AspectC++ Quick Reference

Concepts

aspect
: Aspects in AspectC++ implement in a modular way cross-cutting concerns and are an extension to the class concept of C++. Additionally to attributes and methods, aspects may also contain *advice declarations*.

advice
: An advice declaration is used either to specify code that should run when the *join points* specified by a *pointcut expression* are reached or to introduce a new method, attribute, or type to all *join points* specified by a *pointcut expression*.

slice
: A slice is a fragment of a C++ element like a class. It may be used by introduction advice to implemented static extensions of the program.

join point
: In AspectC++ join points are defined as points in the component code where aspects can interfere. A join point refers to a method, an attribute, a type (class, struct, or union), an object, or a point from which a join point is accessed.

pointcut
: A pointcut is a set of join points described by a *pointcut expression*.

pointcut expression
: Pointcut expressions are composed from *match expressions* used to find a set of join points, from pointcut functions used to filter or map specific join points from a pointcut, and from algebraic operators used to combine pointcuts.

match expression
: Match expressions are strings containing a search pattern.

order declaration
: If more than one *aspect* affects the same *join point* an *order declaration* can be used to define the order of advice code execution.

Aspects

Writing aspects works very similar to writing C++ class definitions. Aspects may define ordinary class members as well as advice.

aspect *A* **{ ... };**
: defines the aspect *A*

aspect *A* **:** *public B* **{ ... };**
: *A* inherits from class or aspect *B*

Advice Declarations

advice *pointcut* : **before**(...) {...}
: the advice code is executed before the join points in the pointcut

advice *pointcut* : **after**(...) {...}
: the advice code is executed after the join points in the pointcut

advice *pointcut* : **around**(...) {...}
: the advice code is executed in place of the join points in the pointcut

advice *pointcut* : **order**(*high*, *...low*)**;**
: *high* and *low* are pointcuts, which describe sets of aspects. Aspects on the left side of the argument list always have a higher precedence than aspects on the right hand side at the join points, where the order declaration is applied.

advice *pointcut* : **slice class** : **public** *Base* {...}
: introduces a new base class *Base* and members into the target classes matched by *pointcut*.

advice *pointcut* : **slice** *ASlice* **;**
: introduces the slice *ASlice* into the target classes matched by *pointcut*.

Pointcut Expressions

Type Matching

`"int"`
: matches the C++ built-in scalar type `int`

`"% *"`
: matches any pointer type

Namespace and Class Matching

`"Chain"`
: matches the class, struct or union *Chain*

`"Memory%"`
: matches any class, struct or union whose name starts with "Memory"

Function Matching

`"void reset()"`
: matches the function *reset* having no parameters and returning `void`

`"% printf(...)"`
: matches the function *printf* having any number of parameters and returning any type

`"% ...::%(...)"`
: matches any function, operator function, or type conversion function (in any class or namespace)

`"% ...::Service::%(...) const"`
: matches any const member-function of the class `Service` defined in any scope

`"% ...::operator %(...)"`
: matches any type conversion function

`"virtual %C::%(...)"`
: matches any virtual member function of `C`

Template Matching†

`"std::set<...>"`
: matches all template instances of the class *std::set*

`"std::set<int>"`
: matches only the template instance *std::set<int>*

`"% ...::%<...>::%(...)"`
: matches any member function from any template class instance in any scope

Predefined Pointcut Functions

Functions

call(*pointcut*) $N \rightarrow C_C$ ‡‡
: provides all join points where a named entity in the *pointcut* is called.

execution(*pointcut*) $N \rightarrow C_E$
: provides all join points referring to the implementation of a named entity in the *pointcut*.

construction(*pointcut*) $N \rightarrow C_{Cons}$
: all join points where an instance of the given class(es) is constructed.

destruction(*pointcut*) $N \rightarrow C_{Des}$
: all join points where an instance of the given class(es) is destructed.

pointcut may contain function names or class names. A class name is equivalent to the names of all functions defined within its scope combined with the || operator (see below).

Control Flow

cflow(*pointcut*) $C \rightarrow C$
: captures join points occuring in the dynamic execution context of join points in the *pointcut*. The argument pointcut is forbidden to contain context variables or join points with runtime conditions (currently cflow, that, or target).

