

# ASPECT-ORIENTED DEVELOPMENT OF AN ATM SIMULATION

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# OUTLINE

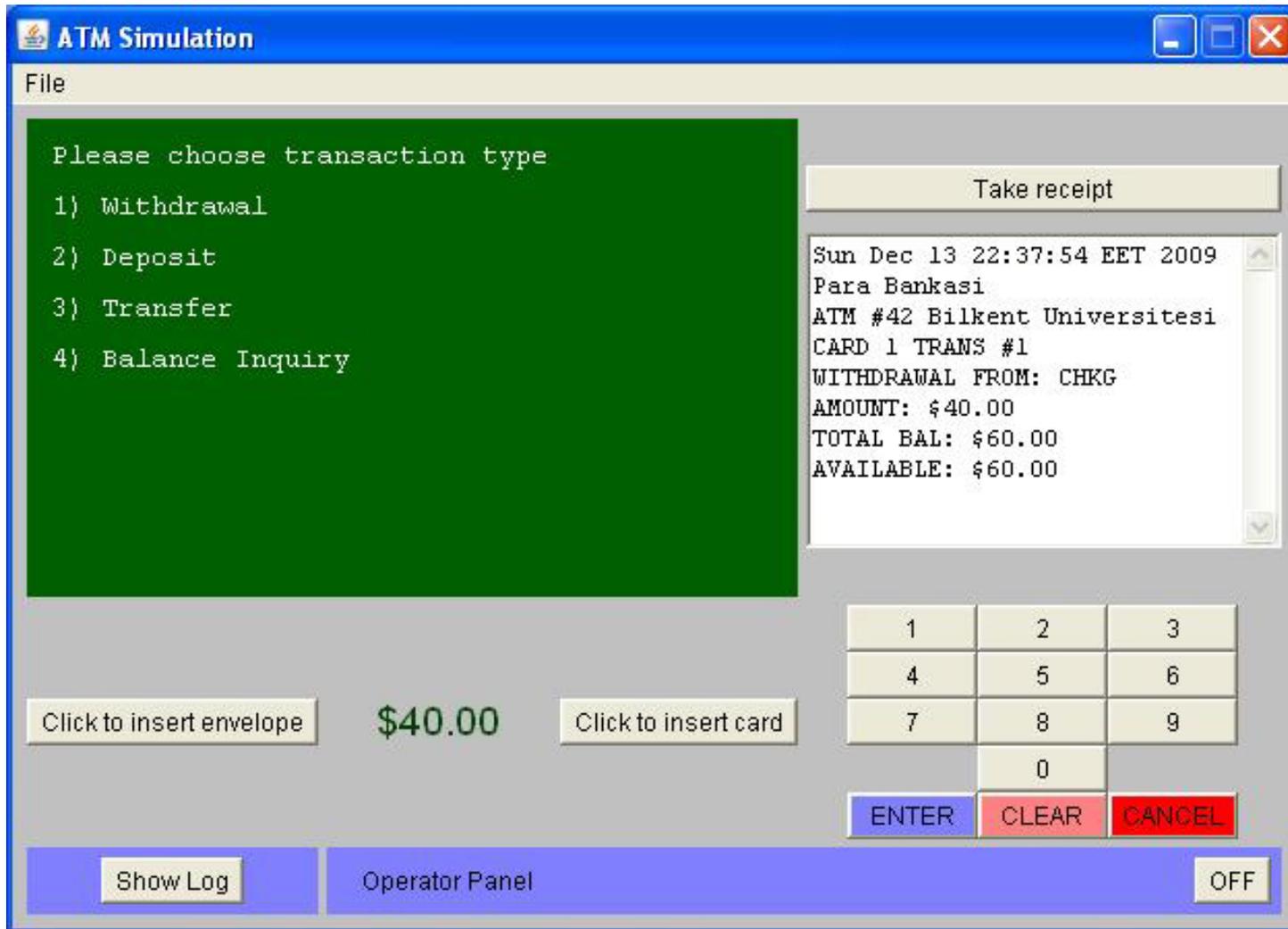
- Introduction
- Background
- OO Design of System Using Design Patterns
- Identifying Aspects
- Constraint Checking Aspect
- Security Handling Aspect
- Logging Aspect
- Aspect Oriented Programming
- Discussion
- Conclusion



