



**SHRI RAMDEOBABA COLLEGE OF  
ENGINEERING AND MANAGEMENT,  
NAGPUR - 440013**

*DESIGN PATTERNS  
V SEMESTER*

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# PROXY DESIGN PATTERNS

- **Intent**

Provide a surrogate or placeholder for another object to control access to it.

**Also Known As:** Surrogate

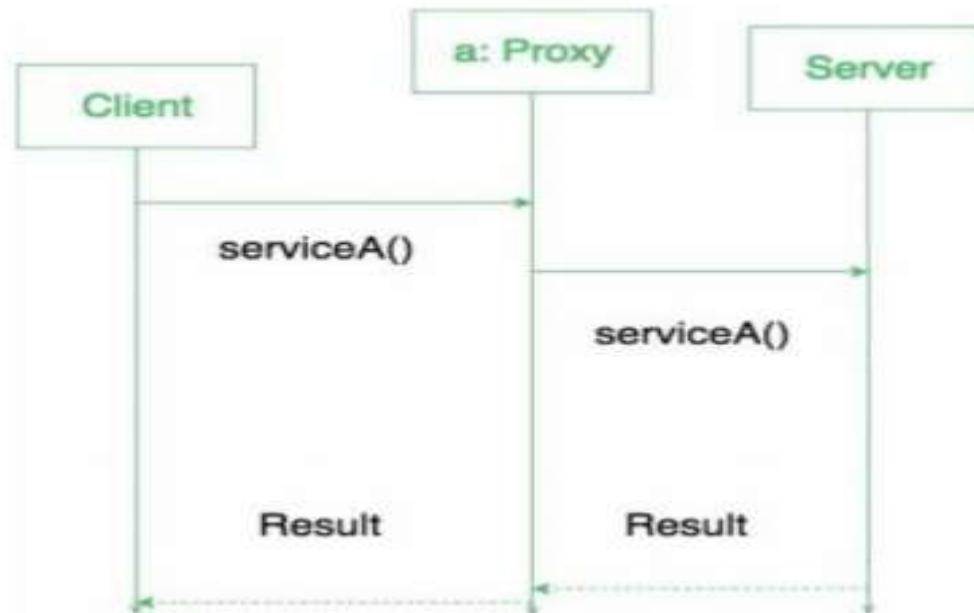
## OBJECTIVE

- One reason for controlling access to an object is to defer the full cost of its creation and initialization until we actually need to use it.
- Consider a document editor that can embed graphical objects in a document. Some graphical objects, like large raster images, can be expensive to create.
- Opening a document should be fast, so we should avoid creating all the expensive objects at once when the document is opened. This isn't necessary anyway, because **not all of these objects will be visible in the document at the same time.**

# PROXY DESIGN PATTERNS

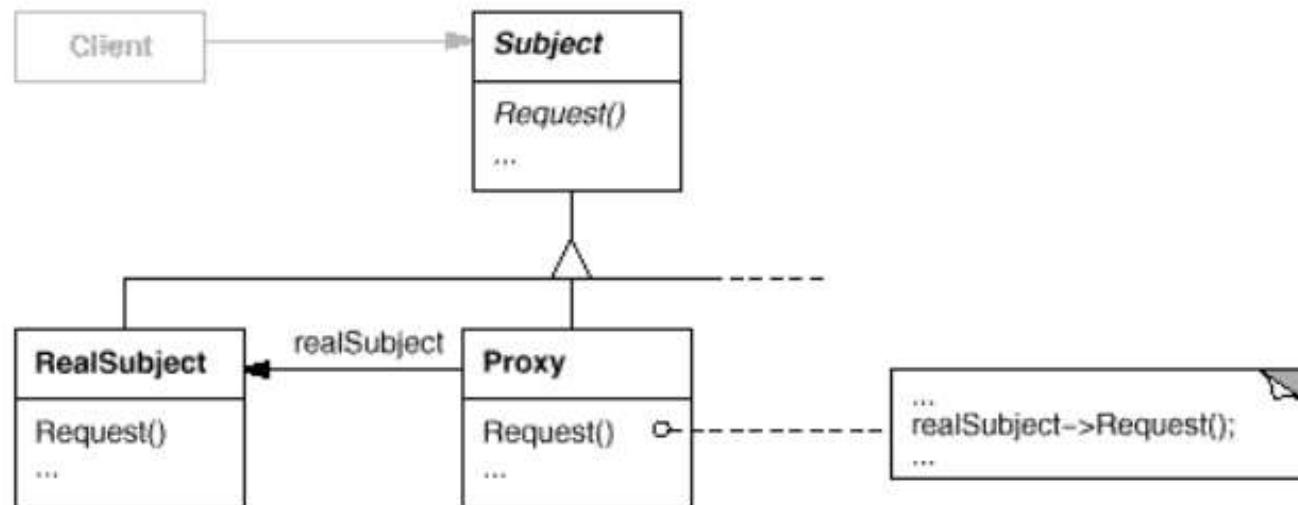
Problem Statement:

There can be numerous applications of PROXY DESIGN PATTERNS  
We can discuss Client-Server connection through Proxy.

