Design Patterns I

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Design Patterns

• Descriptions of reusable solutions to common software design problems (e.g., Iterator pattern)
• Captures the experience of experts
• Goals
  – Solve common programming challenges
  – Improve reliability of solution
  – Aid rapid software development
  – Useful for real-world applications
• 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
• 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
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

- **Example**
  - Iterator for collection
  - Original
    - Examine elements of collection directly
  - Using pattern
    - Collection provides Iterator class for examining elements in collection
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

• **Example**

```java
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

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

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

• 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 car factory class to produce car objects
      • Can change cars by changing car factory
Factory Example

class Ferrari implements Car;  // fast car
class Bentley implements Car;   // antique car
class Explorer implements Car;  // family SUV
Car fast = new Ferrari();      // 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

• 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
    • Example: PizzaDecoratorCode
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()));
Marker Interface Pattern

• **Definition**
  - Label semantic attributes of a class

• **Where to use & benefits**
  - Need to indicate attribute(s) of a class
  - Allows identification of attributes of objects without assuming they are instances of any particular class

• **Example**
  - Classes with desirable property GoodProperty
    - *Original*
      - Store flag for GoodProperty in each class
    - *Using pattern*
      - Label class using GoodProperty interface

• **Examples from Java**
  - Cloneable
  - Serializable
Marker Interface Example

public interface SafePet {} // no methods

class Dog implements SafePet { … }
class Piranha { … }

Dog dog = new Dog();
Piranha piranha = new Piranha();

if (dog instanceof SafePet) … // True
if (piranha instanceof SafePet) … // False