Structural Design Patterns

Software Modeling Foundations

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Outline

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Basic Concepts

- **Intent**: Describe how objects are connected to each other. These patterns are related to the design principles of descomposition and generalization.
- **Motivation**:
  - **Problem**: A system is composed of multiple classes that interact with each other. The system becomes complex due to the relationships between these classes.
  - **Solution**: Structural class patterns use inheritance to compose interfaces or implementations.

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Bridge Pattern — Concepts

- When there is a **very large class**, this pattern lets **split** it into two separate hierarchies based on *abstraction* and *implementation*.
- Also, it helps when you want to combine two different but **related classes**, and you want to keep them independent.
- This **pattern** solves this problem avoiding **heritance** and trying to switch to **object composition**.

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Bridge Pattern — Classes Structure

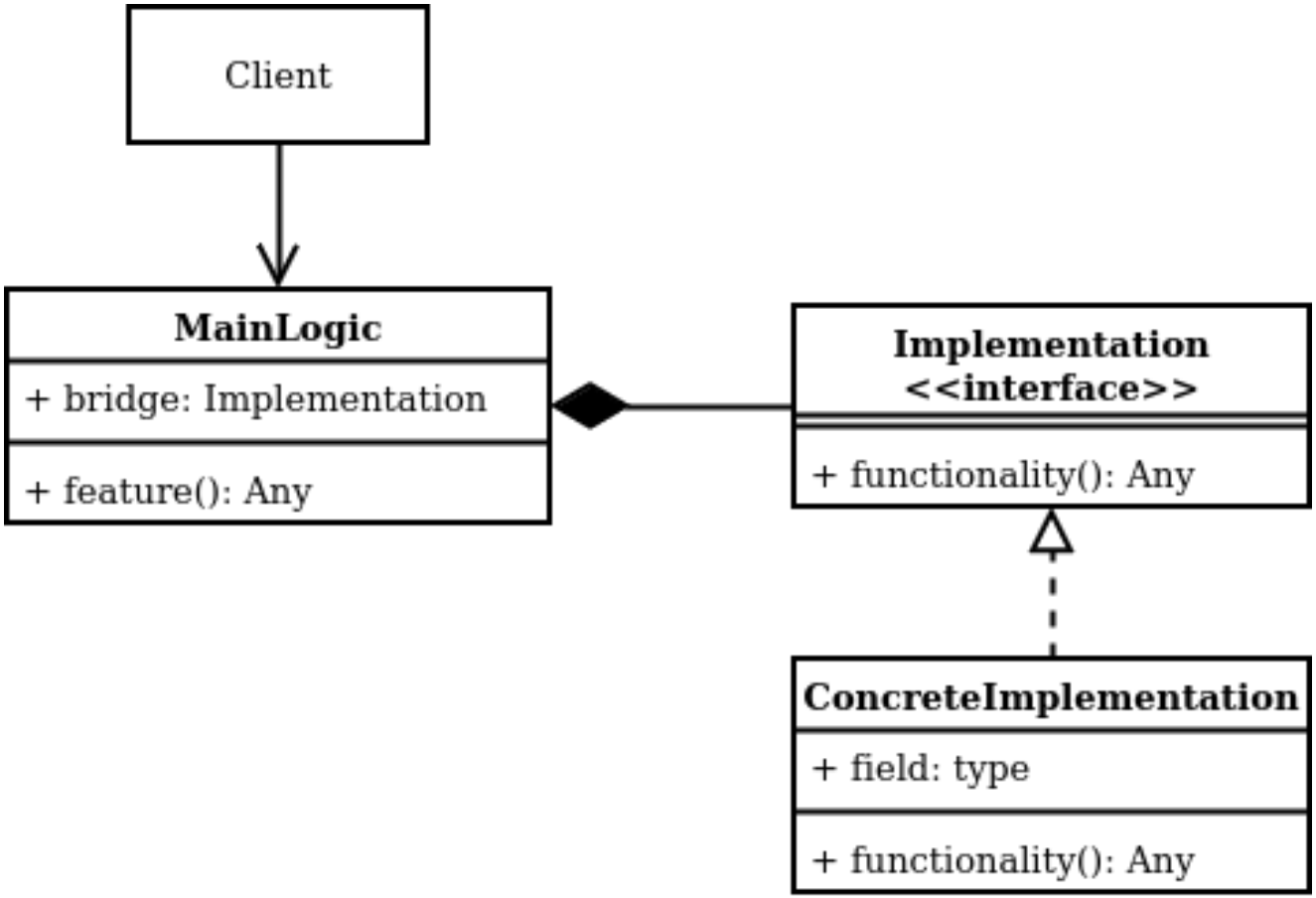

Figure: Bridge Pattern Class Diagram

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Bridge Pattern Example: Remote Controls

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Composite Pattern — Concepts