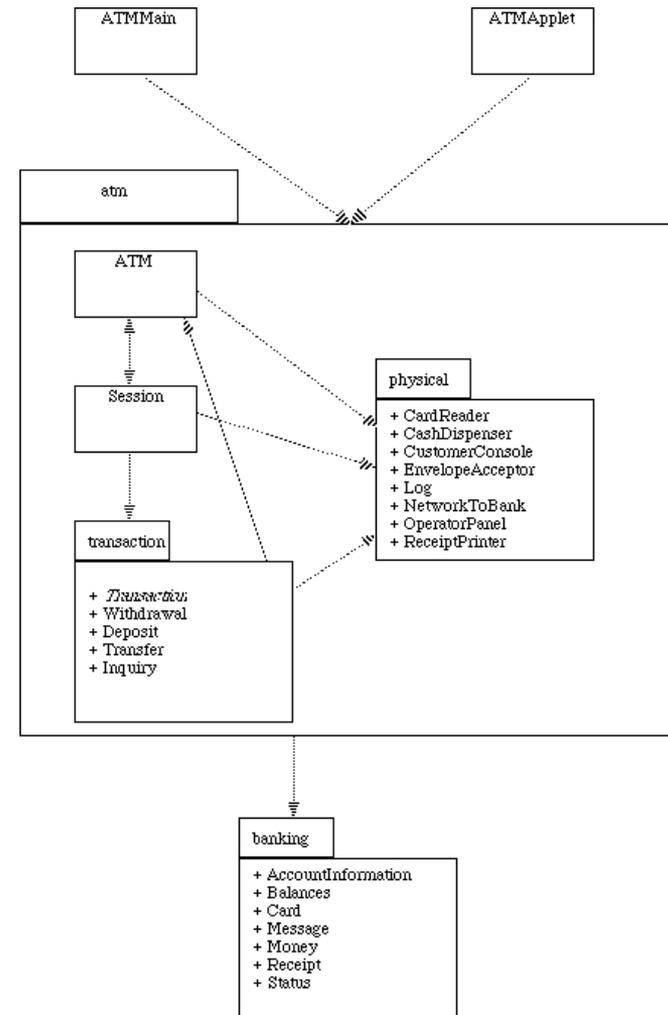
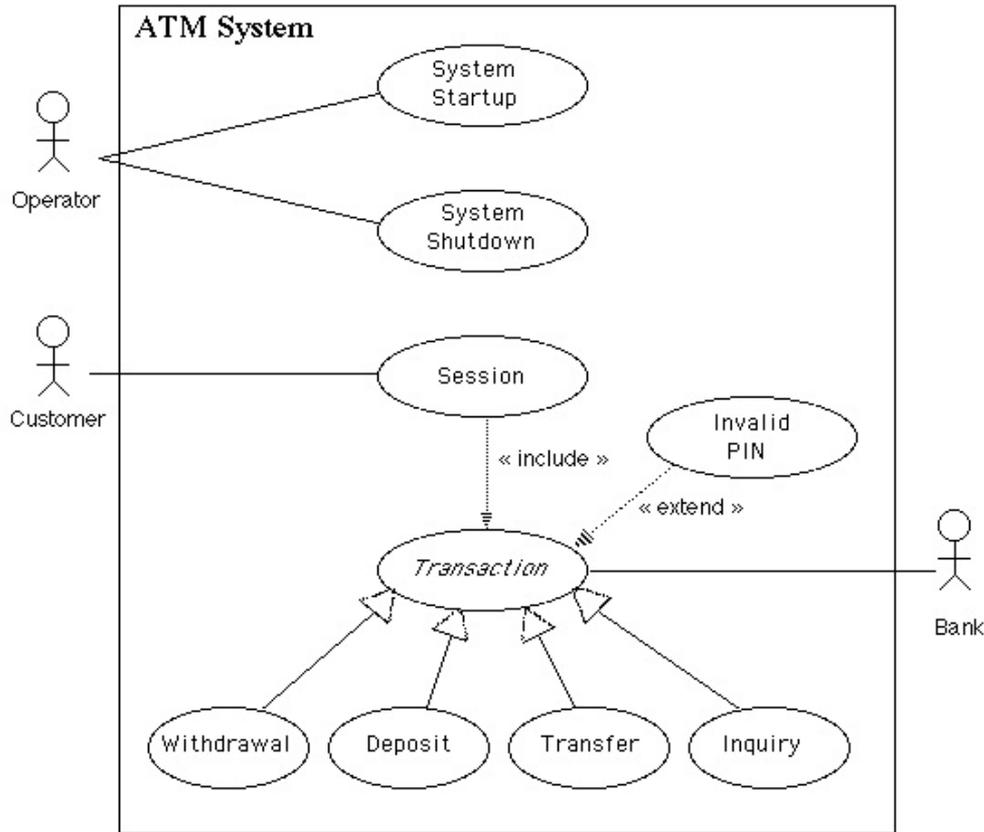
# INTRODUCTION



