

Lab Exercise - Design Patterns

### **IT2030 – Object Oriented Programming**

**Semester 1, 2018** 

### **Exercise 01 - Singleton**

Implement the following code and check the output.

```
☑ Singleton.java \( \times \)
 package design.pattern.singleton;
 3 public class Singleton {
 4
 5
        private static Singleton singleton;
 6
        private Singleton() { }
 8
        public static Singleton getInstance(){
10
11
            if(singleton == null){
12
                 singleton = new Singleton();
                 System.out.println("Singleton invocation");
13
14
15
            return singleton;
16
        }
17 }
```

Run your program as follows.

```
☑ Singleton.java
☑ TestSingleton.java
☑ Test.java
package design.pattern.singleton;
  3 public class TestSingleton {
  4
         /**
  5⊜
         * @param args
  6
  7
         public static void main(String[] args) {
  80
  9
             for (int i = 0; i < 10; i++) {
 10
 11
                  Singleton.getInstance();
             }
 12
 13
         }
 14 }
 15
■ Console 🛛 🖳 Problems @ Javadoc 🚇 Declaration
<terminated > TestSingleton [Java Application] C:\Program Files\Java\
Singleton invocation
```

Ensure it creates only one instance even though you invoke it in the loop of 10 times.



Lab Exercise - Design Patterns

### **IT2030 – Object Oriented Programming**

Semester 1, 2018

### **Exercise 02 - Thread-safe Singleton**

Now **modify the above program** to support **Thread safe** manner. You should implement synchronized blocks for the implementation. Now you should display output as follows.

```
☑ TestThreadSingleton.java 
☒
1 package design.pattern.singleton;
  3
    public class TestThreadSingleton implements Runnable{
  4
  5⊜
          * @param args
  6
  7
  80
         public static void main(String[] args) {
  9
 10
             new Thread(new TestThreadSingleton()).start();
 11
 12
             for (int i = 0; i < 10; i++) {
 13
                 Singleton.getInstance();
                 ThreadSafeSingleton.getInstance();
 14
 15
             }
         }
 16
 17
 18⊜
          * Invoke thread
 19
 20
△21⊝
         public void run(){
 22
             for (int i = 0; i < 10; i++) {
                 Singleton.getInstance();
 23
                 ThreadSafeSingleton.getInstance();
 24
 25
         }
 26
 27
⊑ Console 🛭 🔝 Problems 🏿 Javadoc 🖳 Declaration
<terminated > TestThreadSingleton [Java Application] C:\Program Files\Java\jre1.8.0
Singleton invocation
Singleton invocation
Object created for ThreadSafeSingleton.
```

#### **Exercise 03 – Abstract Factory Pattern**

- 1. Create an Interface called **Shape** with a method signature **draw()**
- 2. Implement 3-4 Concrete Classes of Shape
  - a. Create classes for **Square**, **Circle**, **Triangle**, **Rectangle**, etc.
  - b. Implement the draw() methode.g. Print the name of the shape inside the draw method of each class



Lab Exercise - Design Patterns

### **IT2030 – Object Oriented Programming**

Semester 1, 2018

- 3. Create a **ShapeFactory** class
  - a. Add a method called getShape() that accepts a String as a parameter and returns a Shape
  - b. Implement getShape() method to create the concrete shapese.g. Check if the parameter is "SQUARE" and create an instance of Square class and return it
- 4. Create a Test class to test out the pattern functionality

```
ShapeFactory shapeFactory = new ShapeFactory();
// get an object of Circle and call its draw method.
Shape shape1 = shapeFactory.getShape("SQUARE");
// call draw method of Circle
shape1.draw();
```

- 5. Complete the rest of the parts in design You should display the following output.
- 6. Create a Test class to test out the pattern functionality as below

```
public class Main {
  4
  5⊝
         public static void main(String[] args) {
  6
  7
             ShapeFactory shapeFactory = new ShapeFactory();
             // get an object of Circle and call its draw method.
             Shape circle = shapeFactory.getShape("CIRCLE");
 10
             // call draw method of Circle
 11
             circle.draw();
 12
             // get an object of Rectangle and call its draw method.
 13
             Shape rectangle = shapeFactory.getShape("RECTANGLE");
 14
             // call draw method of Rectangle
 15
             rectangle.draw();
 16
             // get an object of Square and call its draw method.
 17
             Shape square = shapeFactory.getShape("SQUARE");
 18
             // call draw method of circle
 19
             square.draw();
 20
         }
 21 }
■ Console 🛛 🔝 Problems @ Javadoc 🖳 Declaration
<terminated > Main (1) [Java Application] C:\Program Files\Jav
Inside Circle::draw() method.
    0
Inside Rectangle::draw() method.
####################################
                   #
#
#
                   #
######################
Inside Square::draw() method.
##########
          #
          #
##########
```