- Compose objects into **tree structures** to represent part-whole hierarchies.
- **Composite** lets clients treat individual **objects** and **compositions** of objects uniformly, based on tree nodes concepts.
- It **makes sense** to use this pattern if the problem could be **represented as a tree**.
- Remember, when you try to work with part-whole hierarchies you should think in **recursive** structures. In this case, also it means to think in polymorphism.

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Composite Pattern — Classes Structure

Looks like the *russian dolls*, the matryoshka.

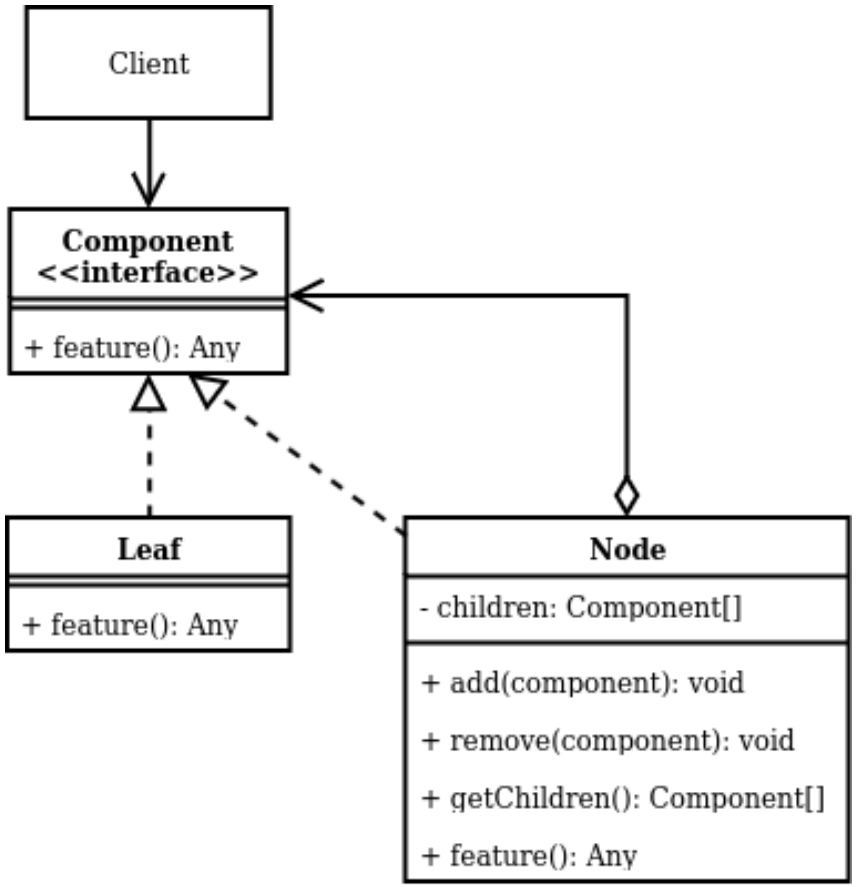

Figure: Composite Pattern Class Diagram

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Composite Pattern Example: Amazon Delivery Warehouse

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Proxy Pattern — Concepts

- This pattern lets to provide a **substitute** for an object. In this way, access coud be controlled.
- It is useful when you want to **add a level of indirection** to control access to an object. Is is like a add middle layer without affect previous logic.
- Also, it is useful when you want to **reduce memory** used in a service, similar to think in *cache memory*.
- In some cases, this pattern lets **add additional logic** (like *logging* or *security*) to an existing logic **without** change original class.

