Null Object

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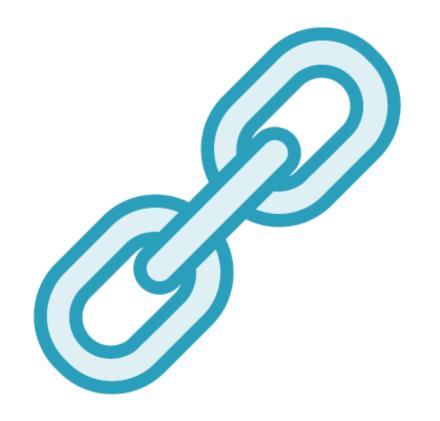
Overview

Motivation

Null Object

When component A uses component B, if typically assumes that B is actually present

- You inject B, not e.g., optional<B>
- You do not inject a pointer and then check for `nullptr` everywhere

There is no option of telling A *not* to use an instance of B

- Its use is hard-coded

Thus, we build a no-op, non-functioning inheritor of B and pass that into A

Structural or Behavioral?

Null Object

A no-op object that satisfies the dependency requirement of some other object.

Summary

Inherit from the required object

Implement the functions with empty bodies

- Return default values
- If those values are used, you are in trouble

Supply an instance of the Null Object in lieu of an actual object