Types

base(*pointcut*) $N \rightarrow N_{C,F}$
: returns all base classes resp. redefined functions of classes in the *pointcut*

derived(*pointcut*) $N \rightarrow N_{C,F}$
: returns all classes in the *pointcut* and all classes derived from them resp. all redefined functions of derived classes

Scope

within(*pointcut*) N→C
filters all join points that are within the functions or classes in the *pointcut*

Context

that(*type pattern*) N→C
returns all join points where the current C++ `this` pointer refers to an object which is an instance of a type that is compatible to the type described by the *type pattern*

target(*type pattern*) N→C
returns all join points where the target object of a call is an instance of a type that is compatible to the type described by the *type pattern*

result(*type pattern*) N→C
returns all join points where the result object of a call/execution is an instance of a type described by the *type pattern*

args(*type pattern*, ...) (N,...)→C
a list of *type patterns* is used to provide all joinpoints with matching argument signatures

Instead of the *type pattern* it is possible here to pass the name of a **context variable** to which the context information is bound. In this case the type of the variable is used for the type matching.

Algebraic Operators

pointcut **&&** *pointcut* (N,N)→N, (C,C)→C
intersection of the join points in the *pointcuts*

pointcut **||** *pointcut* (N,N)→N, (C,C)→C
union of the join points in the *pointcuts*

! *pointcut* N→N, C→C
exclusion of the join points in the *pointcut*

JoinPoint-API

The JoinPoint-API is provided within every advice code body by the built-in object **tjp** of class **JoinPoint**.

Compile-time Types and Constants

That [type]
object type (object initiating a call)

Target [type]
target object type (target object of a call)

Result [type]
type of the object, which is used to *store* the result of the affected function

Res::Type, Res::ReferredType [type]
result type of the affected function

Arg<i>::Type, Arg<i>::ReferredType [type]
type of the i^{th} argument of the affected function (with $0 \leq i < ARGS$)

ARGS [const]
number of arguments

JPID [const]
unique numeric identifier for this join point

JPTYPE [const]
numeric identifier describing the type of this join point (*AC::CALL*, *AC::EXECUTION*, AC::CONSTRUCTION, or AC::DESTRUCTION)

Runtime Functions and State

static const char ***signature**()
gives a textual description of the join point (function name, class name, ...)

static const char ***filename**()
returns the name of the file in which the joinpoint shadow is located

static int **line**()
the source code line number that is associated with the joinpoint shadow

That ***that**()
returns a pointer to the object initiating a call or 0 if it is a static method or a global function

Target ***target**()
returns a pointer to the object that is the target of a call or 0 if it is a static method or a global function

Result ***result**()
returns a typed pointer to the result value or 0 if the function has no result value

Arg<i>::ReferredType ***arg**<*i*>()
returns a typed pointer to the i^{th} argument value (with $0 \leq i < ARGS$)

void ***arg**(*int* i)
returns a pointer to the memory position holding the argument value with index *i*

void **proceed**()
executes the original code in an around advice (should be called at most once in around advice)

AC::Action **&action**()
returns the runtime action object containing the execution environment to execute (*trigger()*) the original code encapsulated by an around advice

Runtime Type Information

static AC::Type **resulttype**()
static AC::Type **argtype**(*int* i)
return a C++ ABI V3 conforming string representation of the result type / argument type of the affected function

Example

A reusable tracing aspect.

```
aspect Trace {
  pointcut virtual functions() = 0;
  advice execution(functions()) : around() {
    cout << "before " << JoinPoint::signature() << "(";
    for (unsigned i = 0; i < JoinPoint::ARGS; i++)
      cout << (i ? ", " : "") << JoinPoint::argtype(i);
    cout << ")" << endl;
    tjp->proceed();
    cout << "after" << endl;
  }
};
```

In a derived aspect the pointcut *functions* may be redefined to apply the aspect to the desired set of functions.

```
aspect TraceMain : public Trace {
  pointcut functions() = "% main(...)";
};
```

This is a reference sheet corresponding to AspectC++ 1.0.
Version 1.12, April 18, 2011.

† support for template instance matching is an experimental feature

†† `http://www.codesourcery.com/cxx-abi/abi.html#mangling`

‡‡ C, C_C, C_E, C_{Cons}, C_{Des}: Code (any, only *Call*, only *Execution*, only object *Construction*, only object *Destruction*); N, N_N, N_C, N_F, N_T: Names (any, only *Namespace*, only *Class*, only *Function*, only *Type*)