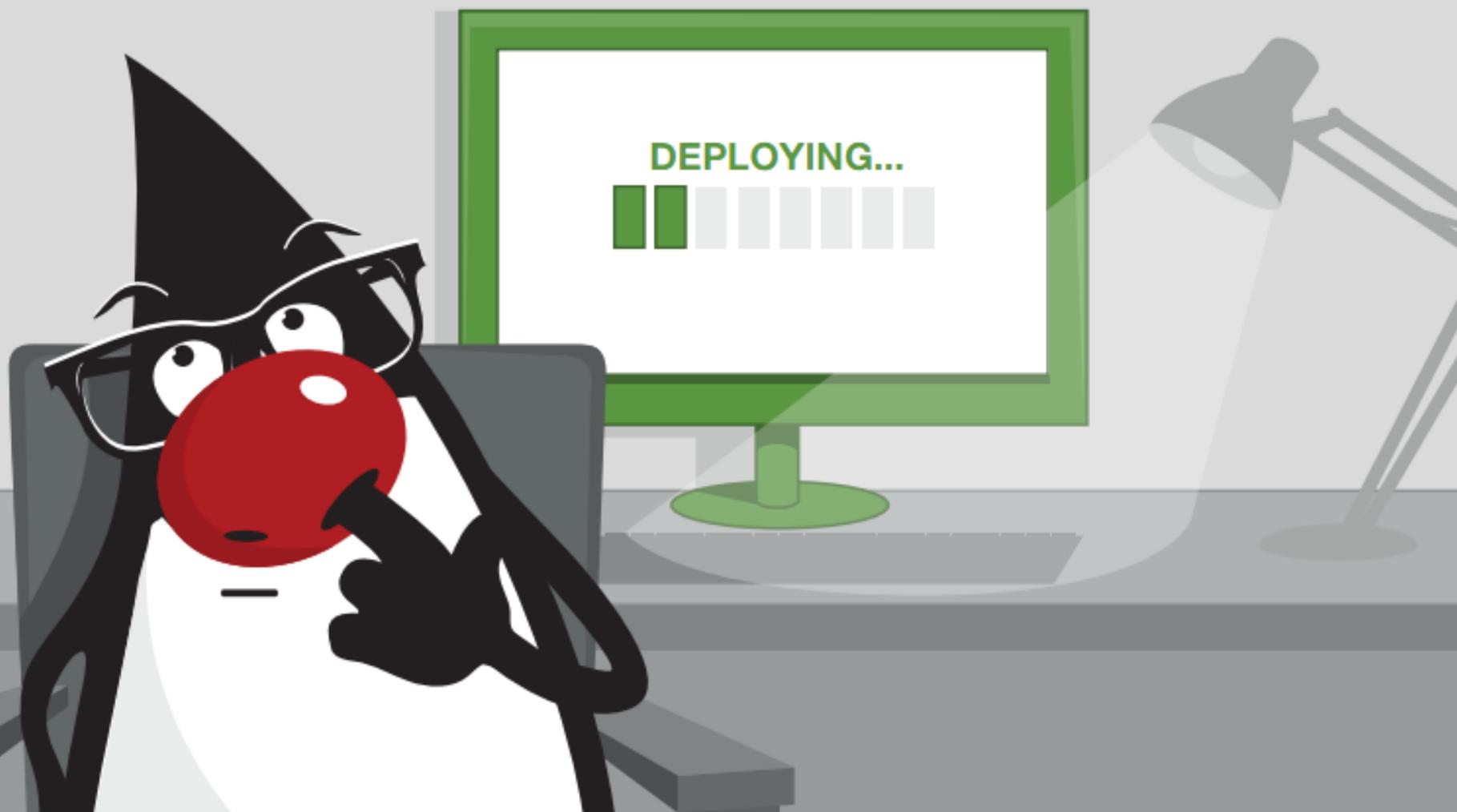


Redeploying in development?