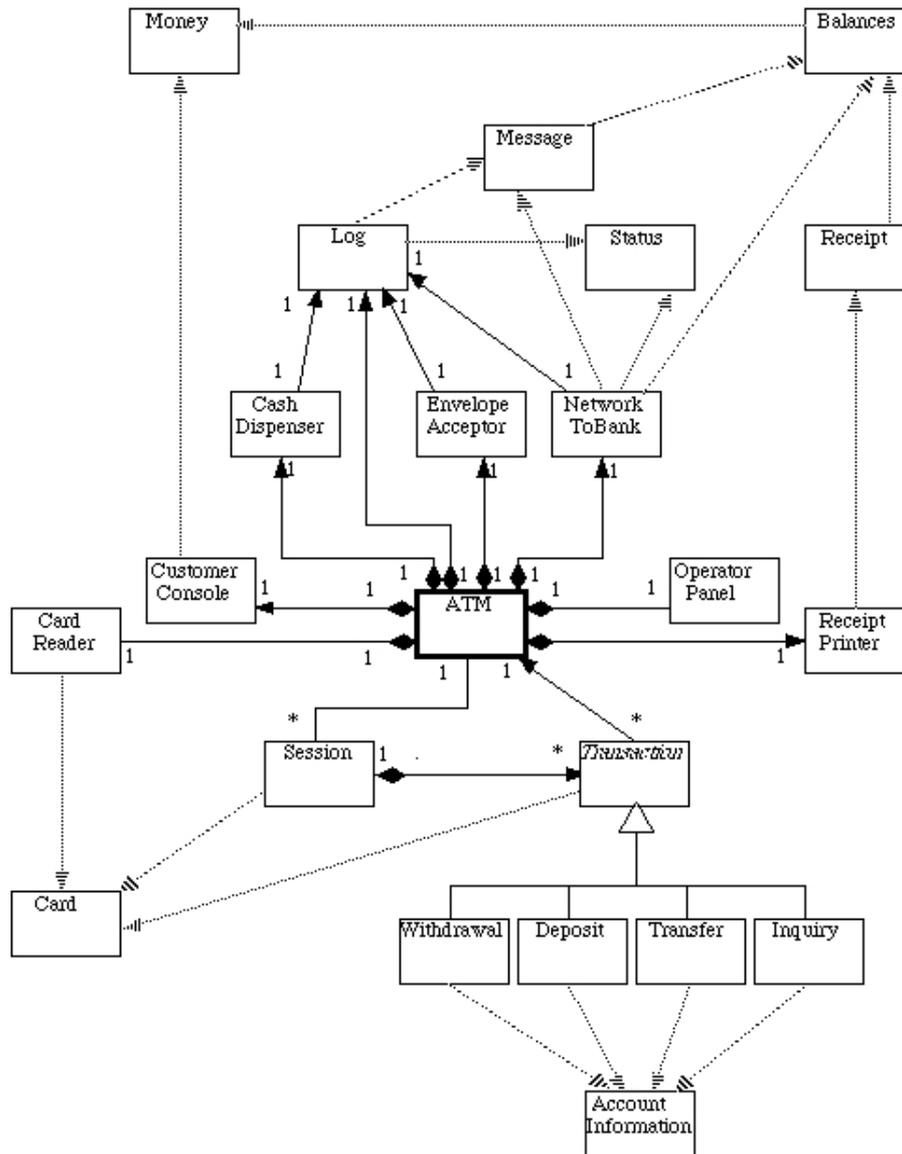
# BACKGROUND



# Oo DESIGN OF SYSTEM



# Oo DESIGN OF SYSTEM



# DESIGN PATTERNS

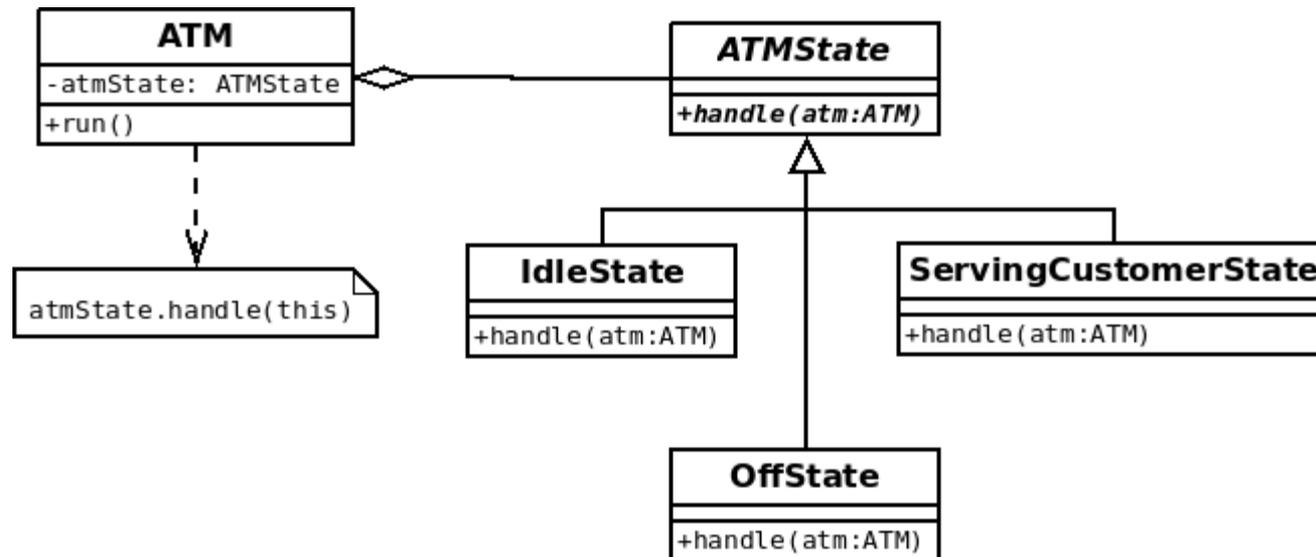
| <b>ATM</b>  |
|---|
| -theInstance: ATM   |
| -ATM(id:int,place:String,bankName:String,<br>bankAddress:InetAddress)                     |
| +createInstance(id:int,place:String,<br>bankName:String,<br>bankAddress:InetAddress): ATM |
| +getInstance(): ATM   |

| <b>Simulation</b>                    |
|--------------------------------------|
| -theInstance: Simulation             |
| -Simulation(atm:ATM)                 |
| +createInstance(atm:ATM): Simulation |
| +getInstance(): Simulation           |