**Lab Exercise - Design Patterns** 

### **IT2030 – Object Oriented Programming**

Semester 1, 2018

#### **Exercise 04 – Command Pattern**

- 1. Create an Interface called Command with a method signature execute()
- 2. Create an Interface called Light with method signatures on() and off()
- 3. Implement 2 concrete classes named (KitchenLight, LivingRoomLight) and use Light interface with overriding methods on() and off() in each class.
- 4. Similarly use **Command interface** and implement 2 concrete classes named (**LightOnCommand**, **LightOffCommand**) and override **execute()** methods in each class.
- 5. Create **Test** class as below to check each light **on** and **off** commands with respect to the provided location.
- 6. Method **execute()** will run the given object for command class as below. Follow all above steps and execute relevant method.
- 7. Run this **Test** class and check the output should be as below.

```
☑ LightOffCommand.java

Main.java
                                     Light.java
                                                   ☑ KitchenLight.java

☑ Test.java 
☒
1 package design.pattern.command;
  2
  3
    public class Test {
  4
  5⊜
         public static void main(String[] args) {
  6
  7
             Light livingRoomLight = new LivingRoomLight();
             Light kitchenLight = new KitchenLight();
  8
  9
 10
             Command lightOnCommand = new LightOnCommand(livingRoomLight);
             lightOnCommand.execute();
 11
             Command lightOffCommand = new LightOffCommand(livingRoomLight);
 12
             lightOffCommand.execute();
 13
 14
             Command lightOnCommand1 = new LightOnCommand(kitchenLight);
 15
 16
             lightOnCommand1.execute();
 17
             Command lightOffCommand1 = new LightOffCommand(kitchenLight);
 18
             lightOffCommand1.execute();
 19
         }
 20
 21 }
■ Console 🛛 🦳 Problems @ Javadoc 🚇 Declaration
<terminated> Test (2) [Java Application] C:\Program Files\Java\jre1.8.0_20\bin\javaw.exe (Mar 7, 2018, 4:5
Switch on() Living Room Light
Switch off() Living Room Light
Swich on() Kitchen Light
Swich off() Kitchen Light
```



Lab Exercise - Design Patterns

### **IT2030 – Object Oriented Programming**

Semester 1, 2018

### **Exercise 05 – Template-method pattern**

- 1. Create an abstract class called **Beverages** and extends that class using **Tea** and **Coffee** concrete classes
- 2. Within Tea and Coffee classes override both abstract methods addCondiments() and brew()
- 3. Now modify the **Beverage** class to implement **boilWater()** and **pourInCup()** methods. As per the below.

```
abstract void brew();
abstract void addCondiments();
void boilWater(){
    System.out.println("Boiling water.");
}
void pourInCup(){
    System.out.println("Pour into cup.");
}
```

- 4. Now you should impose the order of execution of these methods as below. This order of execution **should not be changed** implicitly or explicitly in any of these sub classes and it should work as life cycle methods.
- 5. Your modification should satisfy step 4
- 6. Now Implement **Test class** to test **above template method pattern** and you should be able to display the output below.

```
3 public class TestTemplateMethod {
  4
  5
        static Beverage beverage = null;
  6
        public static void main(String[] args) {
            Beverage tea = new Tea();
 10
            tea.prepareRecepie();
 11
            System.out.println("=======");
 12
            Beverage coffie = new Coffie();
 13
            coffie.prepareRecepie();
 14
        }
 15
 16
🖳 Console 🛭 🥂 Problems 🏿 🕮 Javadoc 🖳 Declaration
<terminated> TestTemplateMethod [Java Application] C:\Program Files\Java\jre1.8.0_20\b
Boiling water.
Steeping the Tea.
Adding Lemon.
Pour into cup.
_____
Boiling water.
Stripping coffie through filter.
Add suger and milk.
Pour into cup.
```



