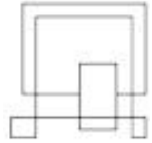


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VIA University College



Software Development with UML and Java 2

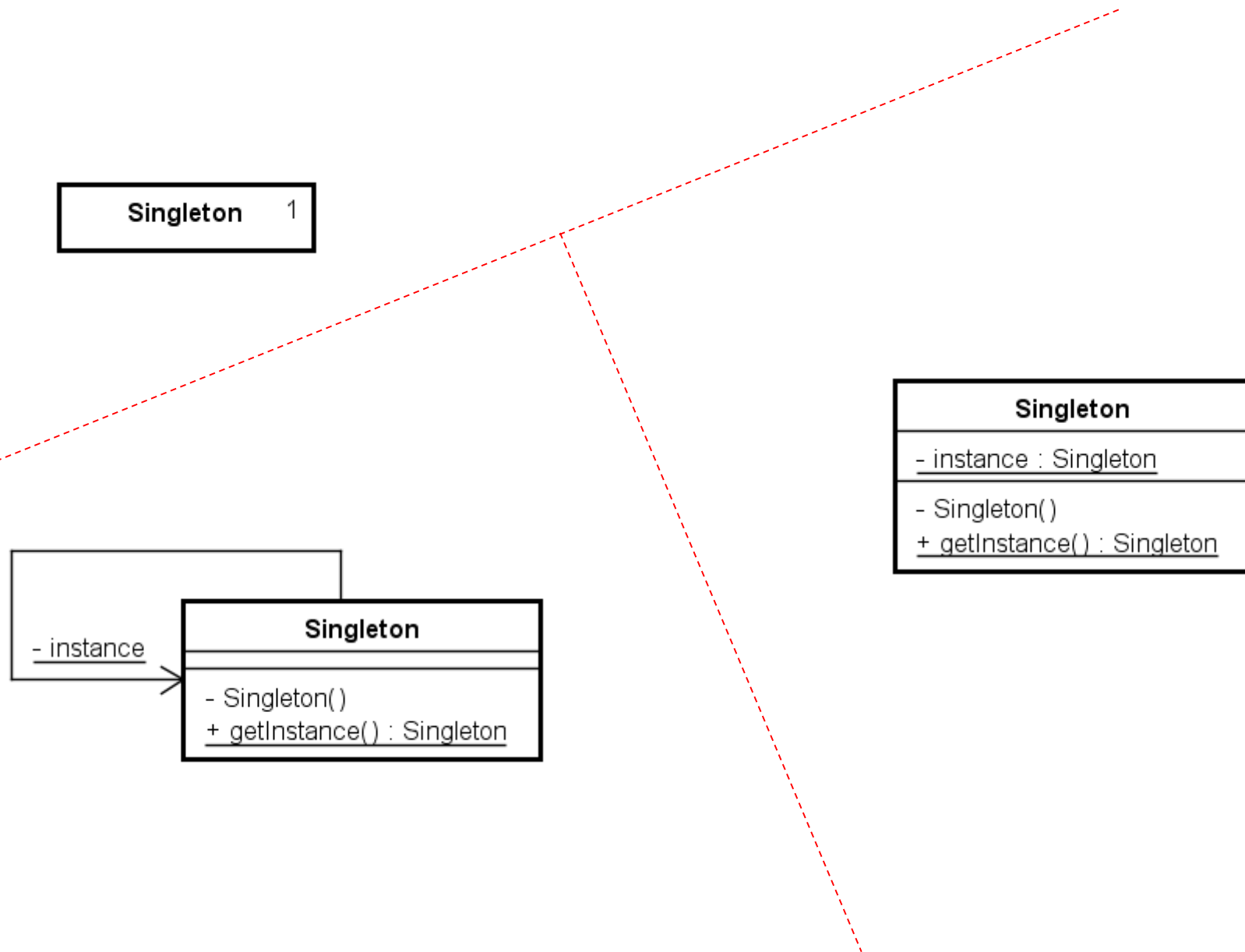
Agenda

- Design pattern: Singleton
- Design pattern: Flyweight

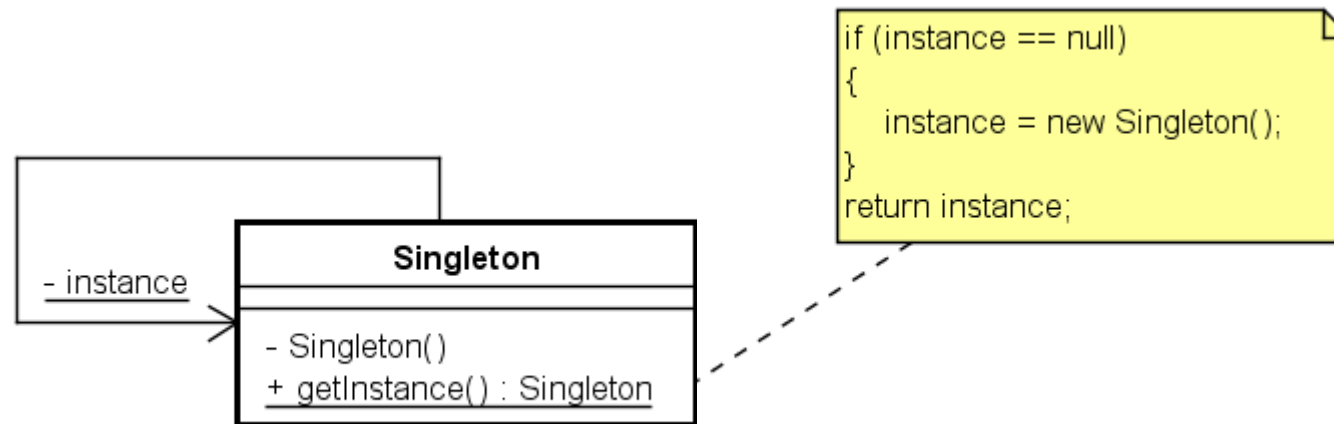
Design Pattern: Singleton

- Intent
 - Ensure that a class only has one instance, and provide a global point to access it
- Example
 - You have a network with many printers
 - All printers must be served by one single (global) print spooler
- Problem
 - How to create a single print spooler class that every printer driver has access to global spooler?

Design Pattern: Singleton



Design Pattern: Singleton



- Why is the Constructor private?
- Why is method `getInstance()` static?

