

# Eos 0.3 Release Notes

## 1. Reflective Information

There are a bunch of new interfaces available to extract the reflective information at the join point. In particular, the reflective special variable `thisJoinPoint` in the advice is now of type `Eos.Runtime.IJoinPoint`. The signatures at the join points are now available.

### 1.1 *Eos.Runtime.IJoinpoint*

The members of this new interface are described below:

**This property:** Returns the value of "this" at the join point. Returns null in the case of static join points

**Target property:** Returns the target of the join point. Returns null in cases where there is no target.

**ReturnValue property:** Returns the return value at the join point if it is a valid return value otherwise null.

**Args property:** Returns the list of arguments of the join points. Returns an array of length zero if there are no arguments.

**Kind property:** Returns the string representation of the join point kind.

**Signature property:** Returns the signature of the join point. Please see the interface `Eos.Runtime.Signature.ISignature` for more details.

**StaticPart property:** Returns the static representation at the join point. Please see `Eos.Runtime.IStaticPart` for more details.

**Location property:** Returns the Location of the join point. Please see `Eos.Runtime.ISourceLocation` for more details.

### 1.2 *Eos.Runtime.ISourceLocation*

Details of the static location of the join point

**EnclosingType property:** The `System.Type` representation of the type that encloses the join point

FileName property: The file name that contains the join point.

Line property: The line number at which the join point occurs.

### ***1.3 Eos.Runtime.IStaticPart***

The static part of the reflective information at a join point.

Signature property: The signature of the join point.

Location property: The source location of the join point.

Kind property: The string representation of the join point kind

### ***1.4 Eos.Runtime.Signature.ISignature***

Summary description for ISignature.

Name property: Name of the signature.

Modifiers property: Modifiers of this signature

DeclaringType property: Type of the enclosing class

DeclaringTypeName property: Name of the enclosing class

ToString method: Returns a string representation of this signature.

### ***1.5 Eos.Runtime.Signature.ICatchClauseSignature***

The signature for the handler join points.

ParameterType property: Returns the type of the exception caught

ParameterName property: Returns the name of the exception caught.

### ***1.6 Eos.Runtime.Signature.IConstructorSignature***

The signature of a constructor. An object initialization join point returns this signature.

ParameterTypes property: The list of the types of the parameters at the join point.

ParameterNames property: The list of the names of the parameters at the join point.

### ***1.7 Eos.Runtime.Signature.IFieldSignature***

Signature of a field. A field get, set and property get, set join points return this signature.

FieldType property: The System.Type representation of the type of the field.

### ***1.8 Eos.Runtime.Signature.IMethodSignature***

Signature of the method. A call and an execution join point return this signature.

ReturnType property: The return type of the method.

## **2. Declare parents construct:**

Similar to AspectJ, aspects in Eos can change the inheritance hierarchy of a system by

1. Either changing the base class of a class (abstract or concrete).
2. Aspects can change the interfaces that a class implements by adding a new interface onto the class.

The syntax of the declare parents construct is as follows:

```
declare parents: type pattern : type list;
```

It is a compile time error for a class to have multiple base classes. A class may implement multiple interfaces.

For example, if an aspect wished to make a particular class clonable, it might introduce the object clone() method into the class, but it should also declare that the class fulfills the System.ICloneable interface. Such an aspect would be:

```
aspect MakeCloneable {  
    declare parents: SomeClass : Runnable;
```

introduce in Foo

```
{
    public virtual object Clone()
    {
        return this.MemberwiseClone();
    }
}
```