

CMSC 132: Object-Oriented Programming II

Design Patterns I



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Design Patterns

- Descriptions of **reusable** solutions to common software design problems
- Captures the experience of experts
 - Rationale for design
 - Tradeoffs
 - Codifies design in reusable form
- Example
 - Iterator pattern

Goals

- **Solve common programming challenges**
- **Improve reliability of solution**
- **Aid rapid software development**
- **Useful for real-world applications**

Observations

- **Design patterns are like recipes – generic solutions to expected situations**
- **Design patterns are language independent**
- **Recognizing when and where to use design patterns requires familiarity & experience**
- **Design pattern libraries serve as a glossary of idioms for understanding common, but complex solutions**

Observations (cont.)

- **Many design patterns may need to fit together**
 - **Design Patterns (by Gamma et al. 1995, a.k.a. Gang of Four, or GOF) list 23 design patterns**
 - **Around 250 common OO design patterns**

- **Design patterns are used throughout the Java Class Libraries**

Documentation Format

- 1. Motivation or context for pattern**
- 2. Prerequisites for using a pattern**
- 3. Description of program structure**
- 4. List of participants (classes & objects)**
- 5. Collaborations (interactions) between participants**
- 6. Consequences of using pattern (good & bad)**
- 7. Implementation techniques & issues**
- 8. Example codes**
- 9. Known uses**
- 10. Related patterns**

Types of Design Patterns

■ **Creational**

- Deal with the best way to create objects

■ **Structural**

- Ways to bring together groups of objects

■ **Behavioral**

- Ways for objects to communicate & interact

Creational Patterns

1. **Abstract Factory**- Creates an instance of several families of classes
2. **Builder** - Separates object construction from its representation
3. **Factory Method** - Creates an instance of several derived classes
4. **Prototype** - A fully initialized instance to be copied or cloned
5. **Singleton** - A class of which only a single instance can exist

Structural Patterns

6. **Adapter** - Match interfaces of different classes
7. **Bridge** - Separates an object's interface from its implementation
8. **Composite** - A tree structure of simple and composite objects
9. **Decorator** - Add responsibilities to objects dynamically
10. **Façade** - Single class that represents an entire subsystem
11. **Flyweight** - Fine-grained instance used for efficient sharing
12. **Proxy** - Object representing another object

Behavioral Patterns

- 13. **Chain of Responsibility** - A way of passing a request between a chain of objects
- 14. **Command** - Encapsulate a command request as an object
- 15. **Interpreter** - A way to include language elements in a program
- 16. **Iterator** - Sequentially access the elements of a collection
- 17. **Mediator** - Defines simplified communication between classes
- 18. **Memento** - Capture and restore an object's internal state

Behavioral Patterns (cont.)

- 19. **Observer** - A way of notifying change to a number of classes
- 20. **State** - Alter an object's behavior when its state changes
- 21. **Strategy** - Encapsulates an algorithm inside a class
- 22. **Template Method** - Defer the exact steps of an algorithm to a subclass
- 23. **Visitor** - Defines a new operation to a class without changing class

Iterator Pattern

■ Definition

- Move through collection of objects without knowing its internal representation



■ Where to use & benefits

- Use a standard interface to represent data objects
- Uses standard iterator built in each standard collection, like List, Sort, or Map
- Need to distinguish variations in the traversal of an aggregate

Iterator Pattern

■ Example

■ Iterator for collection

■ Original

- Examine elements of collection directly

■ Using pattern

- Collection provides Iterator class for examining elements in collection

Iterator Example

```
public interface Iterator<V> {  
    bool hasNext();  
    V next();  
    void remove();  
}
```

```
Iterator<V> it = myCollection.iterator();
```

```
while ( it.hasNext() ) {  
    V x = it.next();           // finds all objects  
    ...                       // in collection  
}
```

Singleton Pattern

■ Definition

- One instance of a class or value accessible globally

■ Where to use & benefits

- Ensure unique instance by defining class final
- Access to the instance only via methods provided

Singleton Example

```
public class Employee {  
    public static final int ID = 1234; // ID is a singleton  
}  
public final class MySingleton {  
    // declare the unique instance of the class  
    private static MySingleton uniq = new MySingleton();  
    // private constructor only accessed from this class  
    private MySingleton() { ... }  
    // return reference to unique instance of class  
    public static MySingleton getInstance() {  
        return uniq;  
    }  
}
```

Adapter Pattern

■ Definition

- Convert existing interfaces to new interface

■ Where to use & benefits

- Help match an interface
- Make unrelated classes work together
- Increase transparency of classes

Adapter Pattern

■ Example

- Adapter from integer Set to integer Priority Queue
- Original
 - Integer set does not support Priority Queue
- Using pattern
 - Adapter provides interface for using Set as Priority Queue
 - Add needed functionality in Adapter methods