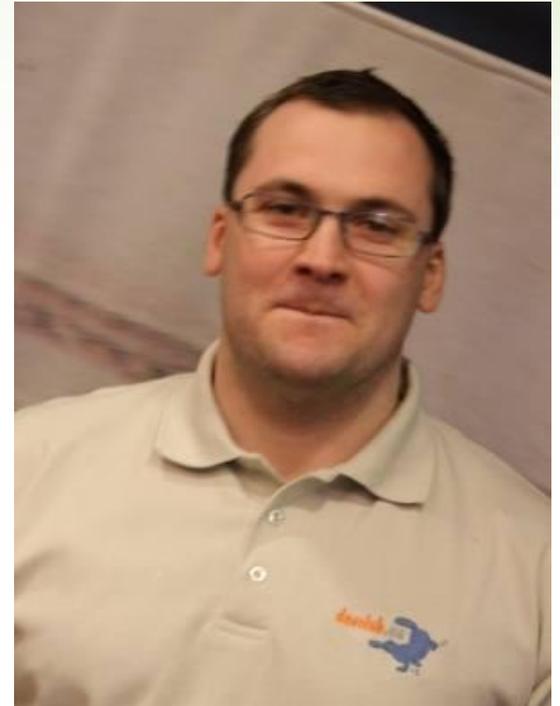


Binary patching of Java classes for **fun** *and profit*

Jfokus 2011, Stockholm

whoami

Anton Arhipov
ZeroTurnaround
JRebel



<http://arhipov.blogspot.com>

@antonarhipov

@javarebel

What's Binary Patching?

Ninja.class

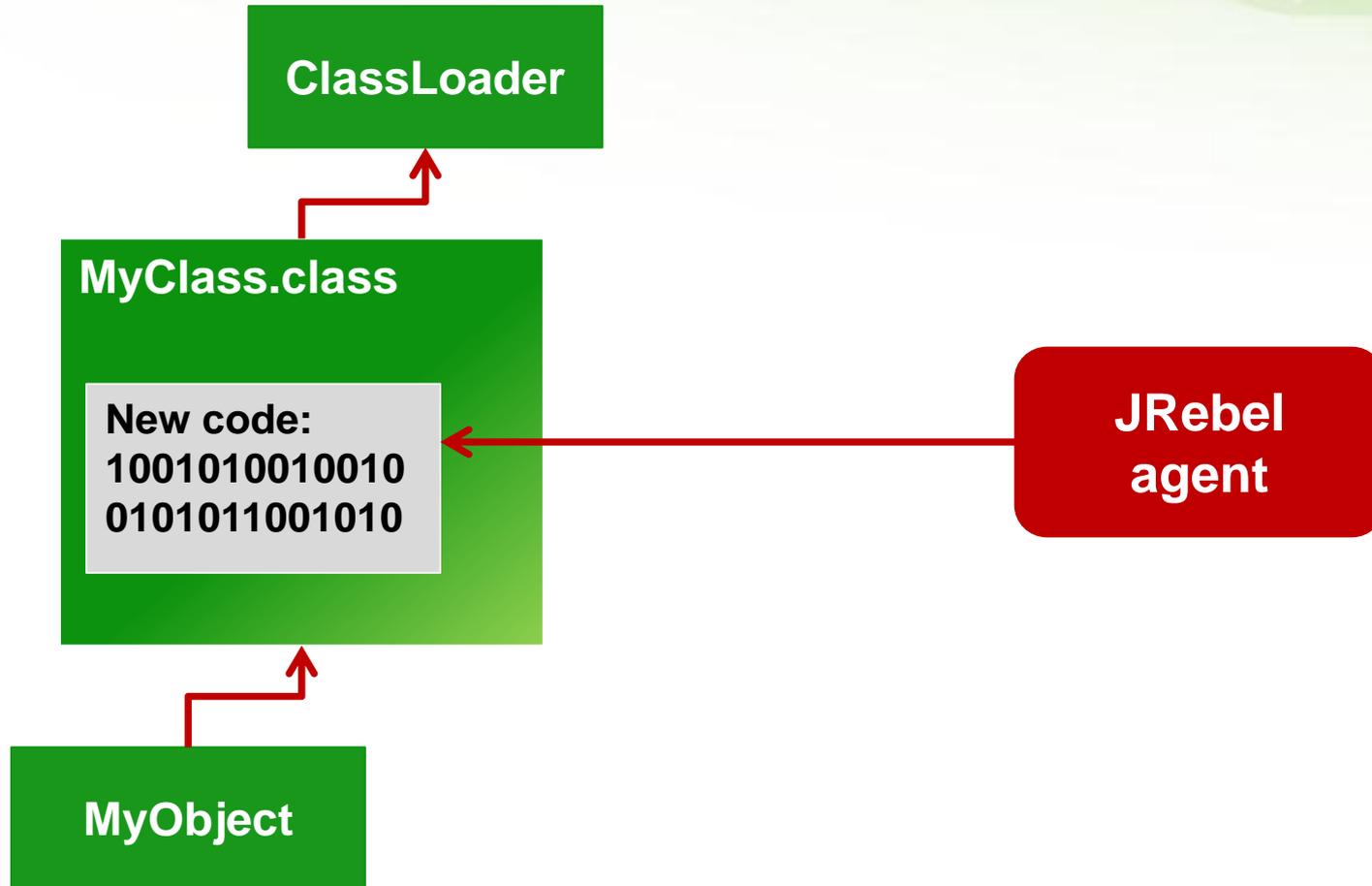
```
10101010101  
11000101010  
10101010001  
00010001110  
11011101011
```



