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Hogeschool Rotterdam  
Rotterdam, Netherlands

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## Lecture topics

- Intro to DEV4
- Design patterns introduction
- The visitor design pattern
- Course agenda
- Conclusions

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## What you have done so far?

- Encapsulation, polymorphism, subtyping, generics, etc.;
- Powerful ways to express interactions among objects.

## What we have not told you?

- Interactions between program modules affect maintainability
- The higher the interactions, the higher is the chance of having bugs
- This phenomenon is known as coupling

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## What is coupling?

- If changing one module in a program requires changing another module, then we have coupling.

## High-coupling

- As the amount of interaction between two classes **A** and **B** increases, the coupling between them increases as well;
- This translates into: whenever **A** changes, the chance to erroneously change **B** is “high”;
- More bugs

## High-coupling

- The class Driver contains a field of type Car
- The class Driver has visibility of all Car public methods and fields
- The interaction between Driver and Car should be limited to the Move method

```
1  class Driver {  
2      private Car car;  
3      void Drive() {  
4          public this.car.Move();  
5      }  
6  }  
7  class Car {  
8      public void Move() {  
9          ...  
10     }  
11 }
```



## Low-coupling

- The amount of interaction between two classes **A** and **B** is limited to a series of methods provided by an interface;
- This translates into: whenever **A** changes, the chance to erroneously change **B** is “low”, since **A** know little about **B**.

## Low-coupling

- The class Driver contains a polymorphic type Vehicle
- The interaction between Driver and Car is restricted to the interface method Move

```
1  class Driver {  
2      private Vehicle vehicle;  
3      void Drive() {  
4          public this.vehicle.Move();  
5      }  
6  }  
7  interface Vehicle {  
8      void Move();  
9  }  
10 class Car : Vehicle {  
11     public void Move() {  
12         ...  
13     }  
14 }
```

## Low vs High coupling

- As the amount of entities increases, the of amount of interactions increases (especially if the interfaces are not clear or not used at all);
- It is a very big number (we are talking about a factorial function) depending on the amount of interacting objects
- More precisely, given  $C$  classes, it is:

$$I \sim \left( \sum_{k=2}^C \frac{C!}{2(C-k)!} \right)$$

## Low vs High coupling

- Consider a very simple program with only 4 classes
- This amount is given by

$$I \sim \frac{4!}{2(4-2)!} + \frac{4!}{2(4-3)!} + \frac{4!}{2(4-4)!} = 30$$

- One could argue that: to avoid coupling we can put everything in one big class;
- Unfortunately this does not solve the problem, since we can have coupling also within a single class.
- Parts of the class `Driver` still have complete visibility on the rest of the class

```
1 class Driver {  
2     private Vehicle vehicle;  
3     void Drive() {  
4         public this.vehicle.Move();  
5     }  
6     public void Move() {  
7         ...  
8     }  
9 }
```

## Achieving low-coupling

- Maintaining code is hard and expensive
- Low coupling = easily maintainable code
- What seems desirable when dealing with software development is to keep coupling (our interactions) among entities as low as possible

## Maintainability in code

- Is an important aspect in development;
- It affects costs, code customization, bug fixing, etc.
- Maintainable code = low chance of bugs and smaller effort in making changes

## Polymorphism for taming coupling in programs

- We can control interactions by means of an interface that hides the specifics of some classes
- Every entity interacts with another only through small “windows” (defined as interfaces), each exposing specific and controlled behavior.



## Low-coupling a general view

- Given two classes A and B;
- A interacts with an `I_B` interface, whenever A needs to interact with an instance of type B;
- B interacts with an `I_A` interface, whenever B needs to interact with an instance of type A.