Singleton Pattern



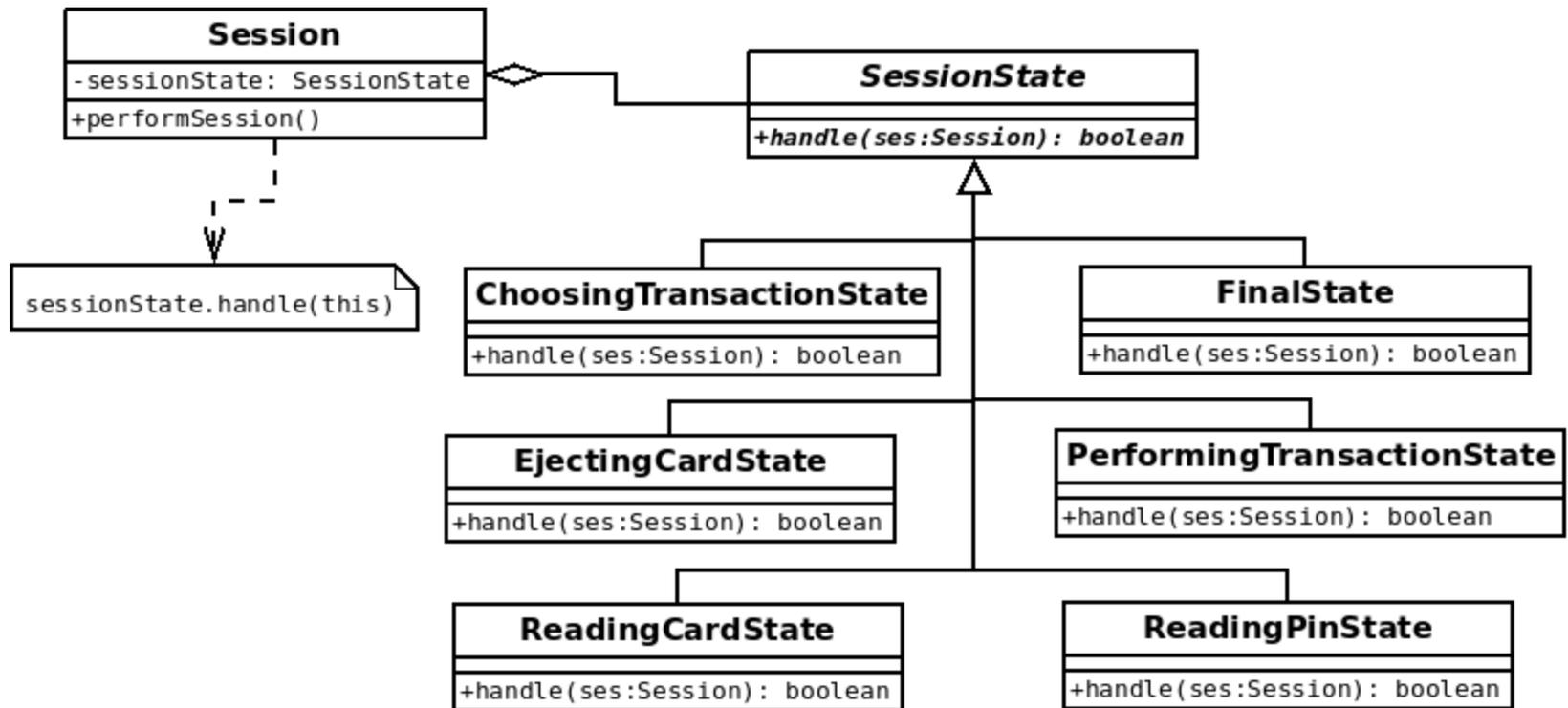
# DESIGN PATTERNS



State Pattern



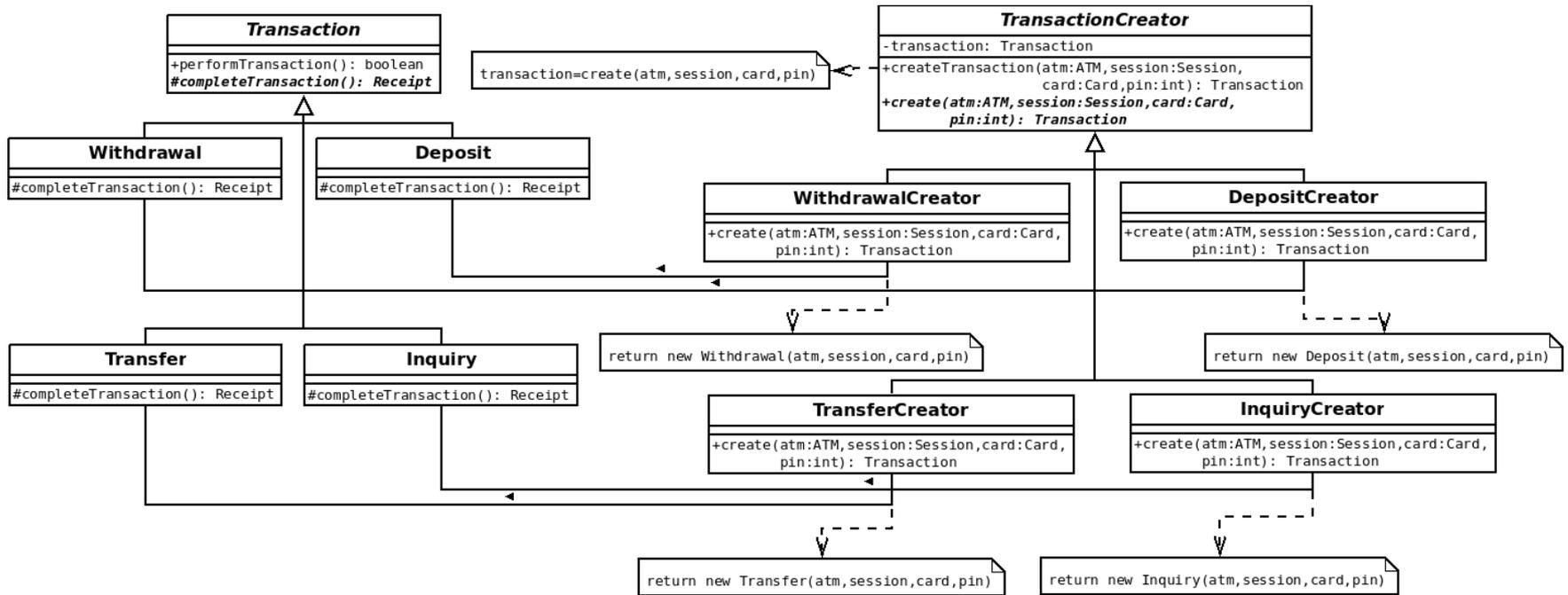
# DESIGN PATTERNS



State Pattern



# DESIGN PATTERNS



Factory Method Pattern



# IDENTIFYING ASPECTS

- Constraint Checking Aspect
- Security Handling Aspect
- Logging Aspect
- Transaction Handling Aspect



# CONSTRAINT CHECKING ASPECT

```
private Status withdrawal(Message message, Balances balances)
{
    Status result = confirmAccount(message.getCard().getNumber(), message.getFromAccount());
    if(result.isSuccess())
    {
        .....
    }return new Success();
}

private Status completeDeposit(Message message, Balances balances)
{
    Status result = confirmAccount(message.getCard().getNumber(), message.getToAccount());
    if(result.isSuccess())
    {
        .....
    }
    return result;
}

private Status inquiry(Message message, Balances balances)
{
    Status result = confirmAccount(message.getCard().getNumber(), message.getFromAccount());
    if(result.isSuccess())
    {
        ....
    }
    return result;
}

private Status transfer(Message message, Balances balances)
{
    Status result = confirmAccount(message.getCard().getNumber(), message.getFromAccount());
    if(result.isSuccess())
    {
        .....
    }
    return result;
}
```

Tangling Code

Scattered Concern

High Coupling

Low Cohesion

# CONSTRAINT CHECKING ASPECT

```
pointcut confirmBalance(SimulatedBank sb, Message message) :
    (call(private Status transfer(Message, Balances))
    || call(private Status withdrawal(Message, Balances)))
    && args(message, ..)
    && target(sb)
    ;

Status around(SimulatedBank sb, Message message) : confirmBalance(sb, message)
{
