

UTILIZATION OF JAVA REFLECTION
IN DETECTING OBJECT CONCEPT SIMILARITIES

A master project submitted to the Graduate School of in partial
fulfillment of the requirement for the degree of
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by

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ABSTRAK

Projek ini membangunkan aplikasi “Java Reflection”. Ia menggunakan package system java.lang.reflect yang dibangunkan oleh Sun Microsystem dalam JDK versi 1.2 dan ke atas. “Reflection”, juga dikenali sebagai “Introspection”, mempunyai keupayaan “melihat kandungan” sesuatu kelas atau objek. Ia digunakan untuk mengekplotasi kandungan fail kelas. Dengan bantuan enjin penganalisa, aplikasi yang dibangunkan berkeupayaan menghasilkan maklumat kesamaan antara objek tanpa merujuk kepada kod asal. Metodologi Object-Oriented, khususnya Teknik Permodelan Objek, digunakan untuk membangunkan aplikasi ini. Terdapat empat tahap untuk dirujuk dalam methodologi ini, iaitu analisis, rekabentuk sistem, rekabentuk objek, dan implementasi. Inputnya adalah fail objek Java, dan output aplikasi mengandungi maklumat persamaan pada fail-fail input. Maklumat objek dibahagikan kepada lima kategori, iaitu Modifier, Interface, Field, Method, dan Constructor. Sistem akan menghasilkan maklumat kesamaan di antara dua fail objek untuk setiap kategori, termasuk kategori yang digunakan dan dikemukakan. Ke kerapian maklumat kesamaan juga merupakan sub komponen output terperinci sistem. Kesimpulannya, aplikasi ini adalah alat alternatif untuk membandingkan sekumpulan fail objek dengan pantas dan menghasilkan output yang mudah difahami. Contoh kegunaan aplikasi ini adalah sebagai satu alat membantu pensyarah menilai tugas pelajar dengan satu model ideal dan kriteria penilaian yang malar. Selain itu, ia juga sesuai digunakan untuk membandingkan tahap kesamaan antara dua jawapan pelajar bagi mengesan plagiarisme.

ABSTRACT

This project is about developing a Java reflection application. It utilizes the reflection features in the system package `java.lang.reflect` of Sun Microsystems' JDK version 1.2 and above. Reflection, also named as Introspection, has the ability to "look inside" a class or an object (Lemay, 1996). It uses to explore the content of the class files. With the help of the analyzer engine, the developed application is capable to produce similarity object's information between the inputs without referring to the source code. The Object-Oriented Methodology, specifically the Object Modeling Technique, is used to develop this Reflection Application. There are four stages involving analysis, system design, object design, and implementation that are followed in this methodology. The input is the Java object files, and the output contains of similarity information of those object files. The object's information is divided into five categories including Modifier, Interface, Field, Method, and Constructor. The system address the similar information for each category between two object files to the user, which including the similar used and declared category. The similar items' frequency will also be an element of the system's detail output. As a conclusion, this application is an alternative tool to compare a group of object files in fast mode with readable result in application's output. The example of the application usage is as a contributing tool to help lecturers to evaluate student assignments with an ideal model answer with constant evaluating criteria requirements. It is also suitable to be used in determining student plagiarism.

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Chapter One

Introduction

This project uses Java technology, a platform-independent¹ application, developed by Sun Microsystems. The Java programming offers “reflection” features, which is capable to examine or interpret Java compiled codes, and turns them into actual uses of classes, method and so on. The main technology applied in this project is the Java’s reflection feature that uses it to reflect the similarities of object concepts.

¹ Refer to Appendix E: Glossary, page 79.

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