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Proxy Pattern — Classes Structure

Do you remember Mini Me from *Austin Powers*?

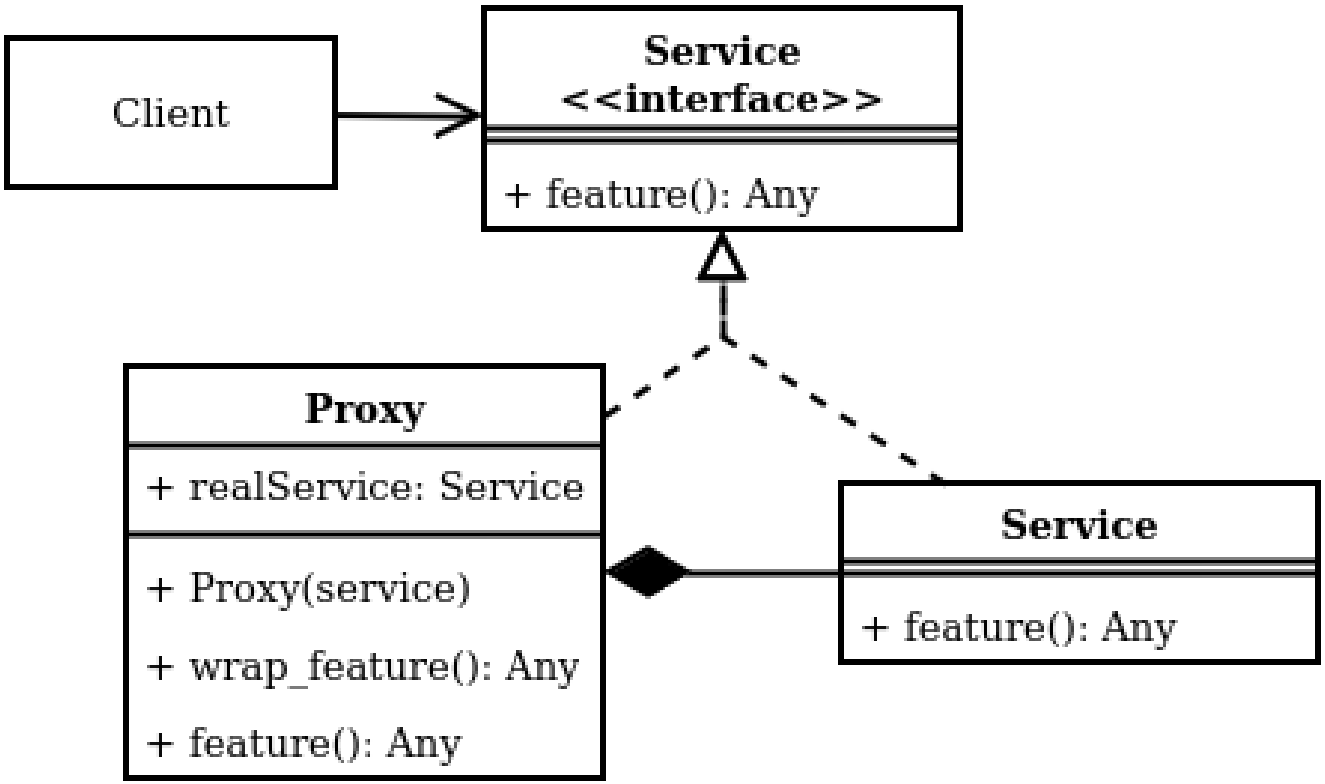

Figure: Proxy Class Diagram

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Proxy Pattern Example: Cache Trends on a Social Networks

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Flyweight Pattern — Concepts

- This pattern lets you use **sharing** to support large numbers of fine-grained objects efficiently.
- It is useful when you want to **reduce memory usage** and **increase performance** in a system.
- The idea to **reuse** objects parts with **immutable** state. This lets share common parts and reduce memory usage.
- It **makes sense** to use it in **problems** with **high memory** comsumption, but with repeated objects, i.e. some *simulations*.