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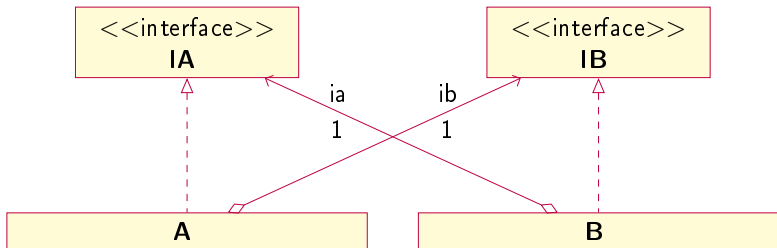
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```
1 class Driver {  
2     private Vehicle vehicle;  
3     void Drive() {  
4         public this.vehicle.Move();  
5     }  
6 }  
7 interface Vehicle {  
8     void Move();  
9 }  
10 class Car : Vehicle {  
11     private Engine engine;  
12     public void Move() {  
13         ...  
14     }  
15 }
```

- The driver can yes interact with a vehicle, but only with its public Move method;
- The engine, which should not be accessible outside the car, is not mentioned in the interface, so the driver cannot interact with it.

## Recurrent patterns in objects interactions

- Disciplined interactions such as the one above tend to exhibit some recurring high level structures;
- Such recurrent structures are known under the umbrella term of **design patterns**.

## Design Patterns

- Design patterns in short are: ways to capture recurrent patterns for expressing controlled interactions between objects;
- We will now see a specific example of such a pattern.

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## Choosing in the presence of polymorphism

- As you already know polymorphism is a powerful mechanism that allows decomposition and code reuse;
- However, polymorphism becomes dangerous when given a general<sup>a</sup> instance we have to choose what its specific shape is.

---

<sup>a</sup>Cat is Animal. Cat is specific. Animal is general.

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## Why is choosing concrete types so dangerous?

- Mainly because a general type has no information about what classes are implementing it.

```
1 interface Vehicle {  
2     void Move();  
3 }  
4 class Car : Vehicle {  
5     ...  
6 }  
7 class Bike : Vehicle {  
8     ...  
9 }
```

- Given an instance *v* of type *Vehicle*, what can we say about the concrete type of *v*?
- Is it a *Car* or a *Bike*?
- What if we want to turn on the lights of the car of *v*?



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## Safe choice in the presence of polymorphism

- We need a mechanism that allows us to manipulate polymorphic instances as if they were concrete;
- Concrete instances are the only ones who know their identity, so we allow them to choose from a series of given “options”.

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# Visiting Option's

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## The Option data structure

- Is used when an actual value might not exist for a named value or variable;
- An option has an underlying type and can hold a value of that type, or it might not have a value.

## Example of usage

- The following code illustrates the use of the option type;
- In this case we are capturing the number 5 within a `Some<int>` object;

```
1 Option<int> a_number = new Some<int>(5);
```

## Example of usage

- In this case we capturing the “nothing” common to all values of type `int` withing a `None<int>` object;

```
1 Option<int> another_number = new None<int>();
```

## Some<T> and None<T>

- Both types implement the Option<T> data structure;

```
1 class Some<T> : Option<T> {  
2   ...  
3 }
```

```
1 class None<T> : Option<T> {  
2   ...  
3 }
```

- Some<T> is a container of data, of type T, which is ready to get consumed; and
- None<T> is a container of data, of type T, which is not ready to get consumed yet.

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## Option<T>

- Is an interface that represents both the absence and presence of data of type T

```
1 interface Option<T> {  
2   ...  
3 }
```

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# Visiting Options without lambdas

## Visiting an Option<T>

- As option represents a generic container for any type of objects, we need a mechanism that allows us to manipulate its content regardless its concrete data type;
- We add a method `Visit` to our interface that accepts as input a “Visitor” (an `IOptionVisitor<T, U>`) and returns a generic result;
- To get information out of the concrete instance of an option we use the visitor object; The visitor object is able to talk to the concrete instance and to perform operations on it;
- **Note**, in many literature this `Visit` method is generally called `Accept`.

```
1 interface Option<T> {  
2   U Visit<U>(IOptionVisitor<T, U> visitor);  
3 }
```



## The IOptionVisitor<T, U>

- Is an interface that provides a series of method signatures each per concrete class;
- In our case we have two signatures one for visiting a concrete Some instance and one for the None.

