

CMSC 132: Object-Oriented Programming II

Design Patterns II



Department of Computer Science
University of Maryland, College Park

More Design Patterns

■ Marker interface

- Label semantic attributes of a class

■ Observer

- A way of notifying change to a number of classes

■ State

- Alter an object's behavior when its state changes

■ Visitor

- Defines a new operation to a class without changing class

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

Marker Interface Pattern

■ 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 GoodProperty { } // no methods
```

```
class A implements GoodProperty { ... }
```

```
class B { ... }
```

```
class A goodObj = new A();
```

```
class B badObj = new B();
```

```
if (goodObj instanceof GoodProperty) ... // True
```

```
if (badObj instanceof GoodProperty) ... // False
```

Observer Pattern

■ Definition

- Updates all dependents of object automatically once object changes state

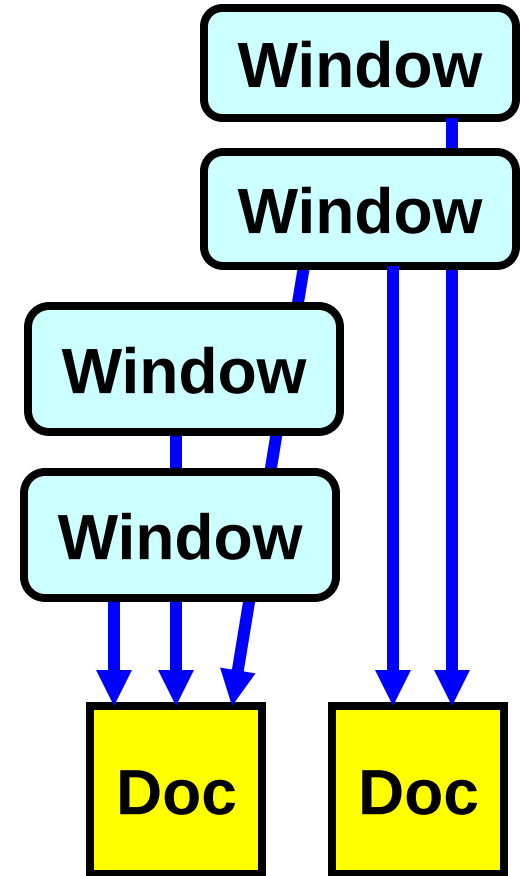
■ Where to use & benefits

- One change affects one or many objects
- Many object behavior depends on one object state
- Need broadcast communication
- Maintain consistency between objects
- Observers do not need to constantly check for changes

Observer Pattern

■ Example

- Multiple windows (views) for single document
- Original
 - Each window checks document
 - Window updates image if document changes
- Using pattern
 - Each window registers as observer for document
 - Document notifies all of its observers when it changes



Observer Example

```
public interface Observer {  
    public void update(Observable o, Object a)  
        // called when observed object o changes  
}
```

```
public class Observable {  
    protected void setChanged()           // changed  
    protected void clearChanged()         // no change  
    boolean hasChanged()                  // return changed?  
  
    void addObserver(Observer o)          // track observers  
    void notifyObservers()                 // notify if changed,  
    void notifyObservers(Object a)         // then clear change  
}
```


Observer Example

```
public class MyWindow implements Observer {  
    public openDoc(Observable doc) {  
        doc.addObserver(this); // add window to list  
    }  
    public void update(Observable doc, Object arg) {  
        redraw(doc); // display updated document  
    }  
}  
  
public class MyDoc extends Observable {  
    public void edit() {  
        ... // edit document  
        setChanged(); // mark change  
        notifyObservers(arg); // invokes update()  
    }  
}
```

State Pattern

■ Definition

- Represent change in an object's behavior using its member classes

■ Where to use & benefits

- Control states without many if-else statements
- Represent states using classes
- Every state has to act in a similar manner
- Simplify and clarify the program

State Pattern

■ Example

- States representing finite state machine (FSM)

- Original

 - Each method chooses action depending on state

 - Behavior may be confusing, state is implicit

- Using pattern

 - State interface defines list of actions for state

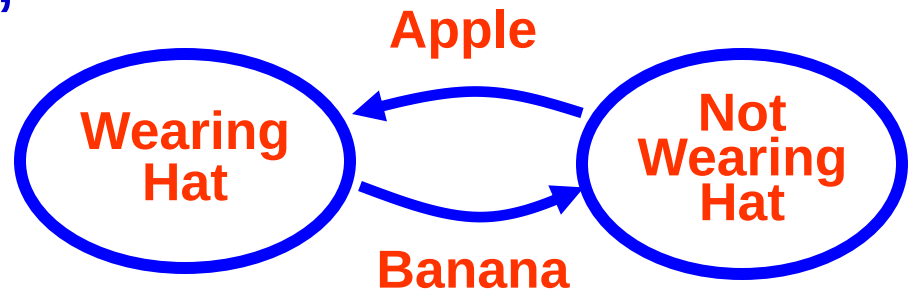
 - Define inner classes implementing State interface

 - Finite state machine instantiates each state and tracks its current state

 - Current state used to choose action

State Example – Original Code

```
public class FickleFruitVendor {  
    boolean wearingHat;  
    boolean isHatOn() { return wearingHat; }  
    String requestFruit() {  
        if (wearingHat) {  
            wearingHat = false;  
            return "Banana";  
        }  
        else {  
            wearingHat = true;  
            return "Apple";  
        }  
    }  
}
```



State Example