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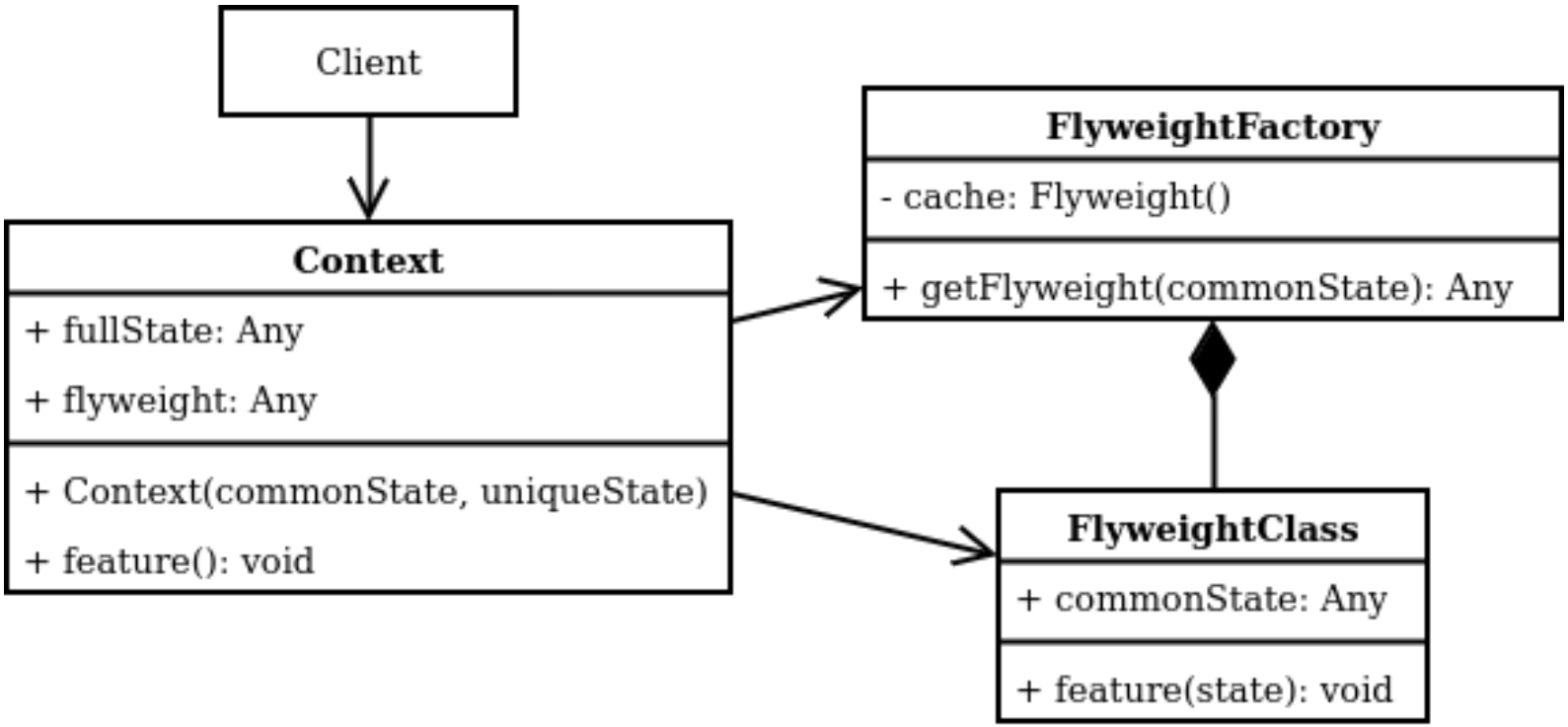

Figure: Flyweight Pattern Class Diagram

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Flyweight Pattern Example: Draw a Forest in a VideoGame

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Decorator Pattern — Concepts

- This pattern lets you **attach** additional **functionalities** to an object dynamically.
- It is useful when you want to **add** new **functionalities** to an object **without affecting** its **original logic**. Indeed, you could add same additional functionalities to different objects.
- Here the concept of **wrap** an object with another object is important. One object could have some **behaviors** from another object without heritance. It is because in this case the relation is based on object-oriented aggregation

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Decorator Pattern — Classes Structure

It is like Dr. Strange and his **Cloak of Levitation**.

