

Mediator



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Overview



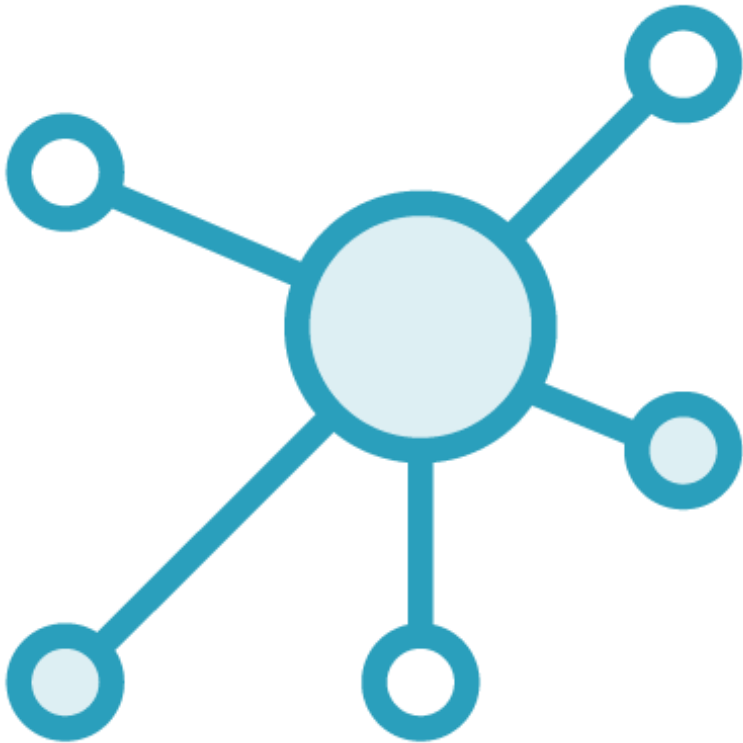
Motivation

Chat Room

Event Broker



Motivation



Components may go in and out of a system at any time

- Chat room participants
- Players in an MMORPG

It makes no sense for them to have direct references to one another

- Those references may go dead

Solution: have them all refer to some central component that facilitates communication

Mediator

A component that facilitates communication between other components without them being aware of each other or having direct (referential) access to each other.



Summary



Create the mediator and have each object in the system refer to it

- E.g., a reference field

Mediator engages in bidirectional communication with its connected components

Mediator has functions the components can call

Components have functions the mediator can call

Signal/slot (Boost.Signals) and event processing (RxCpp) libraries make communication easier to implement