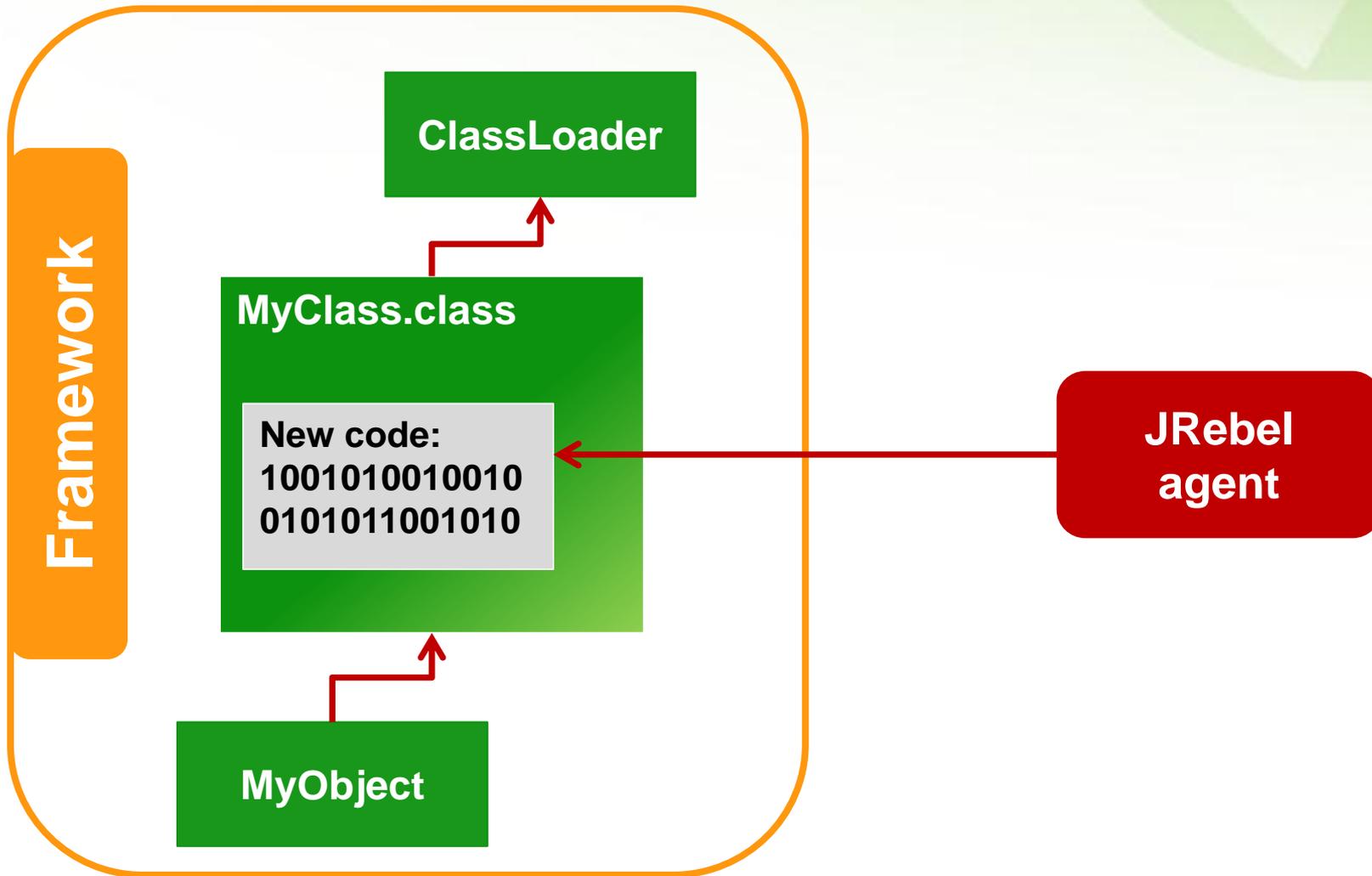
Ninja.class'

```
10101010101  
11100001010  
10101010001  
00010001110  
11011101110
```

