Eclipse 4.2: Tips on API best practices for a 3.x plugin running on both platforms
About the Speakers

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  - Eclipse 4 and the 4.2 Workbench

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  - Platform UI Committer
  - Eclipse 4 rendering, Workbench perspectives, etc
Overview

- Everybody loves API
- Usage Patterns
- Command Patterns
- Part Management
- Interaction with the Framework
A command is an abstraction of some semantic behaviour.

A command is not an implementation of that behaviour.

A command is not the visual presentation of that behaviour.
Commands – activating a handler

- Provide handler declaratively using `org.eclipse.ui.handlers`.
- Provide handlers programmatically using `getSite().getService(IHandlerService.class)`.
- Do not use `Command.setHandler(IHandler)`.
Commands – executing a handler

- Always use the IHandlerService
- Methods for executing a handler and executing specific context
- Do not use Command.executeWithChecks(ExecutionEvent)

Commands

- Refresh
  - RefreshFiles (activePartId == org.e.u.navigator)
  - RefreshConnections (activePartId == org.e.dtp.databases)

Handlers
Handlers – caching

- Handlers should not carry state
  - Get it from the event with HandlerUtil
  - Get it from the Command
  - Get it from the “framework”

```java
public Object execute(ExecutionEvent event) throws ExecutionException {
    IWorkbenchWindow window = HandlerUtil.getActiveWorkbenchWindowChecked(event);
    ICountService service = (ICountService) window.getService(ICountService.class);
    System.out.println("New value: " + service.incrementCount());
    return null;
}
```
Parts – accessing services

- Access a service locally if available
  - It can scope its functionality
  - It can cleanup

```java
private void activateContext() {
    IContextService contextService = (IContextService) getSite().
        getService(IContextService.class);
    contextService.activateContext(VIEW_CONTEXT_ID);
}
```
Parts – Parent Composite assumptions

- Never assume anything about the Composite that is provided to you

```java
@Override
public void createPartControl(Composite parent) {
    Composite composite = new Composite(parent, SWT.NONE);
    composite.setLayoutData(new GridData(SWT.FILL, SWT.FILL, true, true));
    /* create the rest of my UI */
}
```

- `createPartControl(Composite)`'s contract does not say that the parent Composite's layout is a GridLayout (bug 342806)
Parts - Parent Composite assumptions

```java
@Override
public void createPartControl(Composite parent) {
    Composite composite = new Composite(parent, SWT.NONE);
    composite.setLayoutData(new GridLayout());
    initializationBtn = new Button(composite, SWT.PUSH);
    initializationBtn.setText("Initialize...");
    /* create the rest of my UI */
}

public void initializationCompleted() {
    GridData gridData = (GridData) initializationBtn.getLayoutData();
    gridData.exclude = false;
    initializationBtn.setVisible(false);
}
```

- Some layouts will define a layout data for a child control for free
- Layout calls may not happen when you think it will (bug 342806)
- Set layout data explicitly
Parts - Caching of values

```java
private Shell partShell;

@Override
public void createPartControl(Composite parent) {
    partShell = parent.getShell();
}

public void warn(String title, String message) {
    MessageDialog.openInformation(partShell, title, message);
}
```

- Looks pretty innocuous
- Part's shell shouldn't change
Parts - Caching of values

- Parts were originally always created under the workbench window first even if detached
- No longer the case in 4.x for detached windows, the model is respected at rendering time
- Caching the shell spells death if the part is reattached to the main workbench window (bug 334512)
Parts - setFocus()

- A method that needs to be implemented by IWorkbenchPart implementations
- Implementing this incorrectly can cause strange problems that are difficult to debug
- Usually a runtime thing, getting the method wrong shouldn't bring down Eclipse
Parts - setFocus()

```java
@override
public void setFocus() {
    control.getShell().setFocus();
    control.setFocus();
}
```

- Infinite loops (bug 330386)
Parts - setFocus()

```java
@Override
public void setFocus() {
    final Thread setFocusThread = new Thread() {
        @Override
        public void run() {
            final IWorkbench wb = PlatformUI.getWorkbench();
            final IWorkbenchWindow window = wb.getActiveWorkbenchWindow();
            final IWorkbenchPage page = window.getActivePage();
            if (page != null) {
                page.activate(SampleView.this);
            }
        }
    };
    // We need to switch to the thread that is allowed to change the UI
    Display.getDefault().syncExec(setFocusThread);
}
```

- Infinite loops, uh...again (bug 344261)
Framework – downcasting objects

- Avoid downcasting objects
- Internals are avoided for obvious reasons
- This happens with the workbench window
- This happens with the view toolbar
Framework - Preferences

- Underlying preference technology is the same
- Using it at the Workbench level or the Equinox level

```java
ReadmePlugin.getDefault().getPreferenceStore().getString("my.preference");
InstanceScope.INSTANCE.getNode("bundle.symbolic.name").get("my.preference", "");
```
Framework – using services

- Services allow interaction with the framework
- The workbench is hierarchical
- Avoid `workbench.getProgressService()`
- Use `getSite().getService(IProgressService.class)`
  - `IWorkbenchSiteProgressService`
  - `IPartService`
  - `IPageService`
  - `ISelectionService`
Eclipse 4 – why these patterns work

- It's all about keeping your part isolated
  - Try not to 'know' too much about your container

- Don't make assumptions about the overall UI Structure

- This frees you up to take advantage of 4.2's ability to use a part in new locations (i.e. Dialogs, Wizards, Pref pages...)
More Information

- You can get general information from the wiki:

- You can contact us and ask questions:
  – On IRC: irc://freenode.net/#eclipse
  – On the newsgroup: http://www.eclipse.org/forums/
    Eclipse Projects > Eclipse Platform
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