Singleton implementation

```
public class Singleton
{
    private static Singleton instance;
    private Singleton()
    {
        // ...;
    }
    public static Singleton getInstance()
    {
        if (instance == null)
        {
            instance = new Singleton();
        }
        return instance;
    }
    // ...
}
```

Private class variable of the same type as the class (class variable = static)

Private constructor

Public class method returning an instance of the class (class method = static)

Note: this method has to ensure that only one instance is created

Singleton use

```
public class SingletonTest
{
    public static void main(String[] args)
    {
        Singleton reference1 = Singleton.getInstance();
        Singleton reference2 = Singleton.getInstance();

        System.out.println("reference1=" + reference1);
        System.out.println("reference2=" + reference2);
    }
}
```

/* OUTPUT:

reference1=Singleton@19821f

reference2=Singleton@19821f

*/

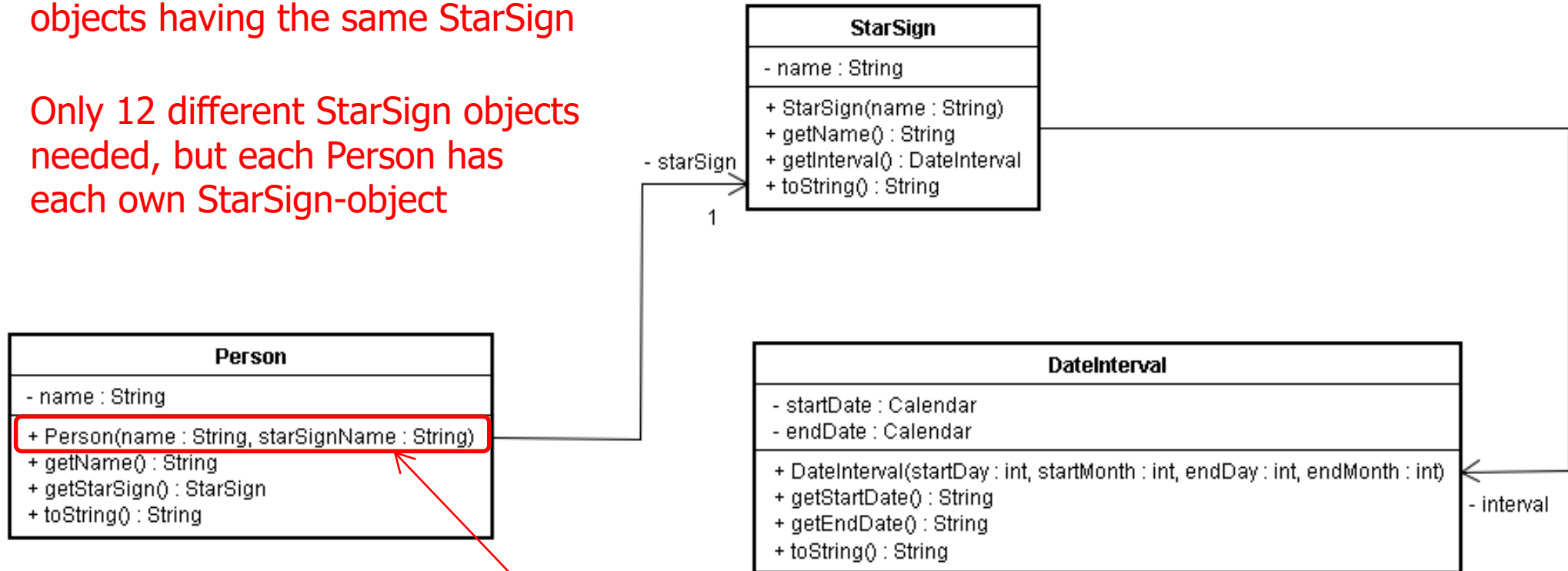
Design Pattern: Flyweight

- Intent
 - To share objects instead of creating more objects with the same state
- Example
 - Person list with information of star sign. The same star sign is shared by more than one person
 - A Person with a nationality. The same nationality is shared by more than one person
 - A calendar with each task having a Date object. The same date is shared by a lot of calendar tasks
- Problem
 - How to use a factory (a pool) of objects?

Motivation for Flyweight: A Person class

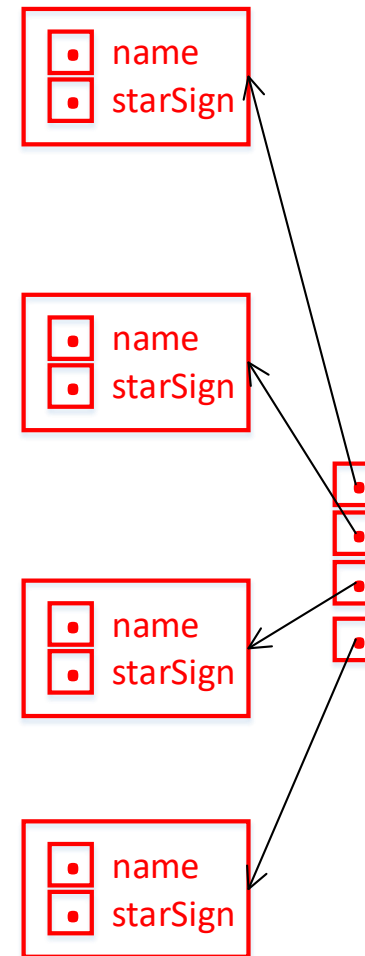
There could be multiple Person objects having the same StarSign

Only 12 different StarSign objects needed, but each Person has each own StarSign-object

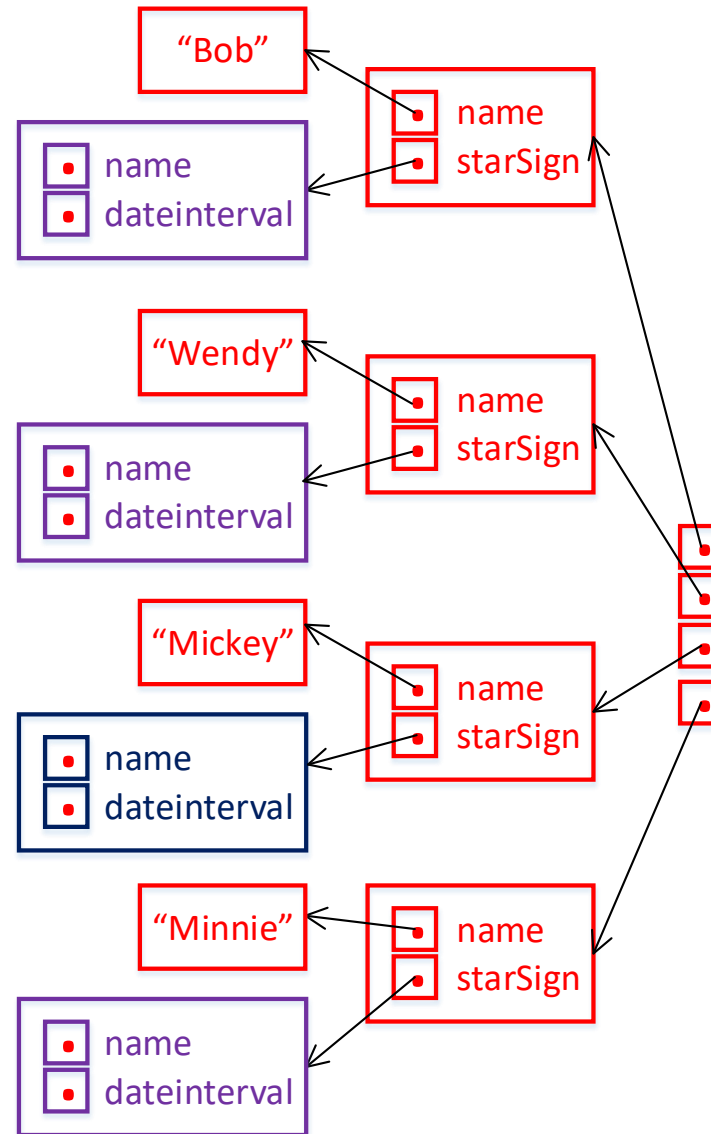


```
public Person(String name, String starSignName)
{
    this.name = name;
    this.starSign = new StarSign(starSignName);
}
```