    Status result = sb.confirmBalance(message.getAmount(),
        sb.getAccountNumber(message.getCard().getNumber(),
            message.getFromAccount() ));
    if(result.isSuccess())
    {
        Status tmp = proceed(sb,message);
        if(tmp != null)
        {
            result = tmp;
        }
    }
    return result;
}
```



# SECURITY HANDLING ASPECT

```
pointcut securityCheck(SimulatedBank sb, Message message) :  
    call(private Status SimulatedBank.*(..)) && args(message, ..) && target(sb);  
  
Status around(SimulatedBank sb, Message message) : securityCheck(sb, message)  
{  
    Status result = sb.checkPin(message.getPIN(), message.getCard().getNumber());  
    if(result.isSuccess())  
    {  
        Status tmp = proceed(sb,message);  
        if(tmp != null)  
        {  
            result = tmp;  
        }  
    }  
    return result;  
}
```



# LOGGING ASPECT

```
pointcut message(Message message, Balances balances) :  
    call(* NetworkToBank.sendMessage(..))  
    && args(message, balances)  
    ;
```

```
before(Message message, Balances balances) : message(message, balances)  
{  
    log.logSend(message);  
}
```

```
after(Message message, Balances balances) returning(Status result) :  
    message(message, balances)  
{  
    log.logResponse(result);  
}
```



# DISCUSSION

- In our other aspect, we removed the tangled code and obtained a base code.
- To implement the functionality of the tangled code, we added aspect code to the base code
- Object Oriented Design
- Improved using Design Patterns
- Some concerns were crosscutting
  - Logging
  - Constraint Checking
- We specified aspects to capture scattered and crosscutting concerns
- We improved modularity using AOP.



DEMO



THANK YOU

