# Chain of Responsibility



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### Overview

#### **Motivation**

### MessageProcessor demo

- Let the right object process a particular message

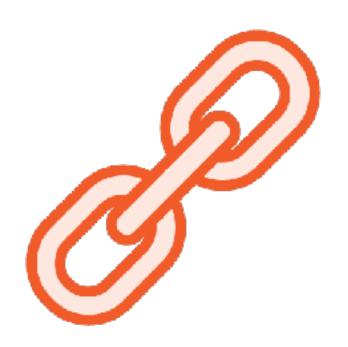
### BackupService

- Fall back to other service if one fails

### The Cocoa Touch Responder Chain

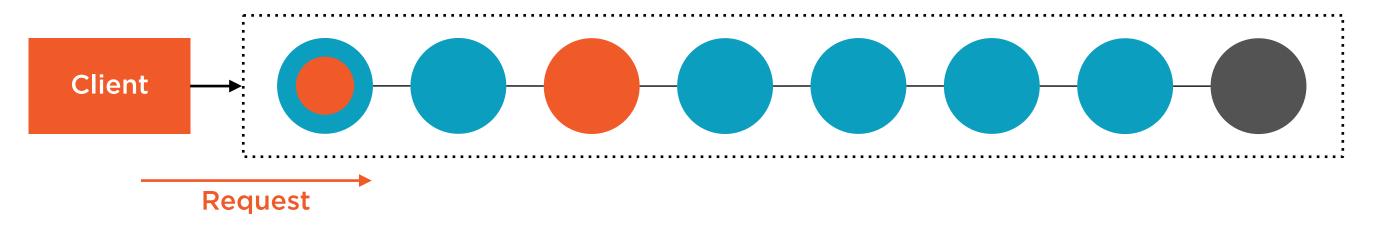
- Chain of Responsibility in Cocoa Touch

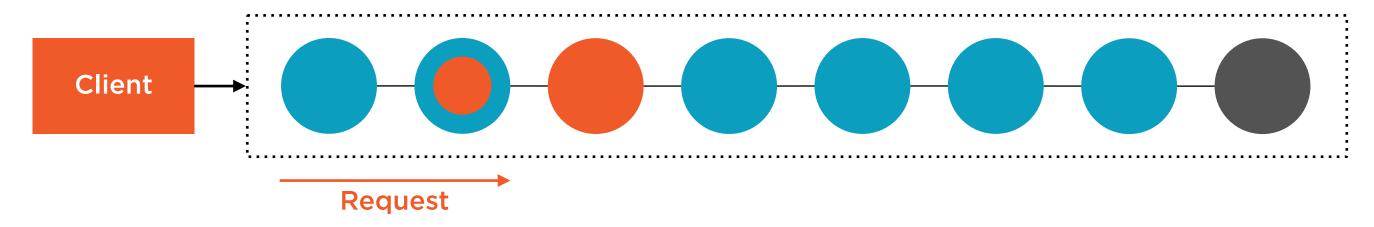
### Motivation

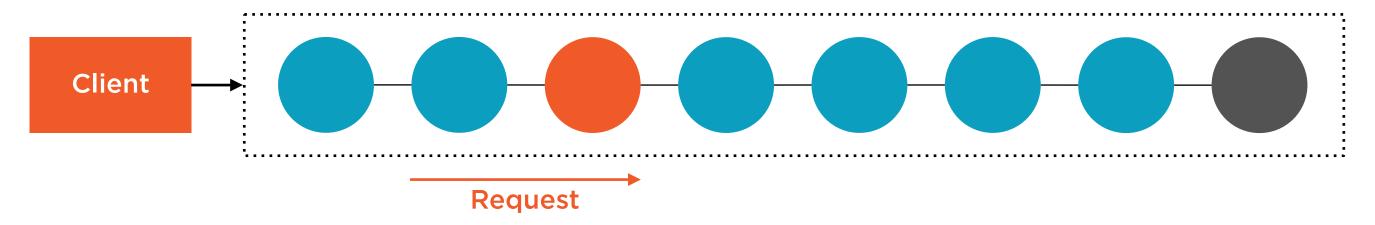


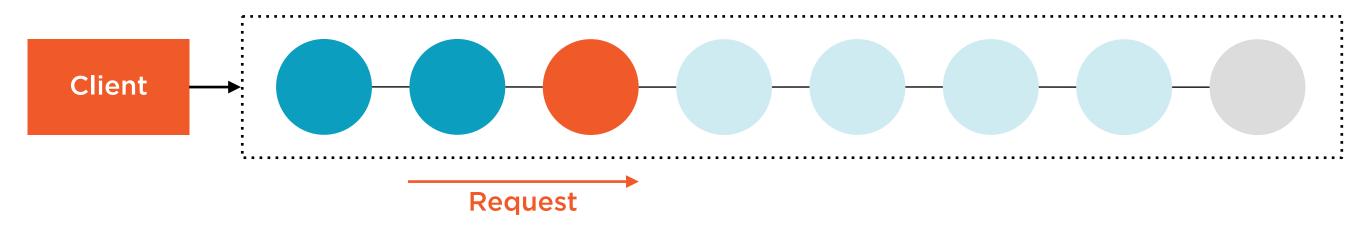
### Decouple request sender from receiver