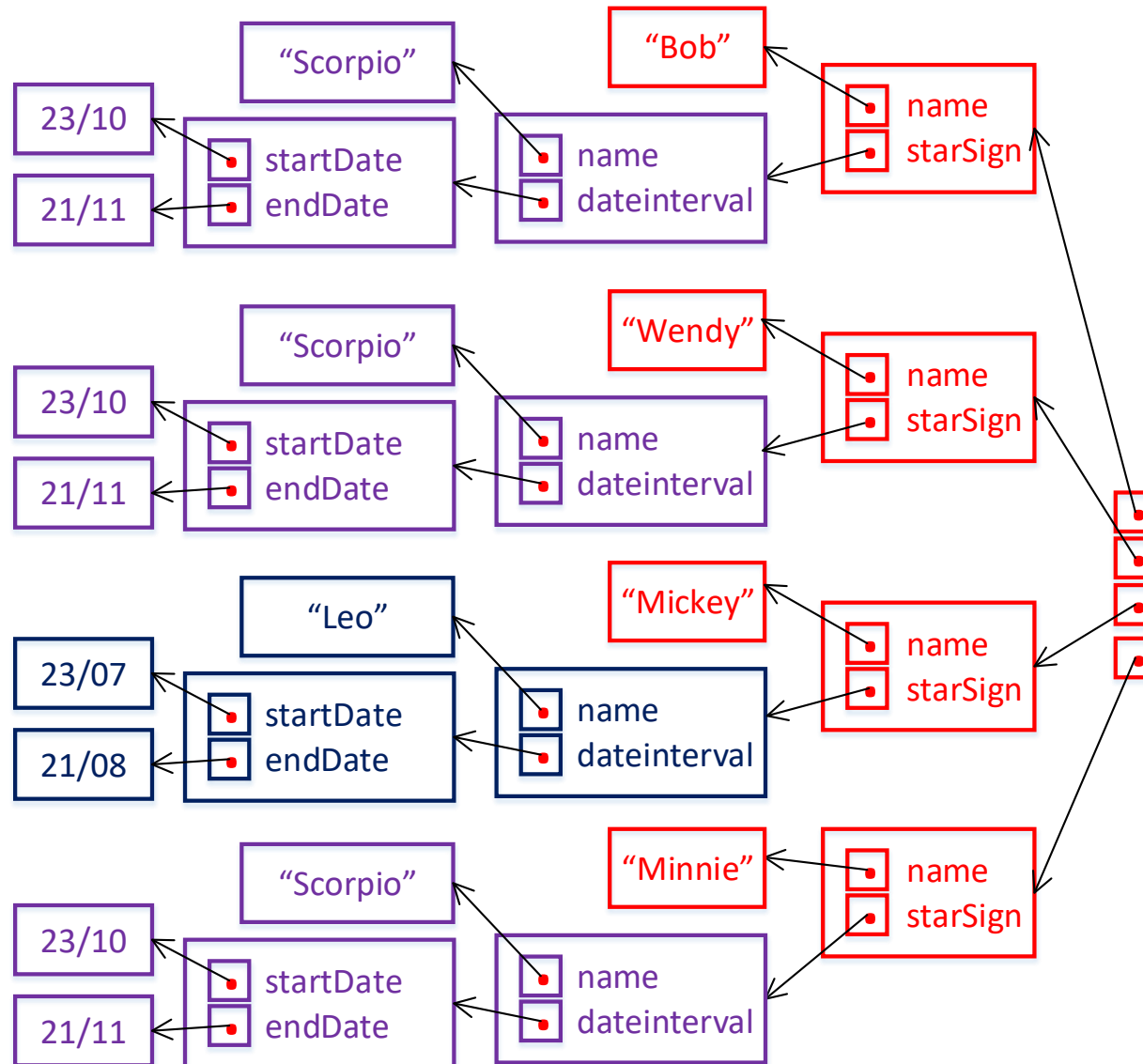
Example: 4 person objects



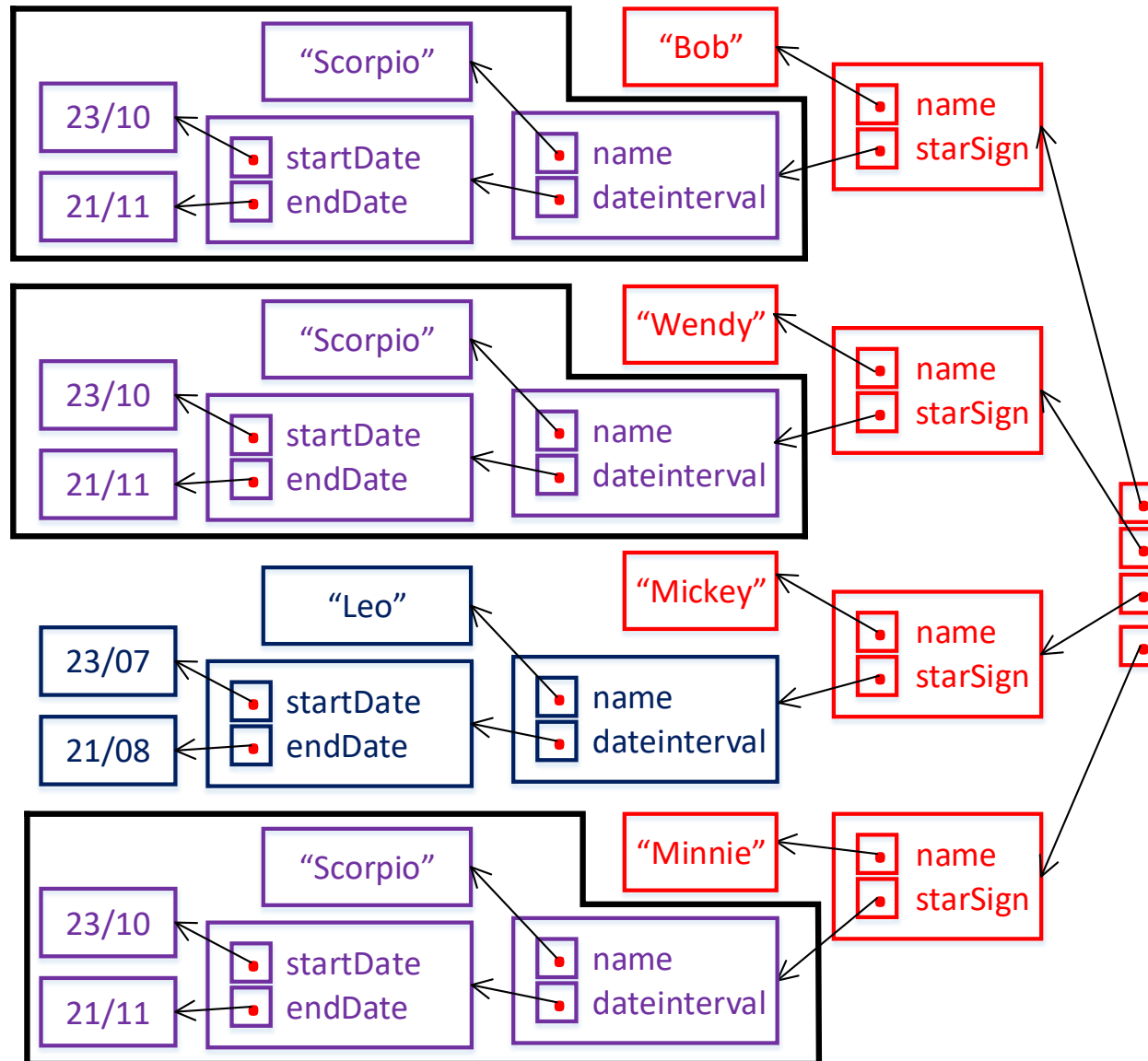
Example: 4 person objects



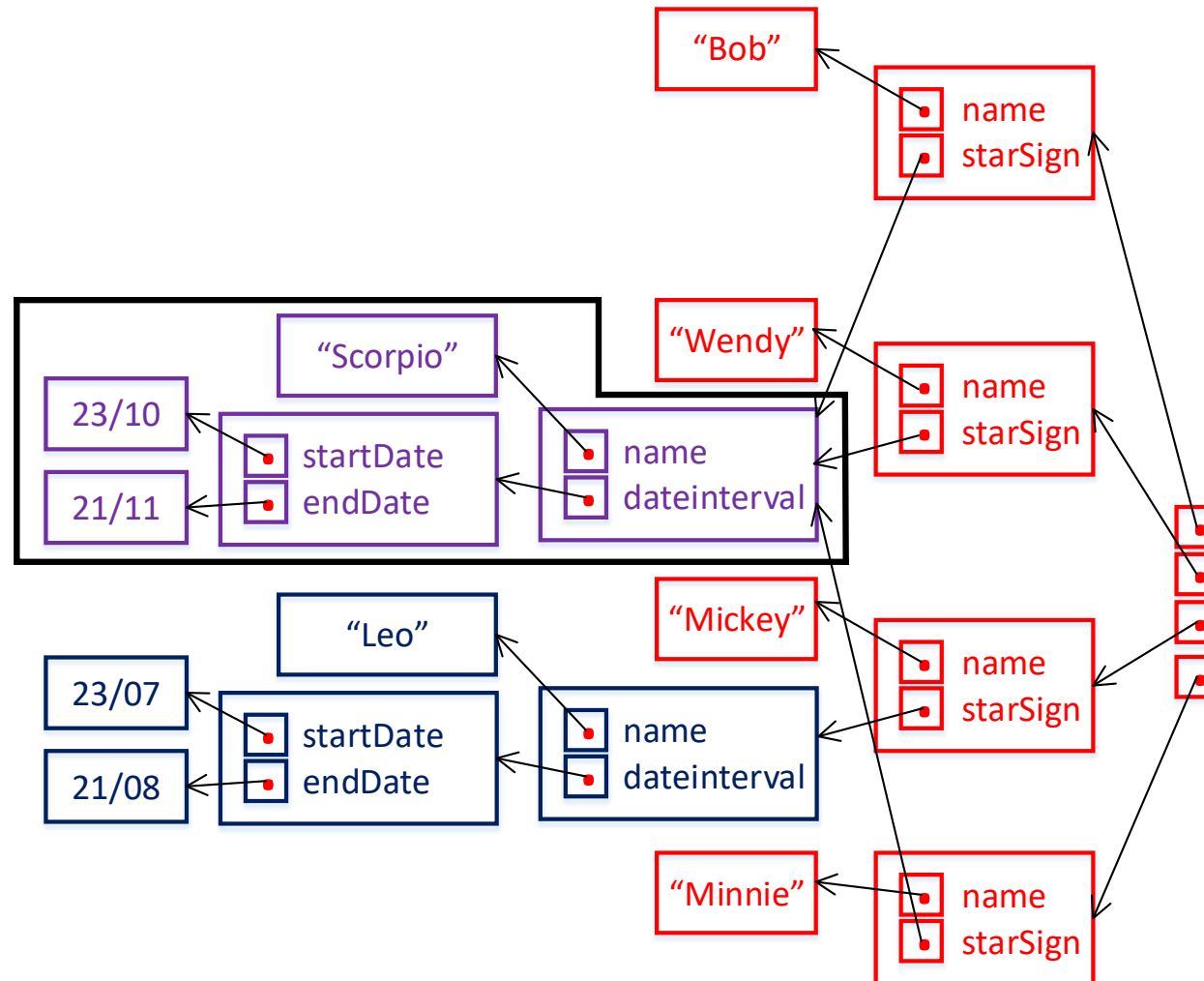