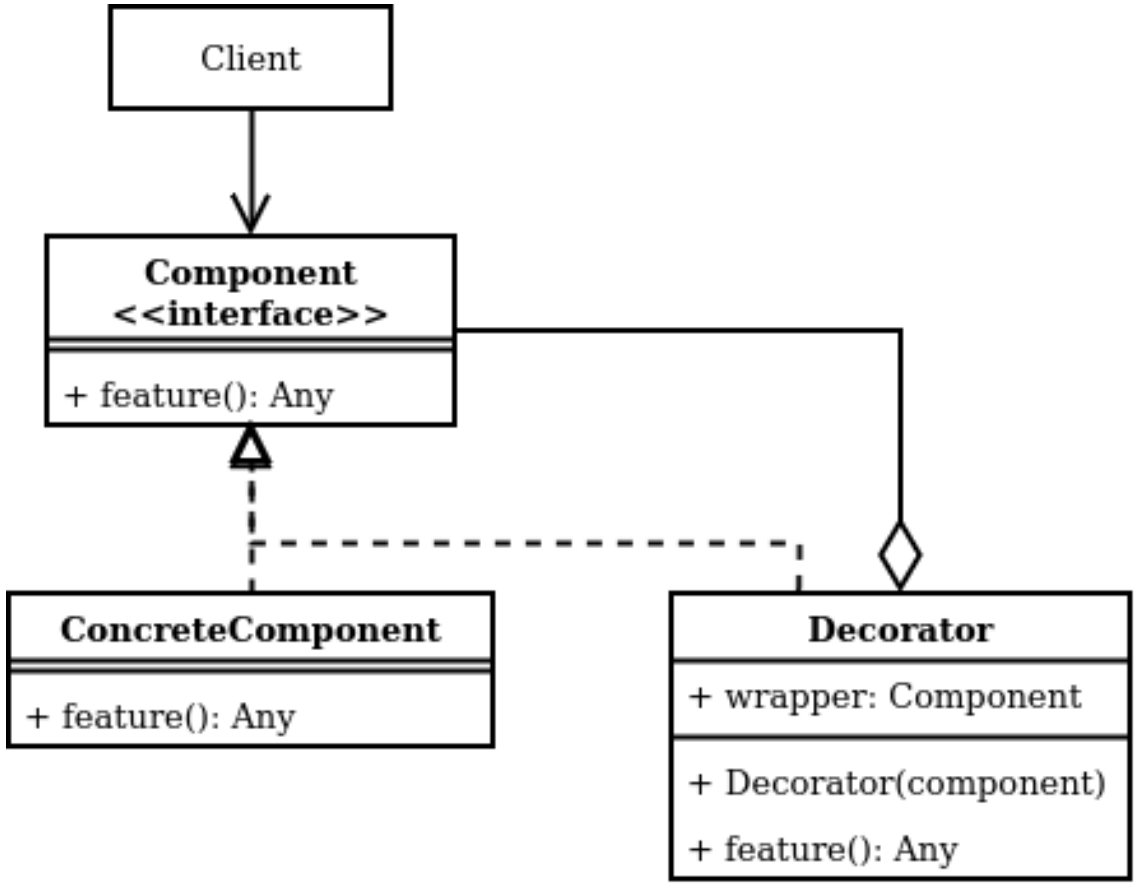

Figure: Decorator Pattern Class Diagram

Decorator Pattern Example: Monitoring an Application

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Adapter Pattern — Concepts

- This pattern is pretty simple, it just attempts to **convert** the **interface** of a class into **another interface** clients expects.
- It is useful when you want to **reuse** an existing class, but its **not compatible** with the rest of your code, or at least where you need it.
- It is normal when you want to process **different data sources**, or to **upgrade** an existing system with new functionalities or technologies.
- In increases compatibility, and lets define an architecture based on **interfaces** and not on concrete classes.