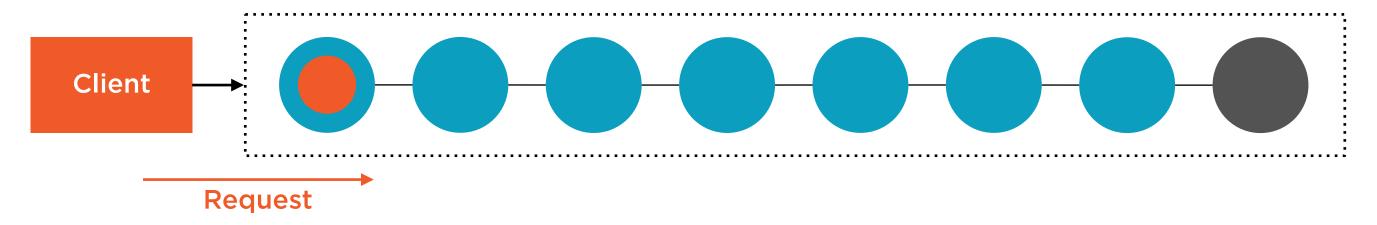
- Send requests through a chain of objects
- Candidates may or may not handle the request
- The request travels until it's processed or it reaches the end of the chain

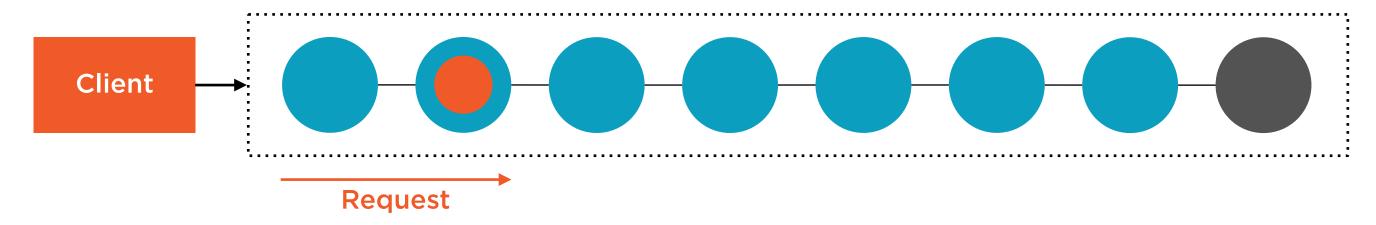


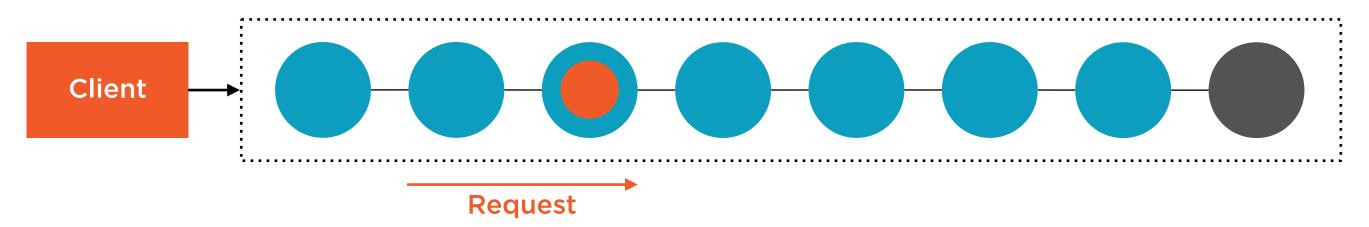


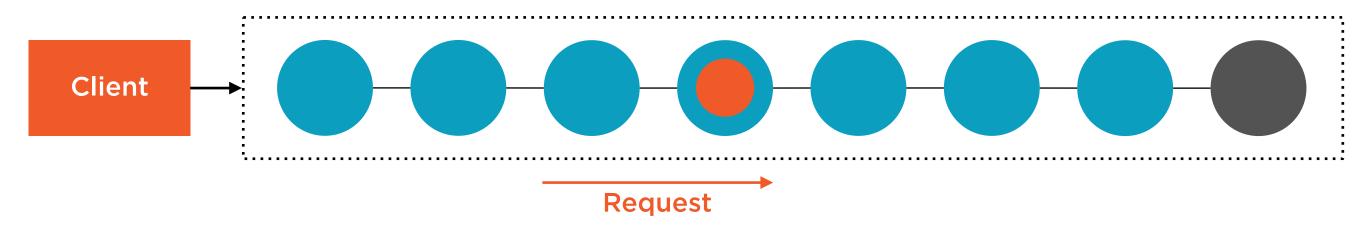


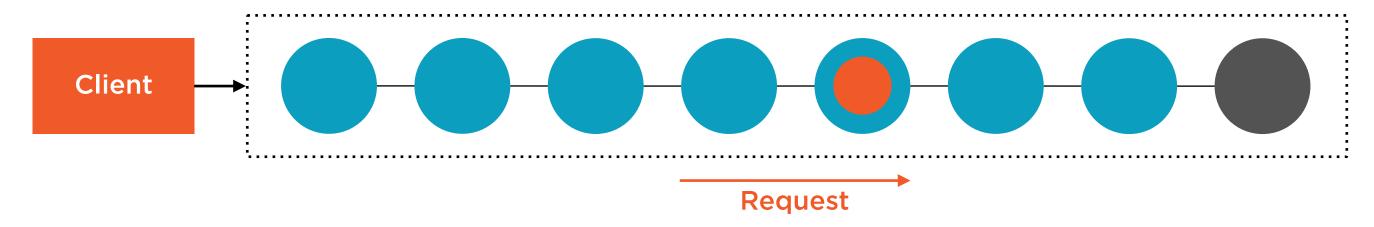


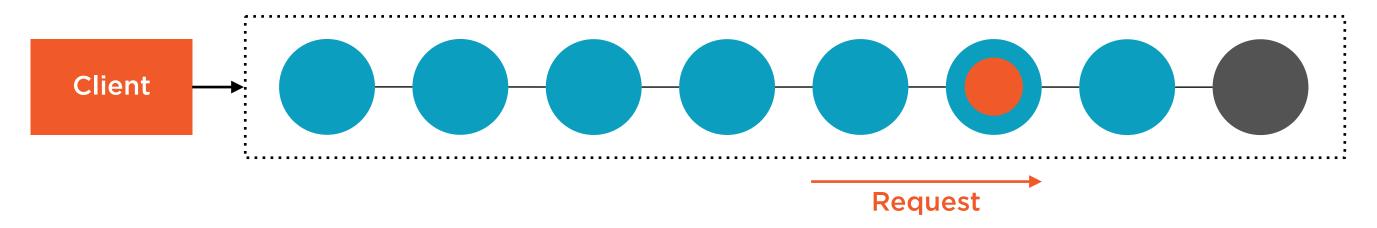


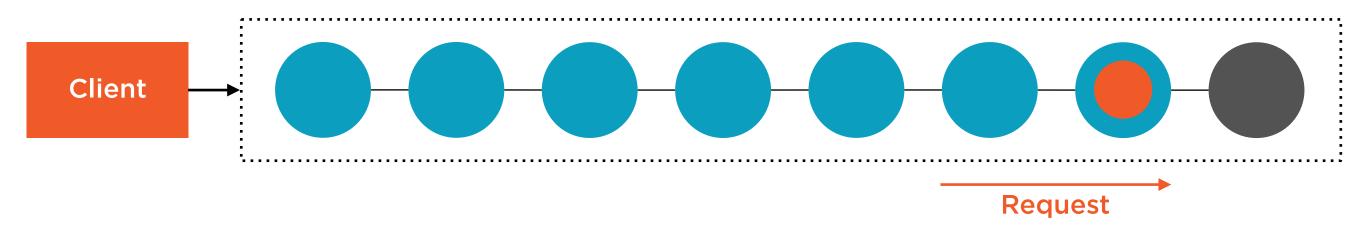


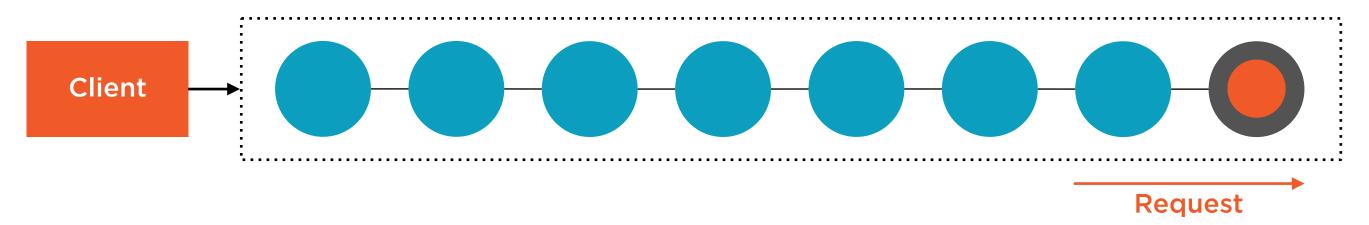












# Chain of Responsibility

Organizes potential request processors in a sequence and decouples responders from callers.

### Demo

### MessageProcessor demo

- Let the right object process a particular message

### Demo

### BackupService

- Fall back to other service if one fails

### Demo

### The Cocoa Touch responder chain

- Chain of Responsibility in Cocoa Touch

### Summary

### The Chain of Responsibility pattern:

- Organizes request processors in a chain
- Responders decide whether to process the request
- The request travels until it is processed or it reaches the end of the chain

#### **Pitfalls**

- Exposing details of the responder objects in the chain