Example: 4 person objects



Example: 4 person objects

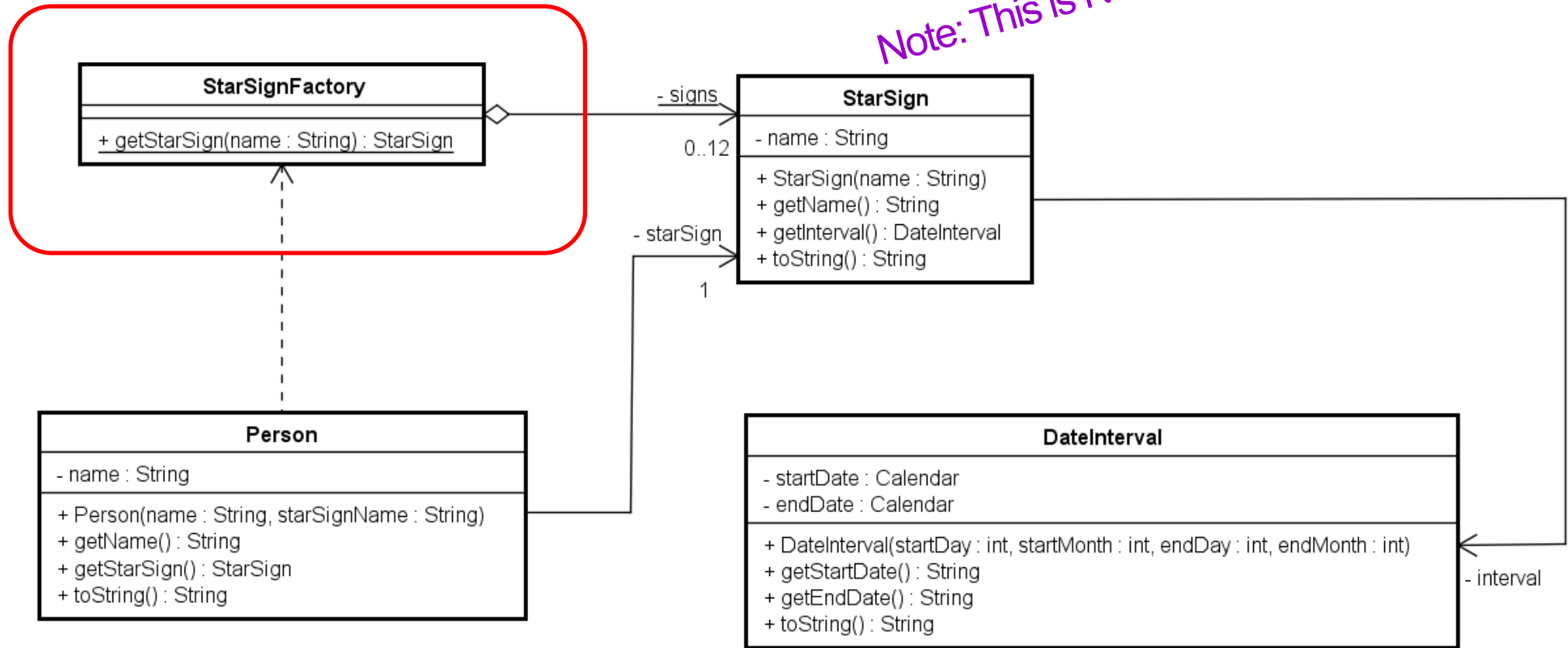


Example: 4 person objects (sharing objects)



