# TÌM HIỂU VỀ DESIGN PATTERN FLYWEIGHT VÀ INTERPRETER PATTERN

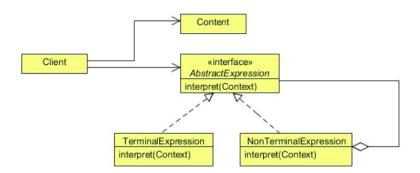
Sinh viên: Đặng Lâm San - 20170111

Ngày 7 tháng 12 năm 2020

# Interpreter - Introduction

- Interpreter pattern is a behavioral pattern.
- Given a language, define a representation for its grammar along with an interpreter that uses the representation to interpret sentences in the language.
- In general, languages are made up of a set of grammar rules.
   Different sentences can be constructed by following these grammar rules.
- A simple example of this would be the set of different arithmetic expressions submitted to a calculator program.

# Interpreter - Class diagram



# Interpreter - Class diagram

## AbstractExpression:

• Declares an abstract interpret operation that is common to all nodes in the abstract syntax tree.

#### TerminalExpression:

• Implements an interpret operation associated with terminal symbols in the grammar.

## NonterminalExpression:

 Implements an interpret operation for non terminal symbols in the grammar. interpret typically calls itself recursively.

#### Context:

• Contains information that's global to the interpreter.

#### Client

- Builds (or is given) an abstract syntax tree representing a
  particular sentence in the language that the grammar defines.
  The abstract syntax tree is assembled from instances of the
  NonterminalExpression and TerminalExpression classes.
- Invokes the interpret operation.

## AbstractExpression

```
package com.javacodegeeks.patterns.interpreterpattern;
public interface Expression {
        public int interpret();
}
```





#### AddExpression





#### ProductExpression





## SubtractExpression

```
package com.javacodegeeks.patterns.interpreterpattern;
public class Substract implements Expression{
    private final Expression leftExpression;
    private final Expression rightExpression;

    public Substract(Expression leftExpression, Expression rightExpression) {
        this.leftExpression = leftExpression;
        this.rightExpression = rightExpression;
    }
    @Override
    public int interpret() {
```

#### Java Design Patterns

```
return leftExpression.interpret() - rightExpression.interpret();
}
```



#### NumberExpression





#### ExpressionUtils

```
package com. javacodegeeks.patterns.interpreterpattern;
public class ExpressionUtils (
       public static boolean isOperator(String s) (
                if (s.equals("+") || s.equals("-") || s.equals("*"))
                        return true;
                else
                        return false:
       public static Expression getOperator(String s, Expression left, Expression right)
                switch (s) {
                case "+":
                        return new Add(left, right);
                case "-":
                        return new Substract(left, right);
                case "*":
                        return new Product (left, right);
                return null:
```





#### Client

```
package com.javacodegeeks.patterns.interpreterpattern;
import java.util.Stack;
public class TestInterpreterPattern (
       public static void main(String[] args) {
               String tokenString = "7 3 - 2 1 + \star";
               Stack<Expression> stack = new Stack<>();
               String[] tokenArray = tokenString.split(" ");
                for (String s : tokenArray) {
              if (ExpressionUtils.isOperator(s)) {
                      Expression rightExpression = stack.pop();
                      Expression leftExpression = stack.pop();
                     Expression operator = ExpressionUtils.getOperator(s, ~
                         leftExpression, rightExpression);
                      int result = operator.interpret();
                      stack.push(new Number(result));
             } else {
                      Expression i = new Number(Integer.parseInt(s));
                      stack.push(i);
     System.out.println("( "+tokenString+" ): "+stack.pop().interpret());
```





# When to use Interpreter?

- Use the Interpreter pattern when there is a language to interpret, and you can represent statements in the language as abstract syntax trees. The Interpreter pattern works best when:
  - The grammar is simple. For complex grammars, the class hierarchy for the grammar becomes large and unmanageable.
  - Efficiency is not a critical concern.



