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Preface

Aspects are a natural evolution of the object-oriented paradigm. They provide a solution to some difficulties you may have encountered with modularizing your object-oriented code: sometimes functionality just doesn't fit neatly into a single module, or you find yourself repeating the same lines of code in lots of different object-oriented classes because these classes each need that functionality, and so you can't easily wrap it up in a single place. Good examples of this kind of code are audit trails, transaction handling, concurrency management, and so on. You can now modularize such code with aspects.

We've seen similar levels of enthusiasm with adopting aspects as there were with adopting objects—an enthusiasm we share; but starting out with aspects can be a tricky business. Making the shift to aspect-oriented thinking may not be as tough as many people found the shift to object-oriented thinking, but aspects still might take a little getting used to. The big question that springs to mind when trying out aspect-orientation for the first time is “What are my aspects?” and early adopters have taken various approaches to try to address it.

We've heard of practitioners trying to apply aspects, but who can't think of any except those typical, and somewhat trivial ones. The usual examples are out there to be tried: logging, debugging, coordination. But to make fluent