Lab Exercise - Design Patterns

### **IT2030 – Object Oriented Programming**

Semester 1, 2018

#### **Exercise 06 – Builder Pattern**

- 1. Create a Query class with SELECT, FROM WHERE and ORDER BY as properties
  - a. Implement a method to print the complete query
- 2. Create a QueryBuilder class with a property to hold a Query object
  - a. Create the Query object inside the constructor of QueryBuilder
  - b. Implement methods to set SELECT, FROM WHERE and ORDER to the Query object
  - c. Each method should return a QueryBuilder object
- 3. Implement a method called build() in QueryBuilder that returns the Query object
  - a. Check if the Query contains at least SELECT and FROM properties, if not it is not a valid query and prevent building the query by throwing an exception
- 4. Create a Test class to test out the pattern functionality

```
Query query1 = new QueryBuilder().select("name").from("student").build();
System.out.println(query1.toString()); // A valid query will be constructed

Query query2 = new QueryBuilder().select("name").from("student").where("name = 'Name1'").build();
System.out.println(query2.toString()); // A valid query will be constructed

Query query3 = new QueryBuilder().select("name").where("name = 'Name1'").build();
System.out.println(query3.toString()); // Will throw an exception
```

5. You should display the following outputs. If you missed key word of the query, you should throw an exception as below.

```
3 public class Main {
  5⊜
         public static void main(String[] args) {
  6
             Query query1 = new QueryBuilder().select("name").from("student").build();
             System.out.println(query1.toString()); // A valid query will be constructed
             Query query2 = new QueryBuilder().select("name").from("student").where("name = 'Name1'").build();
 11
12
             System.out.println(query2.toString()); // A valid query will be constructed
             Query query3 = new QueryBuilder().select("name").where("name = 'Name1'").build();
14
             System.out.println(query3.toString()); // Will throw an exception
 15
16 }
■ Console 🛭 🖳 Problems @ Javadoc 🕒 Declaration
<terminated> Main (2) [Java Application] C:\Program Files\Java\jre1.8.0_20\bin\javaw.exe (Mar 7, 2018, 5:31:38 PM)
SELECT name FROM student
SELECT name FROM student WHERE name = 'Name1'
Exception in thread "main" java.lang.IllegalStateException: Query must have a FROM
        at design.pattern.builder.QueryBuilder.build(QueryBuilder.java:41)
        at design.pattern.builder.Main.main(<a href="Main.java:15">Main.java:15</a>)
```



Lab Exercise - Design Patterns

### **IT2030 – Object Oriented Programming**

Semester 1, 2018

### **Exercise 07 – Adapter Pattern**

1. Create two separate interfaces for **Duck** and **Turkey** as follows.

```
public interface Duck {
    public void quack();
    public void gobble();
    public void fly();
}
public void fly();
}
```

2. Then create concrete class **MallardDuck** with implementing **Duck interface** as follows.

```
public class MallardDuck implements Duck{
    @Override
    public void quack() {
        System.out.println("Quack duck Mallard");
    }

    @Override
    public void fly() {
        System.out.println("I am flying");
    }
}
```

3. Similarly create another concrete class for **WildTurkey** with implementing **Turkey** interface as well.

```
public class WildTurkey implements Turkey{

    @Override
    public void gobble() {
        System.out.println("Gobble gobble");
    }

    @Override
    public void fly() {
        System.out.println("I am flying short distance");
    }
}
```

4. Now implement the Adapter for **Duck** and **Turkey** as follows and override both **quack()** and **fly()** method as below.



Lab Exercise - Design Patterns

### **IT2030 – Object Oriented Programming**

**Semester 1, 2018** 

```
public class TurkeyAdapter implements Duck{
    Turkey turkey;

public TurkeyAdapter(Turkey turkey) {
        this.turkey = turkey;
    }

@Override
public void quack() {
        turkey.gobble();
    }

@Override
public void fly() {
        for (int i = 0; i < 5; i++) {
            turkey.fly();
        }
    }
}</pre>
```

5. Now try out your Adapter implementation as per the **TestAdapter**. Check the output of Adapter pattern behavior.

```
public class TestAdapter {
    public static void main(String[] args) {
        System.out.println("Duck Says....");
        Duck duck = new MallardDuck();
        duck.quack();
        duck.fly();
        System.out.println("\nTurkey Says....");
        Turkey turkey = new WildTurkey();
        turkey.gobble();
        turkey.fly();
        System.out.println("\nTurkey Adapter Says....");
        TurkeyAdapter turkeyAdapter = new TurkeyAdapter(turkey);
        turkeyAdapter.quack();
        turkeyAdapter.fly();
    }
}
```



Lab Exercise - Design Patterns

#### **IT2030 – Object Oriented Programming**

**Semester 1, 2018** 

```
Console ☑ Problems @ Javadoc
<terminated> TestAdapter [Java Applicat
Duck Says...
Quack duck Mallard
I am flying

Turkey Says...
Gobble gobble
I am flying short distance

Turkey Adapter Says...
Gobble gobble
I am flying short distance
```

#### **Exercise 08 – Bridge Pattern**

Use one remote controller for two types of **TVs** (**LG tv** and **Sony tv**) Implement how you can proceed with two types of TVs for both.