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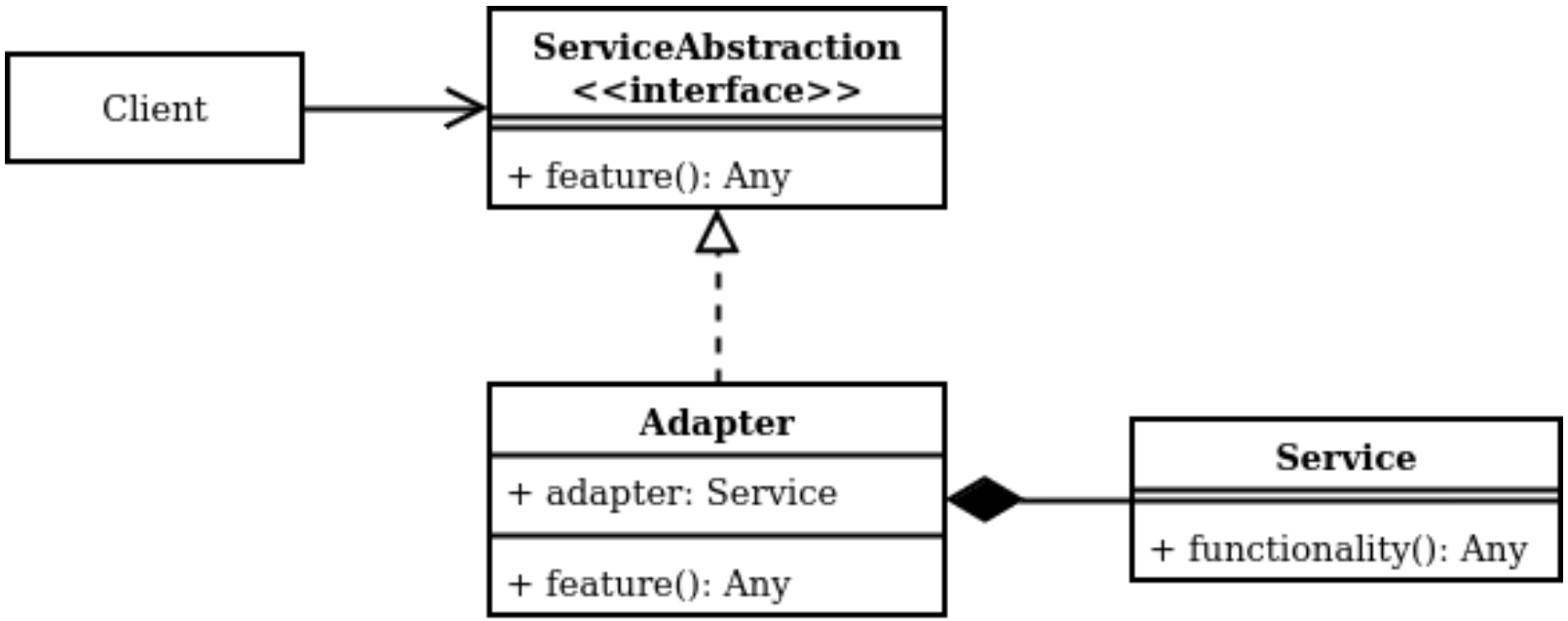
Adapter Pattern — Classes Structure

Now technology is based in adapters to make everything **compatible**.



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Adapter Pattern Example: Processing different File Sources

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Facade Pattern — Concepts

- This pattern provides a **unified interface** to a set of classes that could be group into a subsystem.
- It is useful when you want to **define a high-level interface** that makes the subsystem **easier to use**. It means, hide any complex logicand let the client use a **simple interface**.
- It is normal when you want to **reduce** the **dependencies**. The client just interacts with the facade, and the **facade interacts with the subsystem**.
- You could add complexity at the subsystem and **client will not be affected**, it increases flexibility. At most, there will be more new functionalities to be exposed to the client.