```
1 interface IOptionVisitor<T, U> {  
2     U Visit<U>(Some<T> option);  
3     U Visit<U>(None<T> option);  
4 }
```

## A concrete visitor - LambdaOptionVisitor<T, U>

- An instance of a LambdaOptionVisitor is able to perform operations on both Some and None objects depending on the given concrete object type;
- Such operations are assigned during initialization and are stored as attributes of this class;

```
1 class LambdaOptionVisitor<T, U> : Option<T> {  
2     private Func<T, U> onSome;  
3     private Func<U> onNone;  
4     public LambdaOptionVisitor(Func<T, U> onSome, Func<U> onNone) {  
5         this.onNone = onNone;  
6         this.onSome = onSome;  
7     }  
8     public U Visit<U>(Some<T> option) {  
9         return onSome(option.value);  
10    }  
11    public U Visit<U>(None<T> option) {  
12        return onNone();  
13    }  
14 }
```

## Visiting a None<T>

- At this point, when visiting an object of type None<T> we only implement the Visit method: we call the visitor method Visit of the visitor given as input (with this as its input, in this way we will help the system to select the method among those declared in the IOptionVisitor interface) then we return the result of its call;

```
1 class None<T> : Option<T> {  
2     public U Visit<U>(IOptionVisitor<T, U> visitor) {  
3         return visitor.Visit(this);  
4     }  
5 }
```

## Visiting a Some<T>

- When instantiating a Some<T> a data of type T is passed and stored inside a field value;
- When visiting an object of type Some<T> we only implement the Visit method: we call the visitor method Visit of the visitor given as input (with this as its input, in this way we will help the system to select the method among those declared in the IOptionVisitor interface) then we return the result of its call;

```
1 class Some<T> : Option<T> {  
2     public T value;  
3     public Some(T value) {  
4         this.value = value;  
5     }  
6     public U Visit<U>(IOptionVisitor<T, U> visitor) {  
7         return visitor.Visit(this);  
8     }  
9 }
```

## Testing out our Option<T>

- The next line shows how to use our option to capture numbers and define operations over it;
- More precisely we instantiate a `LambdaOptionVisitor`, which is then used to visit a `Some` containing the number 5.

```
1 IOptionVisitor<int, int> opt_visitor = new LambdaOptionVisitor<int, int>(()  
2     => "Throw␣exception..", x => (x + 1));  
3 Option<int> number = new Some<int>(5);  
   number.Visit(opt_visitor);
```

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# Visiting Options lambdas

## Visiting an Option<T>

- As option represents a generic container for any type of objects, we need a mechanism that allows us to manipulate its content regardless its concrete data type;
- We add a method to our interface called Visit that accepts as inputs a series of options (in the shape of lambdas) and a generic result;
- Each option will be selected by exactly one of the possible concrete types;
- We decided a priori that the first argument is meant for the class None<T> while the second one for the Some<T>

```
1 interface Option<T> {  
2     U Visit<U>(Func<U> onNone, Func<T, U> onSome);  
3 }
```

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## Visiting a None<T>

- When visiting an object of type None<T> we first select the input reserved for it then we return the result of its call;

```
1 class None<T> : Option<T> {  
2     public U Visit<U>(Func<U> onNone,Func<T, U> onSome) {  
3         return onNone();  
4     }  
5 }
```



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## Visiting a Some<T>

- When instantiating a Some<T> a data of type T is passed and stored inside a field value;
- When visiting an object of type Some<T> we first select the input reserved for it then we return the result of its call with value given as input;
- We pass value to the lambda, since it might be transformed/consumed by it;

```
1 class Some<T> : Option<T> {  
2     private T value;  
3     public Some(T value) {  
4         this.value = value;  
5     }  
6     public U Visit<U>(Func<U> onNone, Func<T, U> onSome) {  
7         return onSome(value);  
8     }  
9 }
```

## Testing out our Option<T>

- The next line shows how to use our option to capture numbers and define operations over it;
- More precisely we define a Some containing the number 5 with the following operations:
  - The first lambda runs an exception, since we are trying to read a data that is not ready (None represents a null object);
  - The second lambda gets as input the value stored into Some and increments it by 1.

```
1 Option<int> number = new Some<int>(5);  
2 int inc_number = number.Visit(() => "ThrowException..", x => (x + 1));
```

## Testing out our Option<T>

- The next line shows an example with a None object;
- Visiting such object will indeed cause an exception;
- As we see we managed to define operations on the fly over polymorphic data types in a controlled way;
- This design will work properly (regardless the data type captured by T) as long as there are always options to choose.

