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Programowanie współbieżne i rozproszone  
Refleksja

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```
import java.lang.reflect.InvocationTargetException;
import java.lang.reflect.Method;
import java.lang.reflect.Type;

public class HeaterMain
{
    public static void main(String[] args)
    {
        //Bez refleksji:

        Heater heater=new Heater();
        heater.increment();
        System.out.println(heater.getTemperature());

        //Z refleksją:

        Class c1=null;
        Method m1=null, m2=null;

        try
        {
            c1=Class.forName("Heater");
        }
        catch(ClassNotFoundException e)
        {}

        try
        {
            m1=c1.getMethod("increment", null);
            m2=c1.getMethod("getTemperature", null);
        }
        catch(NoSuchMethodException e)
        {}
        catch(SecurityException e)
        {}

        try
        {
            Heater h=(Heater)c1.newInstance();
            m1.invoke(h, null);
            System.out.println(m2.invoke(h, null));
        }
        catch(IllegalAccessException e)
        {}
        catch(IllegalArgumentException e)
        {}
        catch(InvocationTargetException e)
        {}
        catch(InstantiationException e)
        {}

        System.out.println("Klasa "+c1.getName()+" ma metody:");
        Method[] methods =c1.getDeclaredMethods();

        for(int i=0; i<methods.length; ++i)
        {
            System.out.println(" Metoda "+methods[i].getName().toString());
            System.out.println("   która posiada parametry typu: ");
            Type[] types=methods[i].getParameterTypes();

            for(int j=0; j<types.length; ++j)
            {
                System.out.println("       "+types[j].toString());
            }
            System.out.println("   która zwraca wartość typu:"
                +methods[i].getReturnType().toString());
        }
    }
}
```