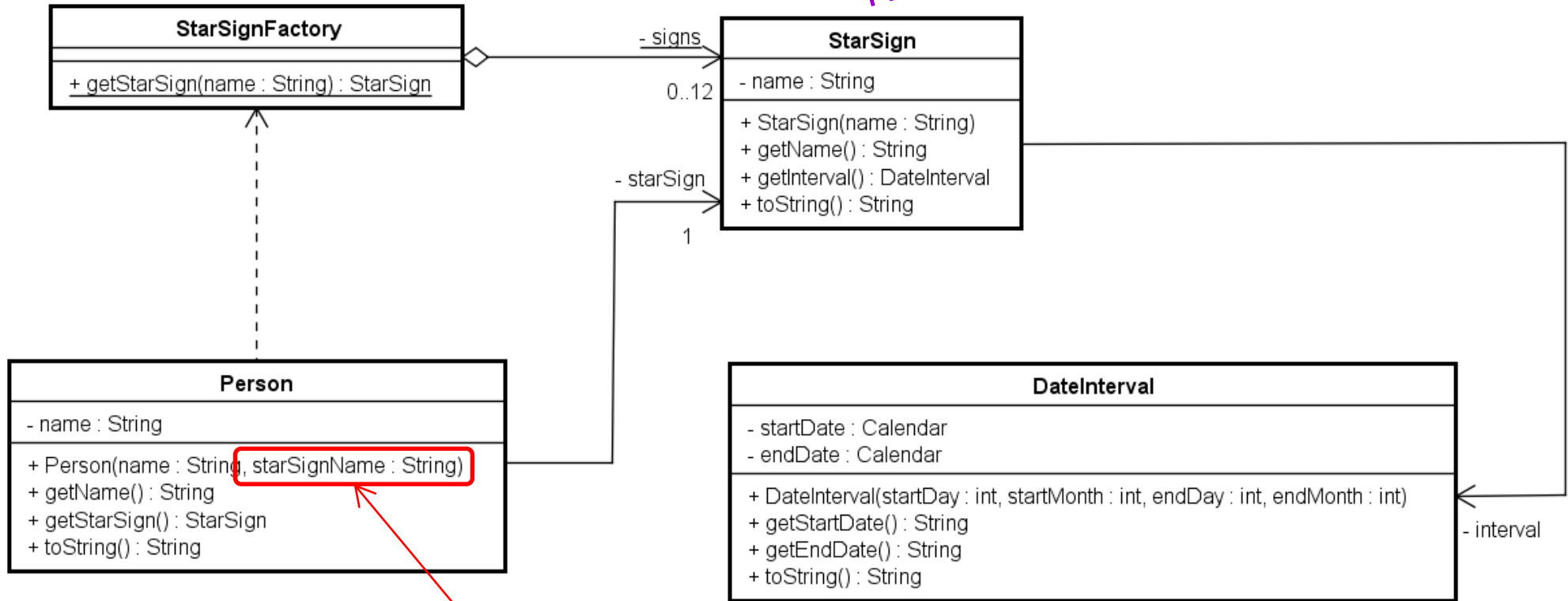
A factory producing StarSign objects

Note: This is NOT a Flyweight DP - yet



A factory producing StarSign objects

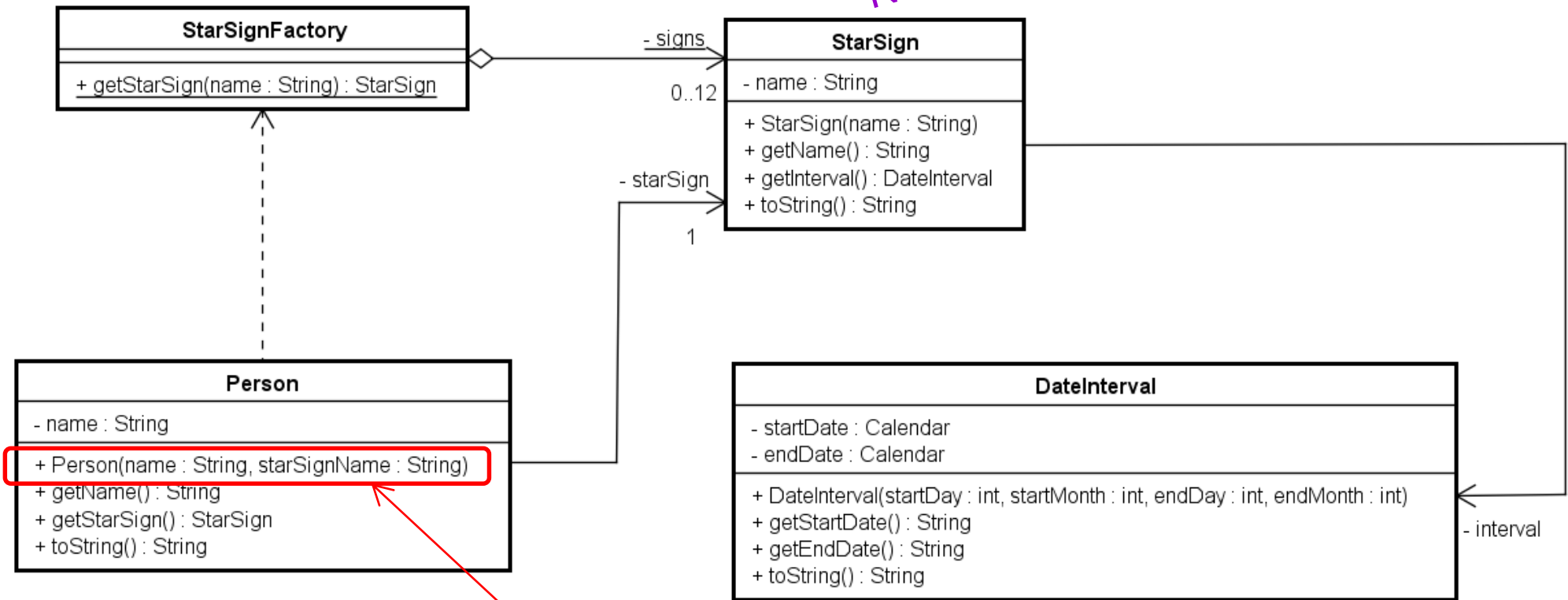
Note: This is NOT a Flyweight DP - yet



The constructor gets the StarSign-object from the StarSignFactory

A factory producing StarSign objects

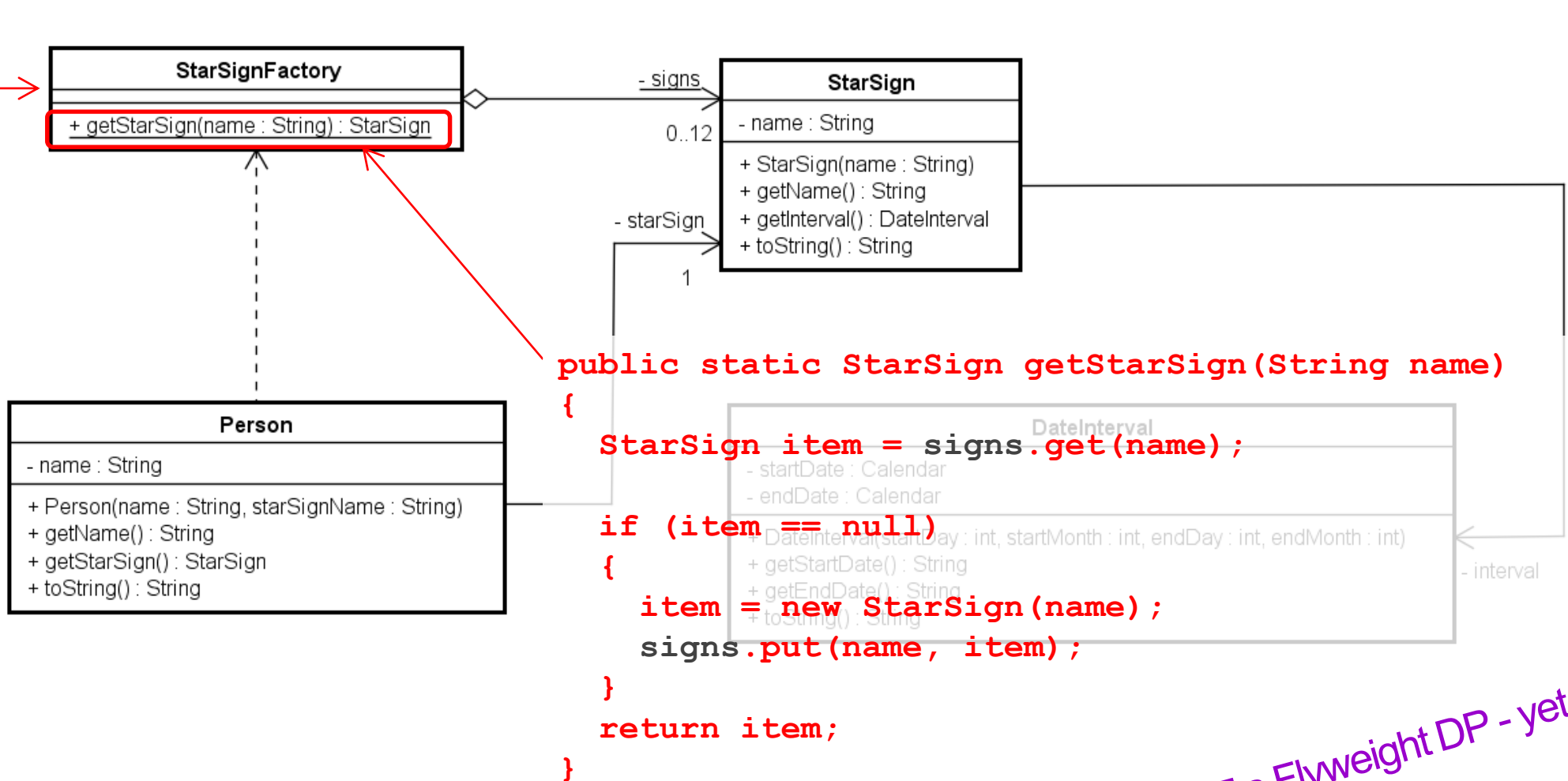