- 1. Create two interfaces for TV and RemoteController and implements operation on(), off() and tune(int channel)
- 2. Now implement 2 concrete classes for **LGtv** and **SonyTv** and implement above **on()**, **off()** and **tune(int channel)** operations in each class
- 3. Now implement the **RemoteControlerImpl** class as follows.

```
public class RemoteControllerImpl implements RemoteController{
   TV tv;

public RemoteControllerImpl(TV tv) {
        this.tv = tv;
}

@Override
public void on() {
        tv.on();
}

@Override
public void off() {
        tv.off();
}

@Override
public void tune(int chanel) {
        tv.tune(chanel);
}
```



Lab Exercise - Design Patterns

### **IT2030 – Object Oriented Programming**

Semester 1, 2018

4. Now create a Test class as follows and display the outputs below. Your implementation of above concrete classes should satisfy below outputs

```
3 public class Test {
        public static void main(String[] args) {
  4⊖
 5
            TV lgLv = new LGTV();
            TV sontTv = new SonyTV();
 6
 7
 8
            new RemoteControllerImpl(lgLv).on();
 9
            new RemoteControllerImpl(lgLv).off();
 10
            new RemoteControllerImpl(lgLv).tune(10);
 11
            new RemoteControllerImpl(sontTv).on();
 12
            new RemoteControllerImpl(sontTv).off();
13
            new RemoteControllerImpl(sontTv).tune(20);
14
        }
15 }
■ Console X  Problems @ Javadoc  Declaration
<terminated > Test (3) [Java Application] C:\Program Files\Java\jre1.8.0_20\
Switch on LG TV
Switch off LG TV
Switch on chanel in LG TV is: 10
Switch on Sony TV
Switch off Sony TV
Switch on chanel in Sony TV is: 20
```

#### **Exercise 09 – Strategy Pattern**

Add 2 behaviors for Student class (**IFestival** and **IPRograms**) and add these behaviors are loosely coupled for the **Student** class. Each specific behavior may have its own way of **implementing algorithm** and it would not affect for the **adding** or **removing** behaviors.

Student class will be extended as UndergraduateStudents and PostGraduateStudents

- 1. Create an interface called IFestival and declare method performEvent()
- 2. Create an interface called IPrograms and declare method offerPrograms()
- 3. Then create 3 concrete classes (CodeFest, RoboFest and GameFest) and implement the IFestival interface and override the performEvent() method in each class separately.
- 4. Now create another 3 concrete classes (**DoctoralPrograms**, **MScPrograms** and **BScPrograms**) and implement the **IPrograms** interface and override the **offerPrograms()** method in each class separately
- 5. Now implement an Abstract class of Student and let user to set behavior considering aggregation relationship as follows. (All behaviors should be able to set dynamically)



Lab Exercise - Design Patterns

### **IT2030 – Object Oriented Programming**

Semester 1, 2018

```
public abstract class Students {
    IPrograms iPrograms;
    IFestival iFestival;

    public void offerPrograms(){
        iPrograms.offerPrograms();
    }

    public void conductEvents(){
        iFestival.performEvent();
    }

    public abstract void displayStudents();

    public void setPrograms(IPrograms iPrograms){
        this.iPrograms = iPrograms;
    }

    public void setFestival(IFestival iFestival){
        this.iFestival = iFestival;
    }
}
```

6. Finally, you can implement **StratergyTest** class as follows and you should be able to **add or remove each behavior in dynamic manner using setters**. It should display output as follows.

```
public class TestStratergy {
   public static void main(String [] args){
       Students poStudents = new PostGraduateStudents();
       poStudents.offerPrograms();
       poStudents.conductEvents();
       poStudents.displayStudents();
       System.out.println("\n======Assign new Event=======");
       poStudents.setFestival(new CodeFest());
       poStudents.conductEvents();
       System.out.println("\n======");
       Students unStudents = new UndergraduateStudents();
       unStudents.offerPrograms();
       unStudents.conductEvents();
       unStudents.displayStudents();
       System.out.println("\n======Assign new Program========");
       unStudents.setPrograms(new MScPrograms());
       unStudents.offerPrograms();
   }
}
```



Lab Exercise - Design Patterns

### **IT2030 – Object Oriented Programming**

Semester 1, 2018

#### **Output of Strategy**