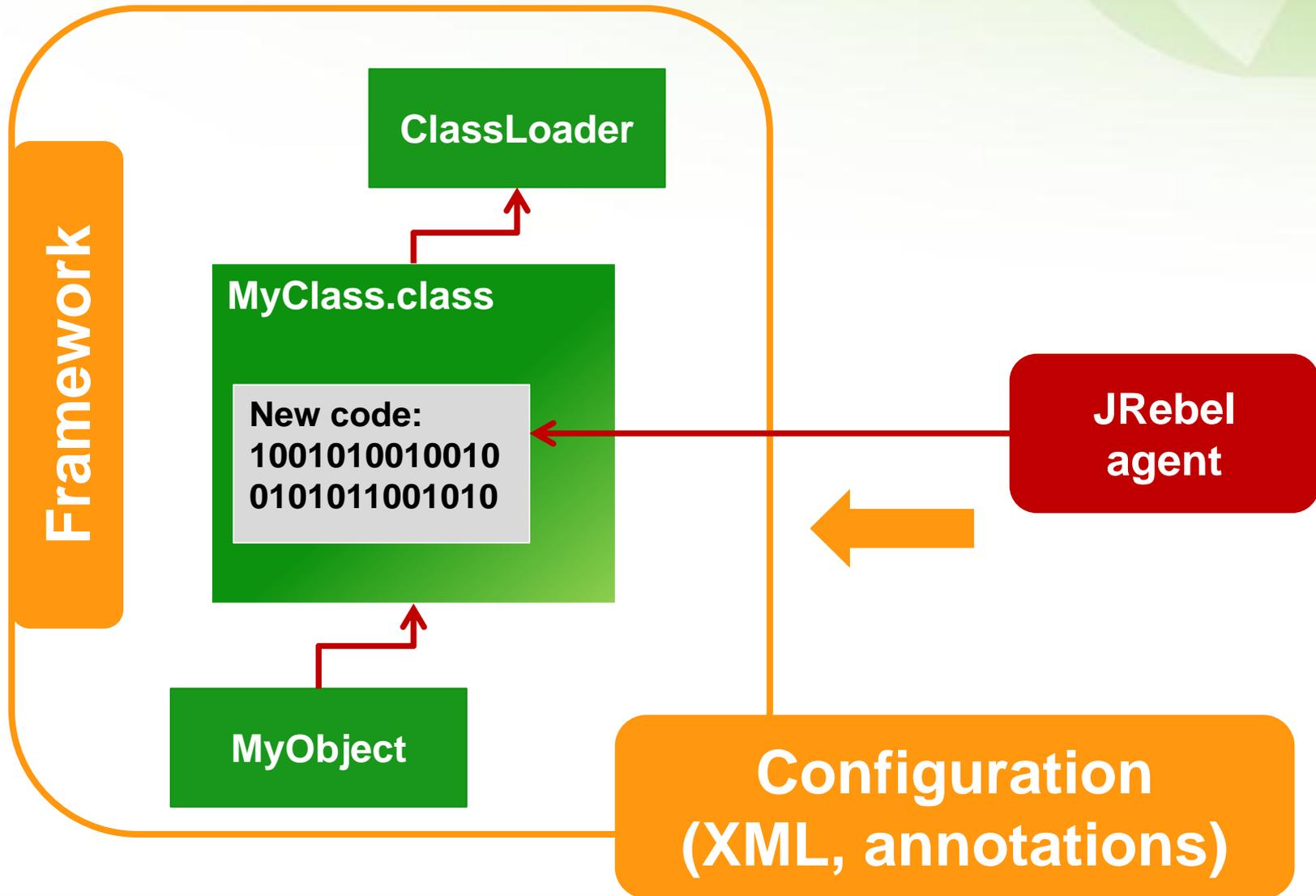
Why Binary Patching?