Note: This is NOT a Flyweight DP - yet



```
public Person(String name, String starSignName)
{
    this.name = name;
    this.starSign = StarSignFactory.getStarSign(starSignName);
}
```

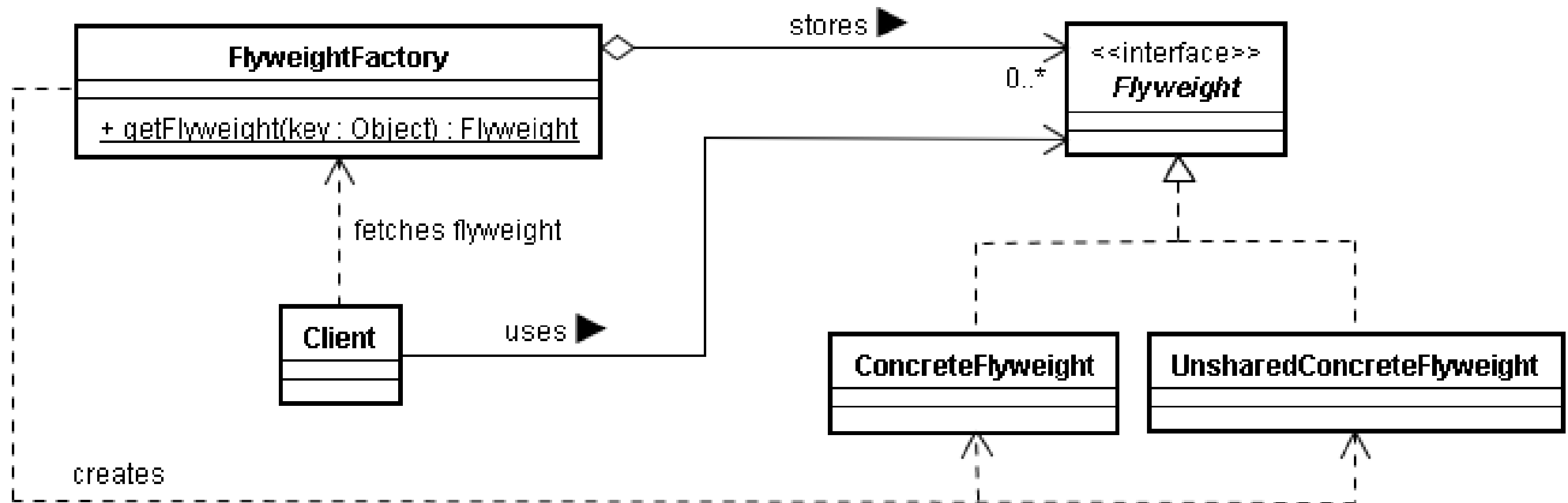
A factory producing StarSign objects

```
private static HashMap<String, StarSign> signs = new HashMap<String, StarSign>();
```