Adapter Example

```
public interface PriorityQueue { // Priority Queue
    void add(Object o);
    int size( );
    Object removeSmallest( );
}
```

Adapter Example

```
public class PriorityQueueAdapter implements
    PriorityQueue {
    Set s;
    PriorityQueueAdapter(Set s)    { this.s = s; }
    public void add(Object o)      { s.add(o); }
    int size()                     { return s.size(); }
    public Integer removeSmallest( ) {
        Integer smallest = Integer.MAX_VALUE;
        for (Integer i : s) {
            if (i.compareTo(smallest) < 0)
                smallest = i;
        }
        s.remove(smallest);
        return smallest;
    }
}
```

Factory Pattern

■ Definition

- Provides an abstraction for deciding which class should be instantiated based on parameters given

■ Where to use & benefits

- A class cannot anticipate which subclasses must be created
- Separate a family of objects using shared interface
- Hide concrete classes from the client

Factory Pattern

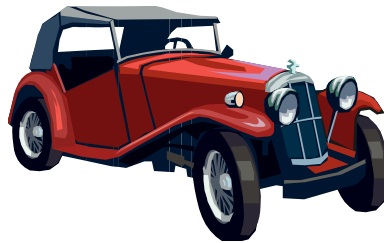
■ Example

- Car Factory produces different Car objects
- Original
 - Different classes implement Car interface
 - Directly instantiate car objects
 - Need to modify client to change cars
- Using pattern
 - Use carFactory class to produce car objects
 - Can change cars by changing carFactory

Factory Example

```
class Ferrari implements Car;  
class Bentley implements Car;  
class Explorer implements Car;  
Car fast = new Ferrari();
```

```
// fast car  
// antique car  
// family SUV  
// returns fast car
```



```
public class carFactory {  
    public static Car create(String type) {  
        if (type.equals("fast"))  
            return new Ferrari();  
        if (type.equals("antique"))  
            return new Bentley();  
        else if (type.equals("family"))  
            return new Explorer();  
    }  
}
```

```
Car fast = carFactory.create("fast"); // returns fast car
```

Decorator Pattern

■ Definition

- Attach additional responsibilities or functions to an object dynamically or statically

■ Where to use & benefits

- Provide flexible alternative to subclassing
- Add new function to an object without affecting other objects
- Make responsibilities easily added and removed dynamically & transparently to the object

Decorator Pattern

■ Example

- Pizza Decorator adds toppings to Pizza

- Original

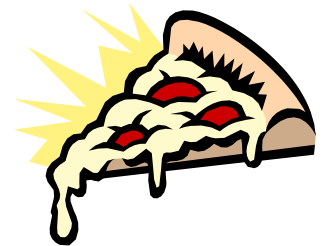
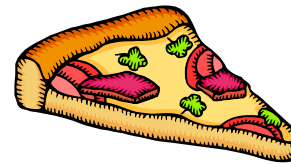
 - Pizza subclasses

 - Combinatorial explosion in # of subclasses

- Using pattern

 - Pizza decorator classes add toppings to Pizza objects dynamically

 - Can create different combinations of toppings without modifying Pizza class



Decorator Example

```
public interface Pizza {
    int cost();
}
public class SmallPizza implements Pizza {
    int cost(){ return 8; }
}
public class LargePizza implements Pizza {
    int cost(){ return 12; }
}
public class PizzaDecorator implements Pizza {
    private Pizza p;
    public PizzaDecorator(Pizza p) {this.p = p;}
    public int cost() { return p.cost(); }
}
```



Decorator Example

```
public class WithOlive extends PizzaDecorator {  
    public WithOlive(Pizza p) { super(p); }  
    public int cost() { return super.cost() +2; }  
}
```

```
public class WithHam extends PizzaDecorator {  
    public WithHam(Pizza p) { super(p); }  
    public int cost() {return super.cost() + 3;}  
}
```

// Driver

```
Pizza hamOlivePizza = new WithHam(new WithOlive(new LargePizza()));  
System.out.println(hamOlivePizza.cost()); // returns 12 + 2 + 3
```

```
Pizza doubleHamPizza = new WithHam(new WithHam(new SmallPizza()));  
System.out.println(doubleHamPizza.cost()); // returns 8 + 3 + 3
```

Decorator Pattern

■ Examples from Java I/O

■ Interface

■ InputStream

■ Concrete subclasses

■ FileInputStream, ByteArrayInputStream

■ Decorators

■ BufferedInputStream, DataInputStream

■ Code

```
■ InputStream s = new DataInputStream( new  
    BufferedInputStream (new FileInputStream()));
```