```
public interface State {  
    boolean isHatOn();  
    String requestFruit();  
}
```

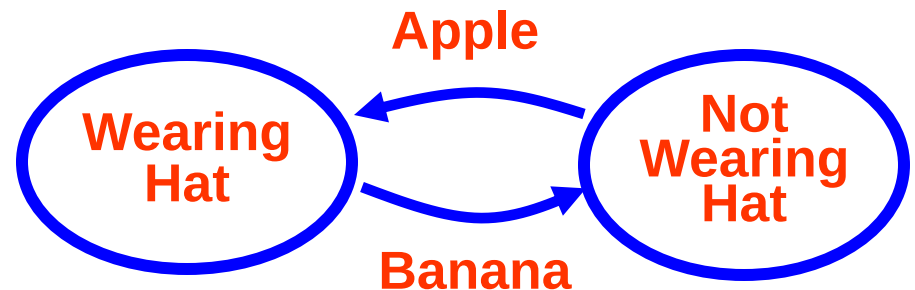
```
public class WearingHat implements State;  
public class NotWearingHat implements State;
```

State Example

```
public class FickleFruitVendor {  
    State wearingHat = new WearingHat();  
    State notWearingHat = new NotWearingHat();  
  
    // explicitly track current state of Vendor  
    State currentState = wearingHat;  
  
    // behavior of Vendor depends on current state  
    public boolean isHatOn() {  
        return currentState.isHatOn();  
    }  
    public String requestFruit() {  
        return currentState.requestFruit();  
    }  
}
```

State Example

```
class WearingHat implements State {  
    boolean isHatOn() { return true; }  
    String requestFruit() {  
        currentState = notWearingHat; // change state  
        return "Banana";  
    }  
}  
class NotWearingHat implements State {  
    boolean isHatOn() { return false; }  
    String requestFruit() {  
        currentState = wearingHat; // change state  
        return "Apple";  
    }  
}  
} // end class
```



Visitor Pattern

■ Definition

- Define operations on elements of data structures without changing their classes

■ Where to use & benefits

- Add operations to classes with different interfaces
- Can modify operations on data structure easily
- Encapsulate operations on elements of data structure
- Decouples classes for data structure and algorithms
- Crossing class hierarchies may break encapsulation

Visitor Pattern

■ Example

- Print elements in collection of objects

- Original

 - Iterator chooses action based on type of object

 - Many if-else statements

- Using pattern

 - Visitor interface defines actions during visit

 - Visitable interface allow objects to **accept** visit

 - Action automatically selected by polymorphic functions through **double dispatch**

Visitor Example – Original Code

```
public void messyPrintCollection(Collection c) {  
    for (Object o : c) {  
        if (o instanceof String)  
            System.out.println("{"+o.toString()+"}"); // add { }  
        else if (o instanceof Float)  
            System.out.println(o.toString()+"f");      // add f  
        else  
            System.out.println(o.toString());  
    }  
}
```

Visitor Example

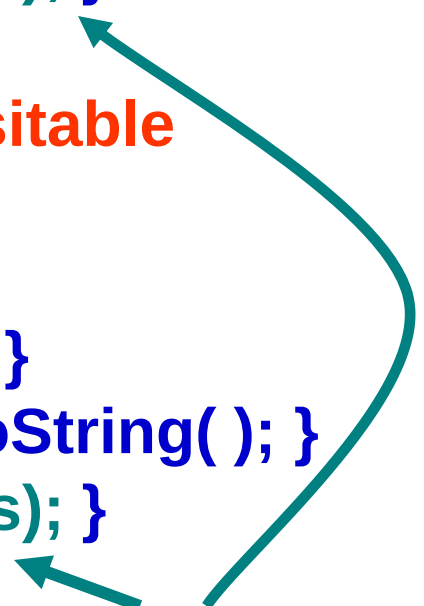
```
public interface Visitor
{
    public void visit(VisitableString s);
    public void visit(VisitableFloat f);
}
```

```
public interface Visitable
{
    public void accept(Visitor v);
}
```

Visitor Example

```
public class VisitableString implements Visitable
{
    private String value;
    public VisitableString(String s) { value = s; }
    public String toString() { return value.toString(); }
    public void accept(Visitor v) { v.visit(this); }
}

public class VisitableFloat implements Visitable
{
    private Float value;
    public VisitableFloat(Float f) { value = f; }
    public String toString() { return value.toString(); }
    public void accept(Visitor v) { v.visit(this); }
}
```

A diagram illustrating double dispatch. Two green arrows originate from the text 'Double dispatch' at the bottom right. One arrow points to the 'v.visit(this);' line in the 'VisitableString' class, and the other points to the 'v.visit(this);' line in the 'VisitableFloat' class.

Double dispatch

Visitor Example

```
public class PrintVisitor implements Visitor
{
    public void visitCollection(Collection c) {
        for (Object o : c) {
            if (o instanceof Visitable)
                ((Visitable) o).accept(this);
            else
                System.out.println(o.toString());
        }
    }
    public void visit(VisitableString s) {
        System.out.println("{"+s.toString()+"}");
    }
    public void visit (VisitableFloat f) {
        System.out.println(f.toString()+"f");
    }
}
```

UML Class Diagram of Abstract Visitor