Note: This is NOT a Flyweight DP - yet

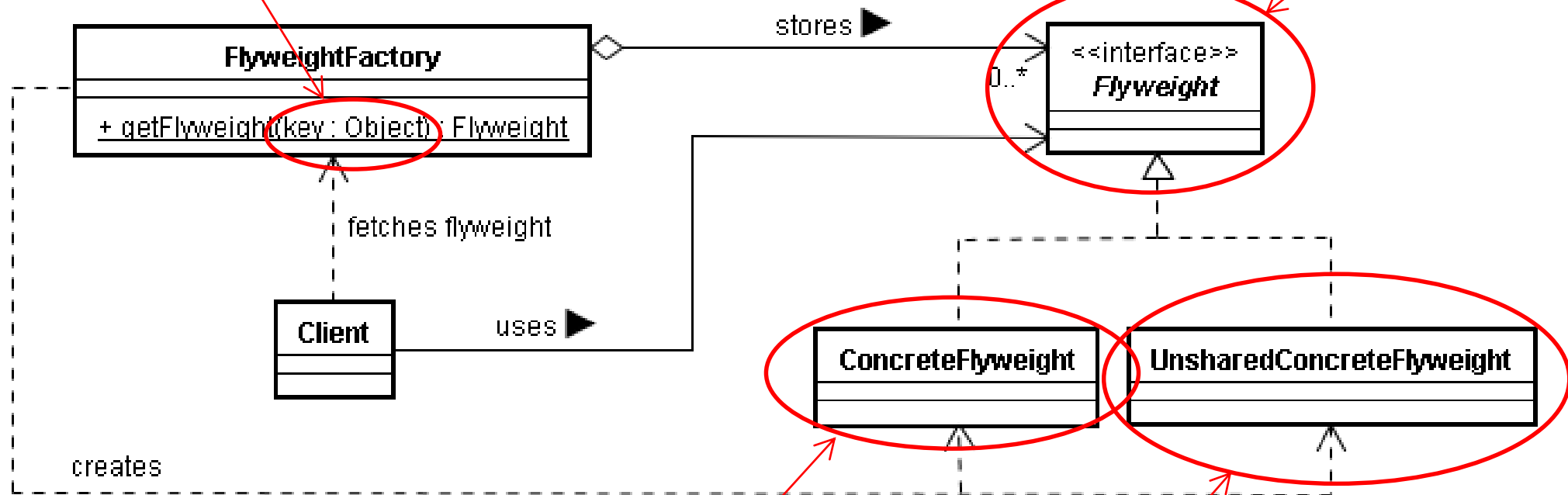
Flyweight design pattern



Flyweight design pattern

The argument type could be different

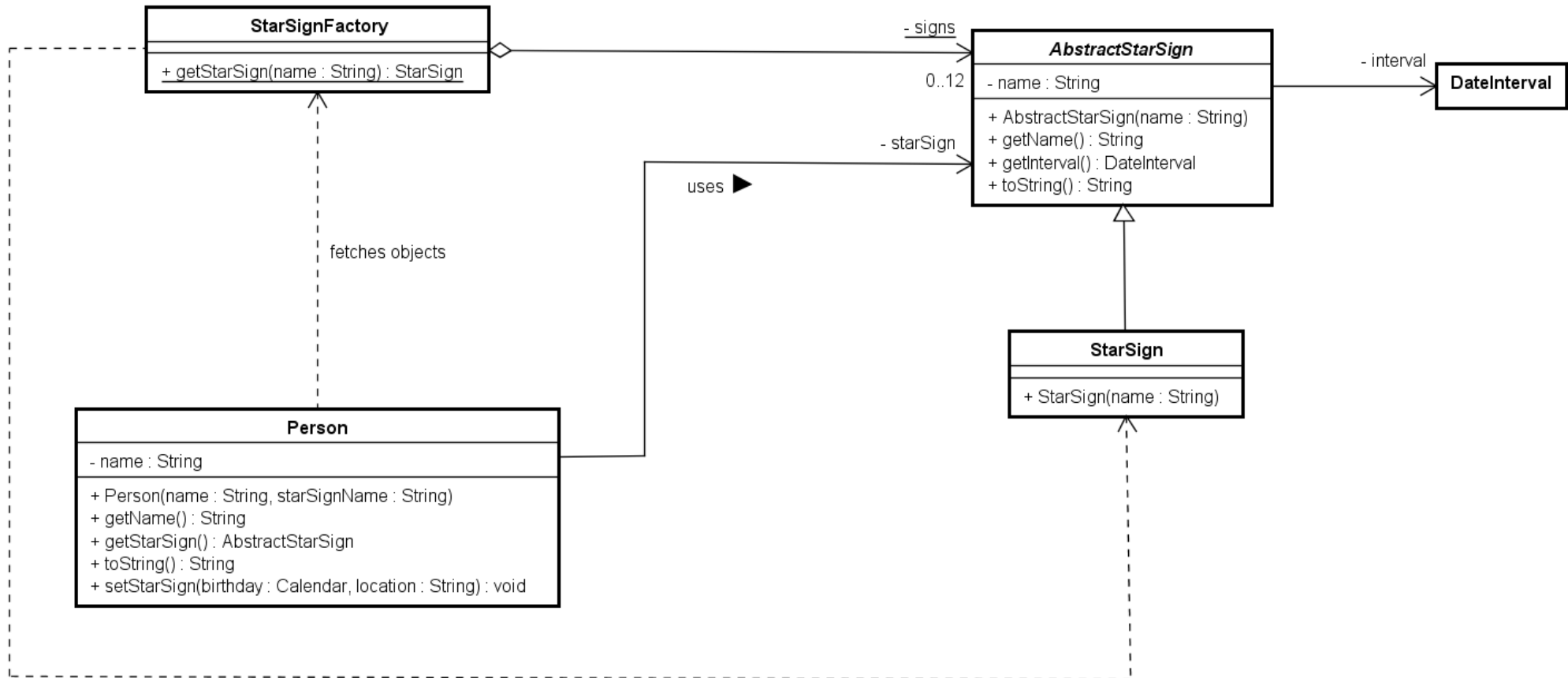
Alternatively, this could be an abstract class