Why Binary Patching?



Why Binary Patching?



How?

- Using **-javaagent** to hook into class loading process
- Using bytecode manipulation libraries (e.g. **Javassist**)

java.lang.instrument

```
import java.lang.instrument.ClassFileTransformer;  
import java.lang.instrument.Instrumentation;  
  
public class Agent {  
    public static void premain(String args, Instrumentation inst)  
        throws Exception {  
        inst.addTransformer(new ClassFileTransformer { ... });  
    }  
}
```

java.lang.instrument

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```
META-INF/MANIFEST.MF  
Agent-Class: Agent
```

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```
META-INF/MANIFEST.MF  
Agent-Class: Agent
```

```
java -javaagent:agent.jar ...
```


java.lang.instrument + Javassist

```
new ClassFileTransformer() {  
    public byte[] transform(ClassLoader loader, String className,  
                            Class<?>classBeingRedefined,  
                            ProtectionDomain protectionDomain, byte[] classfileBuffer){  
        ClassPool cp = ClassPool.getDefault();  
        CtClass ct = pool.makeClass(new  
                                    ByteArrayInputStream(classfileBuffer));  
  
    }  
}
```

java.lang.instrument + Javassist

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    public byte[] transform(ClassLoader loader, String className,  
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                                    ByteArrayInputStream(classfileBuffer));  
  
        transformClass(ct, cp);  
  
    }  
}
```

java.lang.instrument + Javassist

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new ClassFileTransformer() {  
    public byte[] transform(ClassLoader loader, String className,  
                            Class<?>classBeingRedefined,  
                            ProtectionDomain protectionDomain, byte[] classfileBuffer){  
        ClassPool cp = ClassPool.getDefault();  
        CtClass ct = pool.makeClass(new  
                                    ByteArrayInputStream(classfileBuffer));  
  
        transformClass(ct, cp);  
  
        return ct.toBytecode();  
    }  
}
```

JRebel SDK

Javassist + JRebel

```
cp.importPackage("org.zeroturnaround.javarebel");
```

Javassist + JRebel

```
cp.importPackage("org.zeroturnaround.javarebel");  
  
ct.addInterface(  
    cp.get(ClassEventListener.class.getName()));
```

Javassist + JRebel

```
cp.importPackage("org.zeroturnaround.javarebel");
```

```
ct.addInterface(  
    cp.get(ClassEventListener.class.getName()));
```

```
ct.addMethod(CtNewMethod.make(  
"public void onClassEvent(int eventType, Class clazz) {" +  
    "cache.evict();" +  
"}", ct));
```

Javassist + JRebel

```
CtClass ct = ...
```

```
CtConstructor[] cs = ct.getConstructors();
```

Javassist + JRebel

```
CtClass ct = ...
```

```
CtConstructor[] cs = ct.getConstructors();
```

```
for (CtConstructor c : cs) {
```

```
    if (c.callsSuper()) {
```

```
        c.insertAfter("ReloaderFactory.getInstance()  
            .addClassReloadListener($0);");
```

```
    }
```

```
}
```