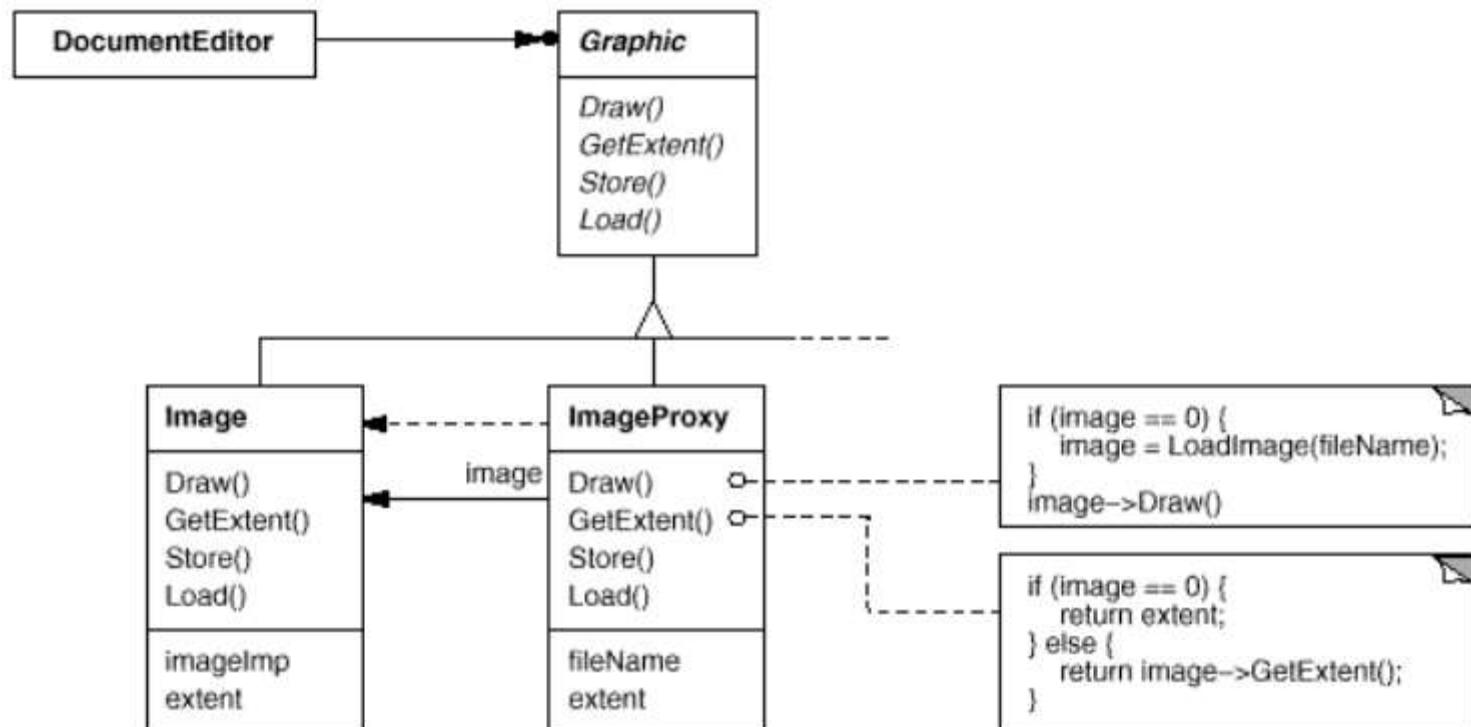


# PROXY DESIGN PATTERNS

## ▼ Structure



# MOTIVATION



# IMPLEMENTATION VARIANTS

```
public class ProxyInternet implements Internet
{
    private Internet internet = new RealInternet();
    private static List<String> bannedSites;

    static
    {
        bannedSites = new ArrayList<String>();
        bannedSites.add("abc.com");
        bannedSites.add("def.com");
        bannedSites.add("ijk.com");
        bannedSites.add("lnm.com");
    }

    @Override
    public void connectTo(String serverhost) throws Exception
    {
        if(bannedSites.contains(serverhost.toLowerCase()))
        {
            throw new Exception("Access Denied");
        }

        internet.connectTo(serverhost);
    }
}
```

## APPLICABILITY

Use the Proxy pattern when:

- ?????????what are different types of proxies ????????????

