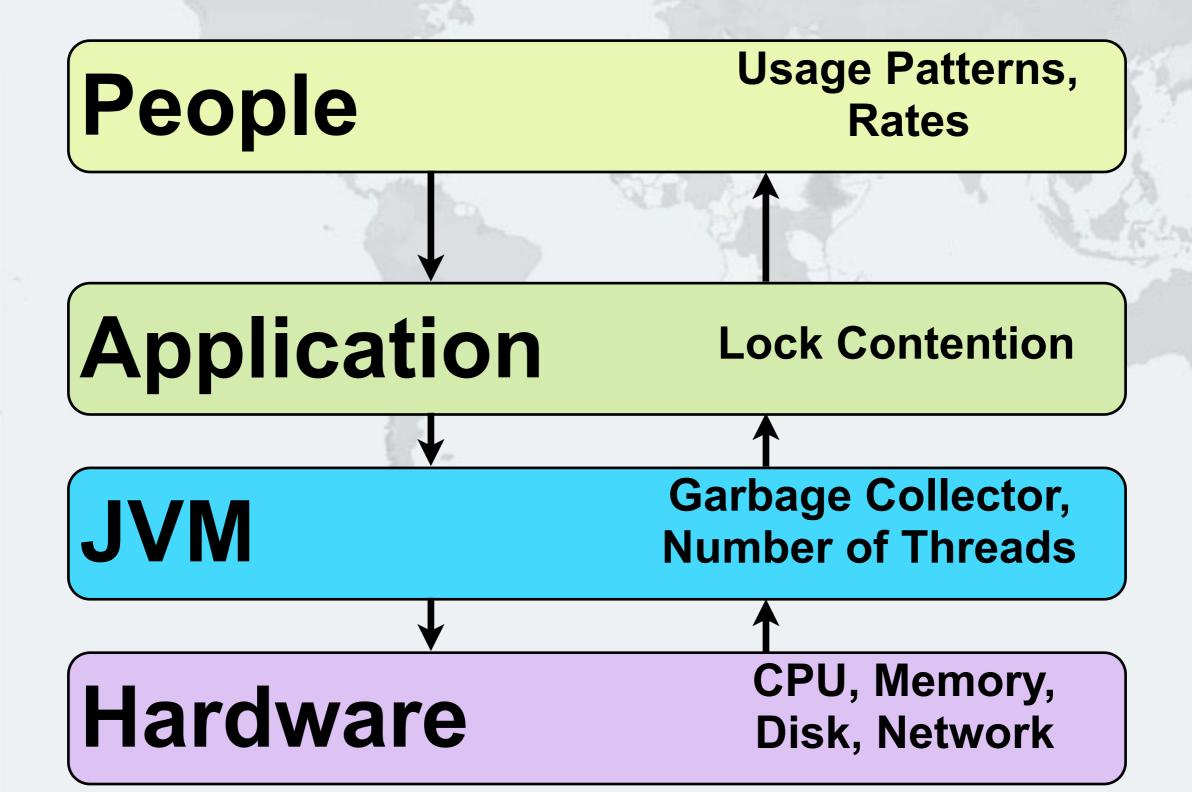
Optimization methodology

- 1. Load test to identify bottlenecks
 - Identify the easiest to fix
- 2. Derive a hypothesis for the cause of the bottleneck
 - Create a test to isolate the factor identified by the hypothesis
 - This is important, we have often been fooled by profilers!
- 3. Alter the application or configuration
- 4. Test that the change improves the situation
 - Also make sure the system still works correctly
- Repeat process until targets are met

Big Gains Quickly

- Amdahl's law applies
 - Consider an 4 layered application
 - Servlet takes 10%
 - Business component takes 11%
 - EJB takes 23%
 - SQL takes 56%
 - Scenario 1, tuning Servlet gives 20x improvement
 - "Google" says that servlets are slow
 - 0.10/20 + 0.11/1 + 0.23/1 + 0.56/1 = 0.905
 - Scenario 2, tuning SQL give 2x improvement
 - We measure and discover SQL is the bottleneck
 - 0.10/1 + 0.11/1 + 0.23/1 + 0.56/2 = 0.72

System Overview - The Box



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