Javassist + JRebel

```
CtClass ct = ...
```

```
ct.getDeclaredMethod("service")  
.insertBefore(  
    "ReloaderFactory.getInstance()  
    .checkAndReload(Application.class);");
```

Integration Highlights

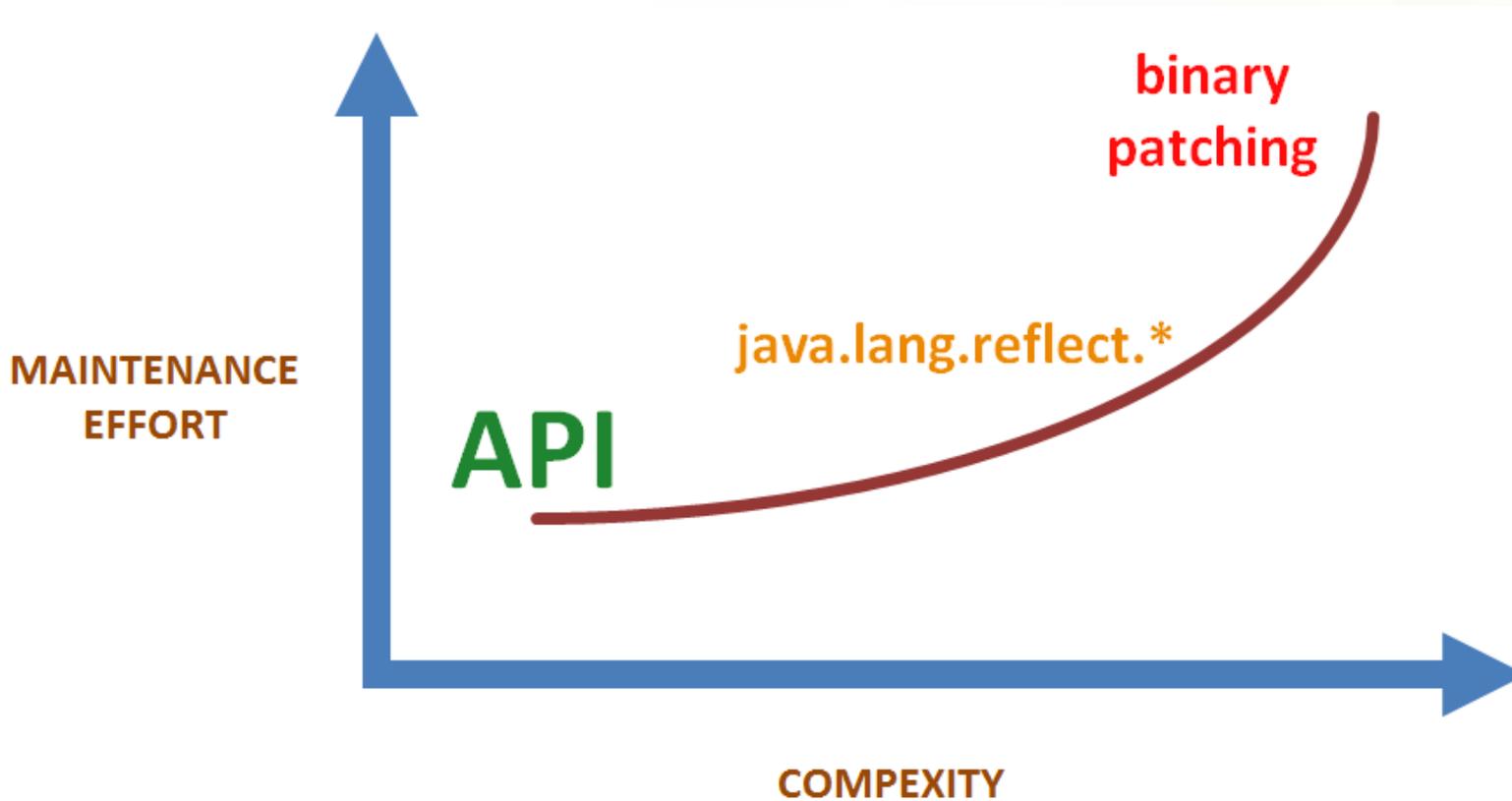
- Implement **ClassEventListener**
- Register **listener** instance to **JRebel**

```
ReloaderFactory#addClassReloadListener(...);
```