Proxies are generally divided into four types –

- **Remote proxy** – represent a remotely located object. To talk with remote objects, the client need to do additional work on communication over network. A proxy object does this communication on behalf of original object and client focuses on real task to do.

- **Virtual proxy** – delay the creation and initialization of expensive objects until needed, where the objects are created on demand.

Hibernate created proxy entities are example of virtual proxies.

## APPLICABILITY

- **Protection proxy** – help to implement security over original object.  
They may check for access rights before method invocations and allow or deny access based on the conclusion.
- **Smart Proxy** – performs additional housekeeping work when an object is accessed by a client. An example can be to check if the real object is locked before it is accessed to ensure that no other object can change it.

A **smart reference** is a replacement for a bare pointer that performs additional actions when an object is accessed. Typical uses include

- counting the number of references to the real object so that it can be freed automatically when there are no more references (also called **smart pointers**).
- loading a persistent object into memory when it's first referenced.

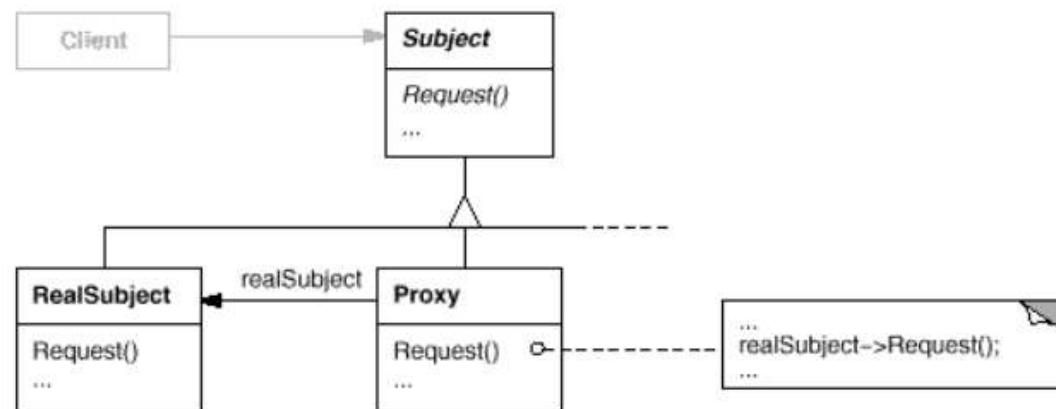
# PARTICIPANTS

Participant	Responsibility
Proxy	<ul style="list-style-type: none"><li>• maintains a reference that lets the proxy access the real subject. Proxy may refer to a Subject if the RealSubject and Subject interfaces are the same.</li><li>• provides an interface identical to Subject's so that a proxy can be substituted for the real subject.</li><li>• controls access to the real subject and may be responsible for creating and deleting it.</li><li>• other responsibilities depend on the kind of proxy</li></ul>
Subject	<ul style="list-style-type: none"><li>• defines the common interface for RealSubject and Proxy so that a Proxy can be used anywhere a RealSubject is expected.</li></ul>
RealSubject	<ul style="list-style-type: none"><li>• defines the real object that the proxy represents.</li></ul>

# COLLABORATIONS

- Proxy forwards requests to RealSubject when appropriate, depending on the kind of proxy.

## ▼ Structure



## CONSEQUENCES

- The Proxy pattern introduces a level of indirection when accessing an object.
- The additional indirection has many uses, depending on the kind of proxy:
  1. A **remote proxy** can hide the fact that an object resides in a different address space.
  2. A **virtual proxy** can perform optimizations such as creating an object on demand.
  3. Both **protection proxies** and **smart references** allow additional housekeeping tasks when an object is accessed.

## IMPLEMENTATION

Implementation Consider the following issues when applying the Proxy pattern:

- **Few issues are language dependent (C++ and Smalltalk)**
- Proxy doesn't always have to know the type of real subject. If a Proxy class can deal with its subject solely through an abstract interface, then there's no need to make a Proxy class for each RealSubject class; the proxy can deal with all RealSubject classes uniformly. But if Proxies are going to instantiate RealSubjects (such as in a virtual proxy), then they have to know the concrete class.

## KNOWN USES & RELATED PATTERNS

- **Proxy servers**
- **ATM Machines**
- **Credit/Debit cards**
- **Hibernate proxy**
- **Java Persistence API:** The JPA lazy loading mechanism can be implemented using Proxies

- **Adapter**
- **Decorator**