```
1 Option<int> number = new None<int>();  
2 int inc_number = number.Visit(() => "ThrowException..", x => (x + 1));
```

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## More sample

- Can be found on GIT under the folder: Design Patterns Samples C.

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## The general idea

- What we have seen so far is an example implementing the *visitor* design pattern;
- It allows the recovery of “lost-type” information from a general instance back to specifics;
- The recovery is based on the actual activation of one of the multiple “options”;
- The options can be instances of some concrete visitor interface, or (more elegantly) lambda's;
- We will for now on focus on the lambda implementation.

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## How do we define it (lambda version)? (Step 1)

- Given:  $C_1, \dots, C_n$  classes implementing a common interface  $I$ ;
- Every class  $C_i$  has fields  $f_i^1, \dots, f_i^{m_i}$

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## How do we define it (lambda version)? (Step 2)

- We now add to  $I$  a method `Visit` that returns an result of type  $U$ ;
- `Visit`, which is method common to all classes implementing  $I$ , picks the right option based on its concrete shape;
- And since we do not know the visit result it returns a result of type generic  $sU$



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## How do we define it (lambda version)? (Step 2)

- The Visit method accepts as input arguments as many as the possible concrete classes;
- Every argument is a function that depends on the fields of the concrete instance and produces a result of type U.

```
1 interface I<FieldsC1, FieldsC2, ..., FieldsCN>
2 {
3     U Visit<U>(Func<FieldsC1, U> onC1,
4               ...,
5               Func<FieldsCN, U> onCN);
6 }
```

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## How do we implement it (lambda version)? (Step 3)

- Every class implementing the interface `I` has the task now to implement the `Visit` method, by selecting and calling the appropriate argument.

```
1  class C1<FieldsC1, FieldsC2, ..., FieldsCN>
2      : I<FieldsC1, FieldsC2, ..., FieldsCN>
3      {
4          Input_1 value;
5          U Visit<U>(Func<FieldsC1, U> onC1,
6                      ...,
7                      Func<FieldsCN, U> onCN){
8              onC1(this.value);
9          }
10     }
```

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## How do we use it (lambda version)? (Step 4)

- Every time we want to consume an instance of type  $M$  we have to Visit it.

```
1  I<FieldsC1, FieldsC2, ..., FieldsCN> i;  
2  ...  
3  m.Visit(  
4    i_1 => b1,  
5    ...,  
6    i_N => bn);
```

- Every argment of the visit becomes a function that is triggered depending on the concrete type of  $i$ ;
- $i_i$  are the fields of a concrete class  $C_i$ ;
- $b_i$  is the block of to run when a visit on an instance of a concrete type  $C_i$  is needed.

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### Visitor

**<<interface>>**  
**M<FieldsC1, FieldsCN>**

**Visit<U>(onC1 : FieldsC1 → U, ..., onCN : FieldsCN → U) :**  
**U**

**C1**

**Visit<U>(onC1 : FieldsC1 →**  
**U, ...) : U**

**CN**

**Visit<U>(..., onCN : FieldsCN**  
**→ U) : U**

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## Final considerations

- The visitor patterns provides us with a mechanism to safely manipulate polymorphic instances;
- From the interface point of view: this mechanism is transparent and safe, as there always will be an appropriate function to call;
- From the concrete class point of view: the instance itself is able to select the proper implementation among the input arguments of the visitor method without any complexity or risks.

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## Final considerations

- Lectures

- Intro to design patterns (1 lecture) TODAY
- Entities construction - Factory (1 lecture)
- Generalizing behaviors - Adapter (1 lecture)
- Extending/Composing behaviors - Decorator (1 lecture)
- Composing patterns - MVC, MVVM (1 lecture)
- Live coding class (1 lecture)

- Assignment

- Build a GUI application containing interactive buttons.

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## Conclusions

- Coupling in code is dangerous;
- Unmanaged interactions might introduce bugs;
- Interfaces are powerful means to control interactions.



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## Conclusions

- Software engineering techniques (called design patterns) have been developed to achieve low-coupling by effectively using interfaces;
- This is going to be the topic for this course;
- We will study a series of basic design patterns, used in many applications.

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The best of luck, and thanks for the  
attention!