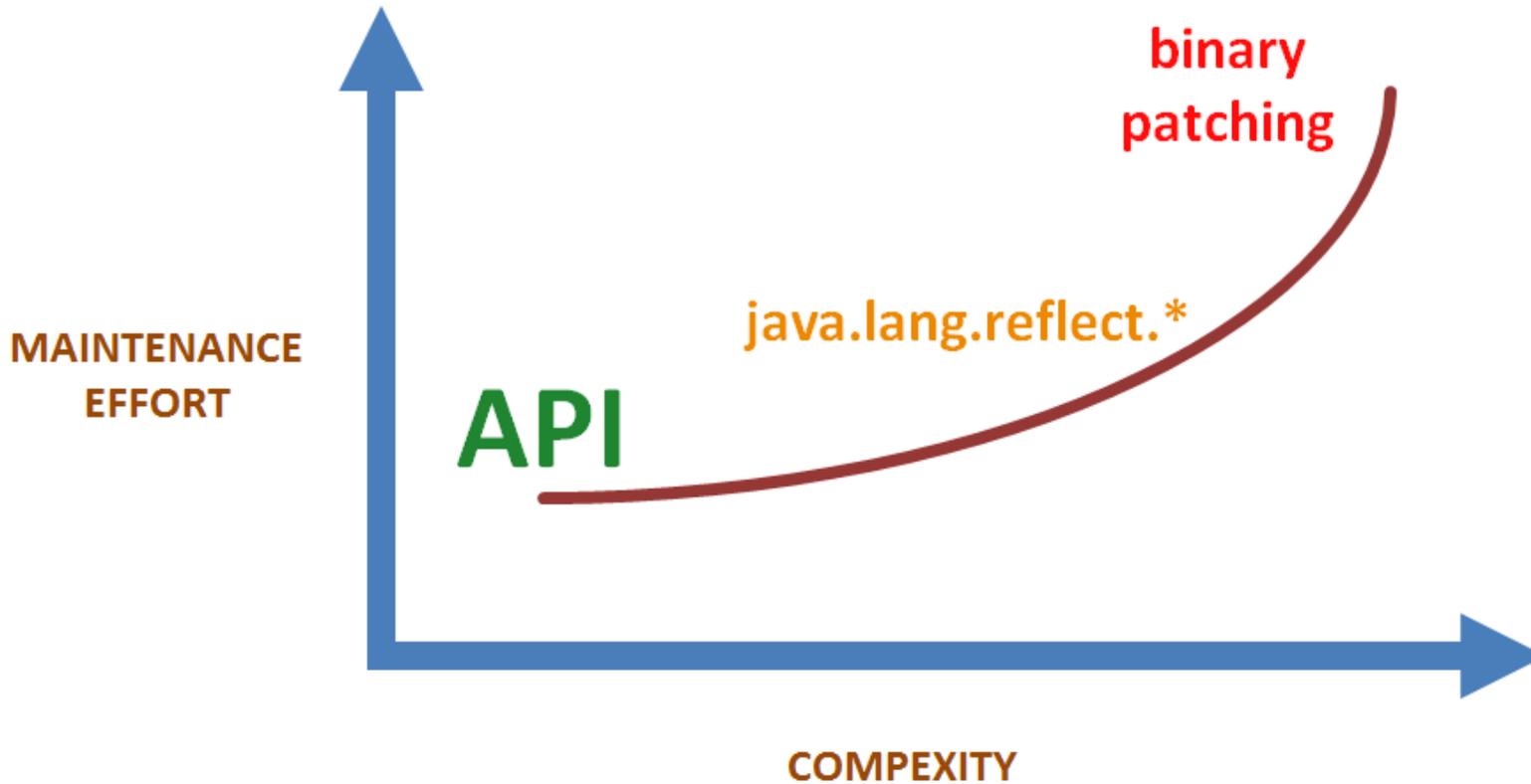
- Trigger the re-load event

```
ReloaderFactory#checkAndReload(...);
```