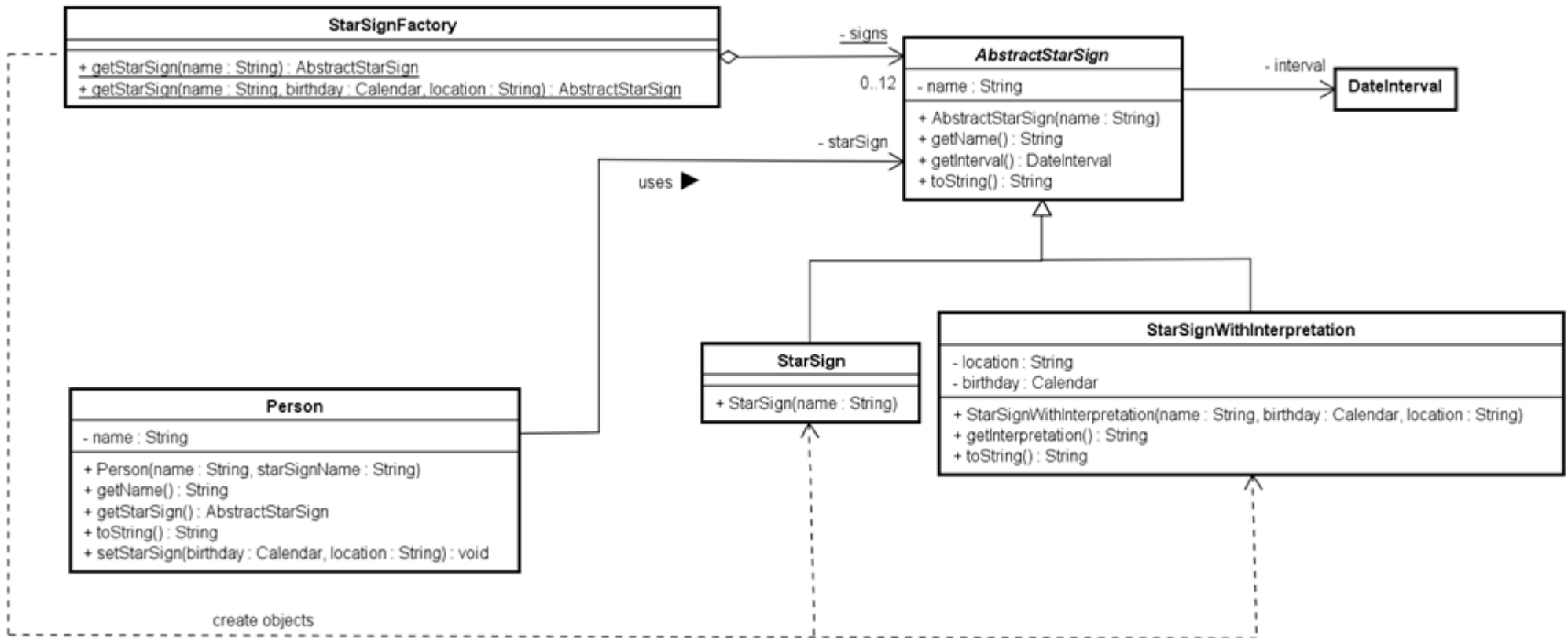
There could be multiple classes implementing the Flyweight interface (or extending the abstract Flyweight class)

The unshared objects could be omitted

StarSign – (Flyweight – only shared objects)



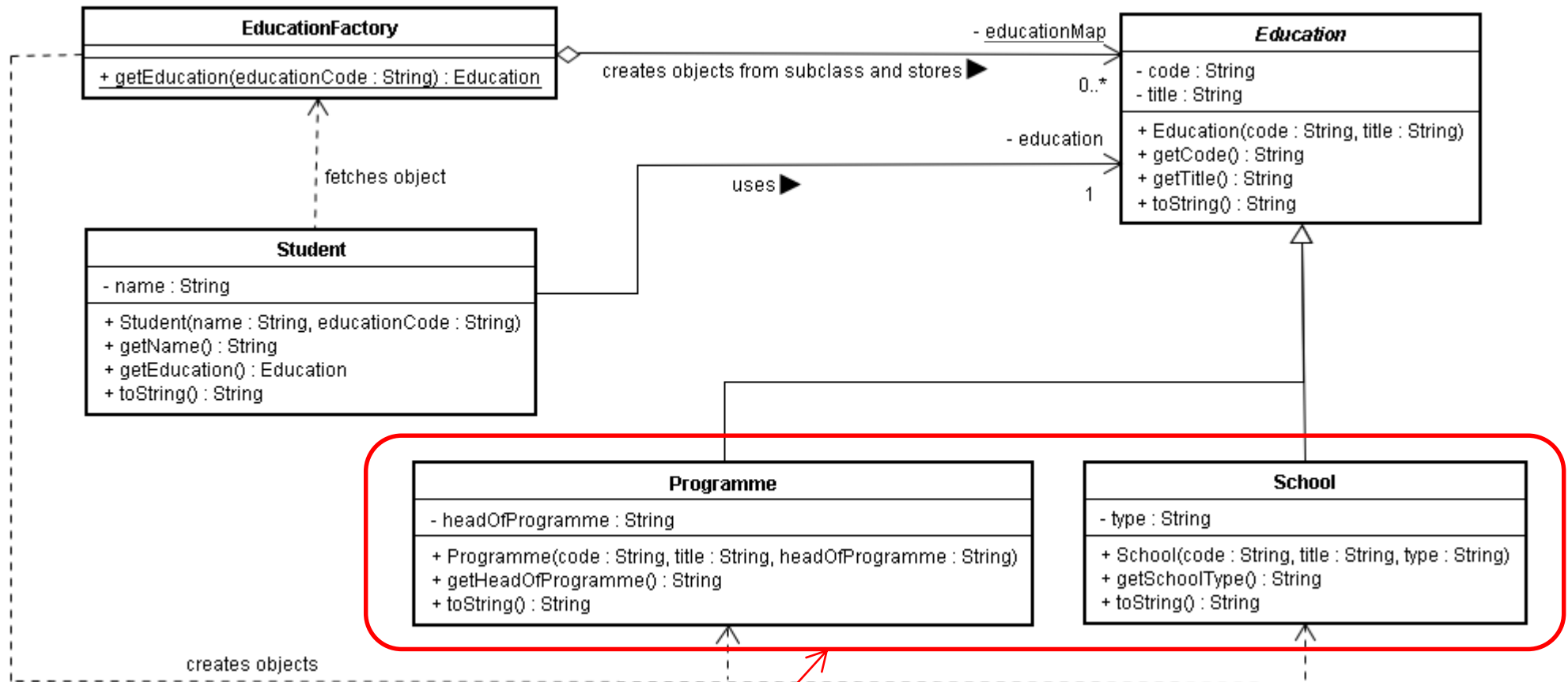
StarSign – shared and unshared obj (Flyweight)



Another Flyweight Example: Education

- A Student has a name and an Education
 - Education is either a Programme or a School
- A lot of students share the same Education
- Example 1:
 - "Wendy" is at a Programme
 - Code = "ICT"
 - Title = "ICT Engineering"
 - headOfProgramme = "Sam"
- Example 2:
 - "Bob" is at a School
 - Code = "HJS"
 - Title = "Horsens Junior School"
 - Type = "Elementary School"

Education – (Flyweight – only shared objects)



Two "shared-objects"
subclasses of the
abstract Flyweight (Education)

Student (Flyweight)