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Facade Pattern — Classes Structure

You are the only one who knows how to find something in your bedroom.

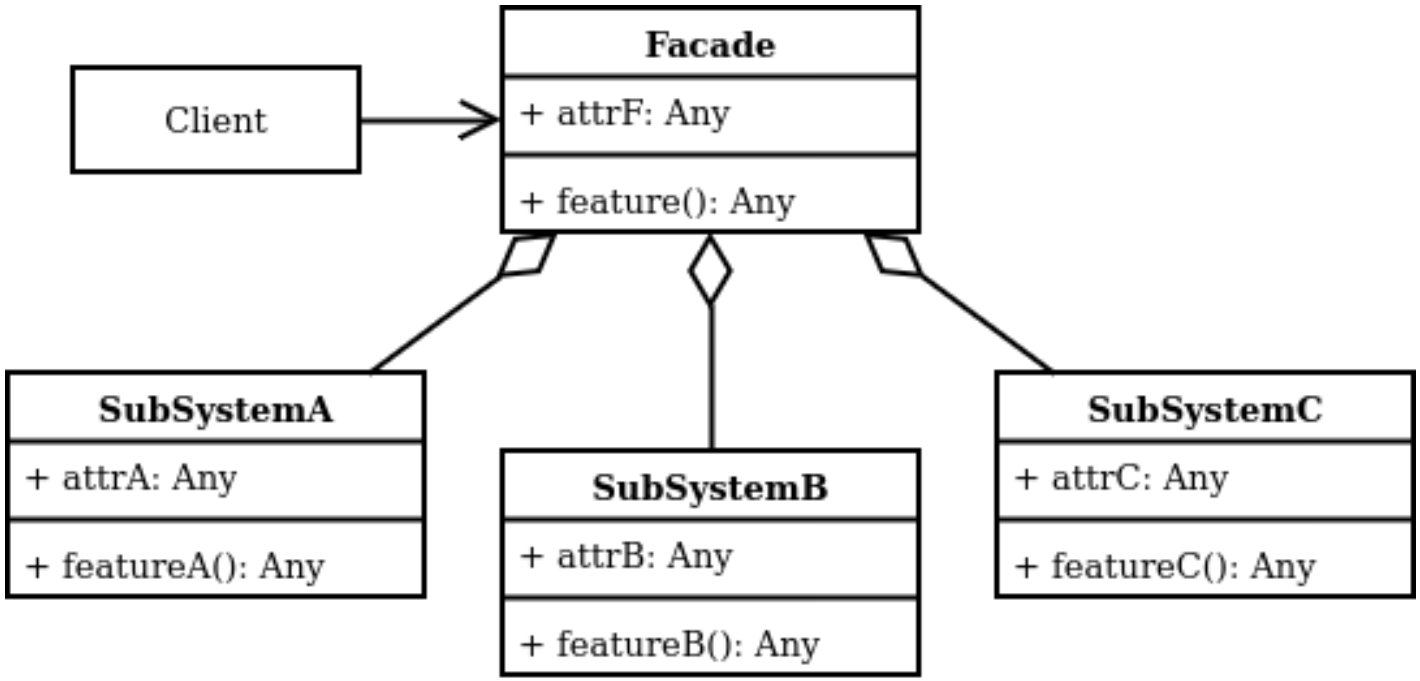

Figure: Facade Pattern Class Diagram

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Facade Pattern Example: Bank Account Management

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Conclusions

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- They are related to the **design principles** of descomposition and generalization.
- You could fix a lot of problems with these **patterns** as a nice solution. However, be careful with the complexity of the solution.
- The idea is to make the **system** flexible, reusable, and easy to maintain.

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Thanks!

Questions?

Repo: *https://github.com/EngAndres/ud-public/tree/main/courses/software-modeling*

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