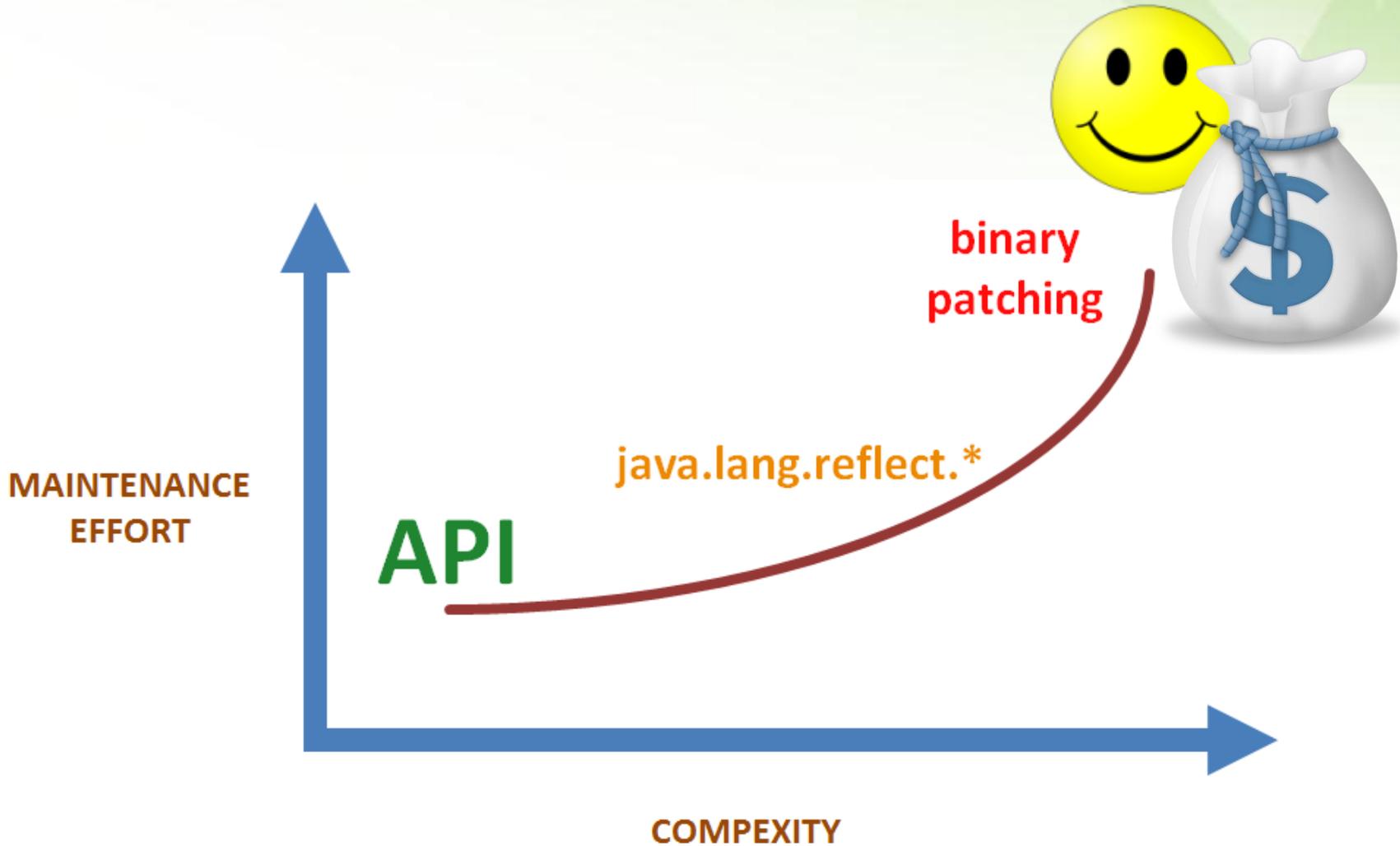
Pros/Cons



Pros/Cons



Pros/Cons





Thx!

Want JRebel free?

Come to our booth!