



The visitor design pattern



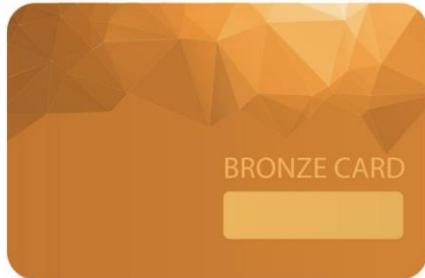
What is it?

A behavioural design pattern that allows the addition of new operations to existing object structures without having to modify the objects themselves.



The credit card problem

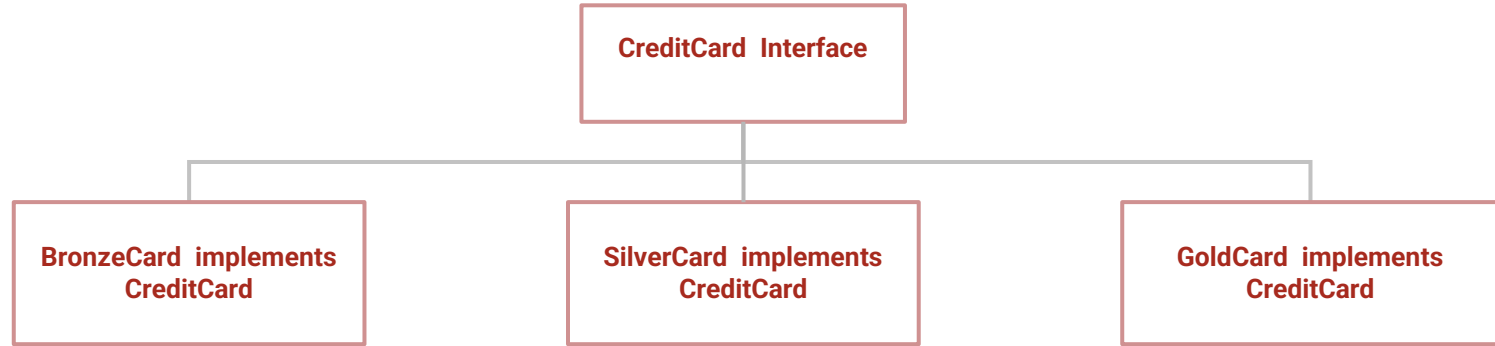
Established bank offers 3 types of credit cards: Bronze, Silver, and Gold.

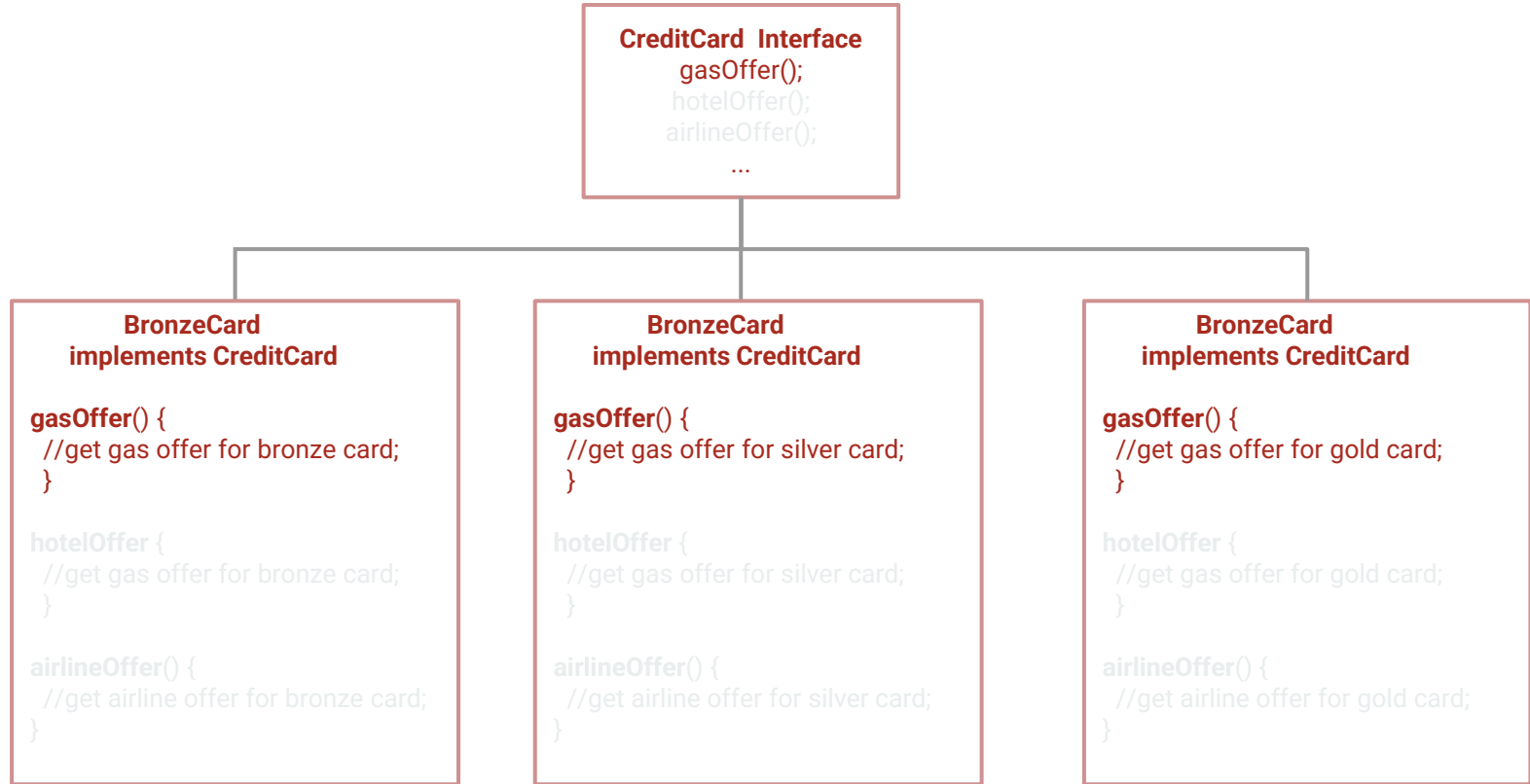


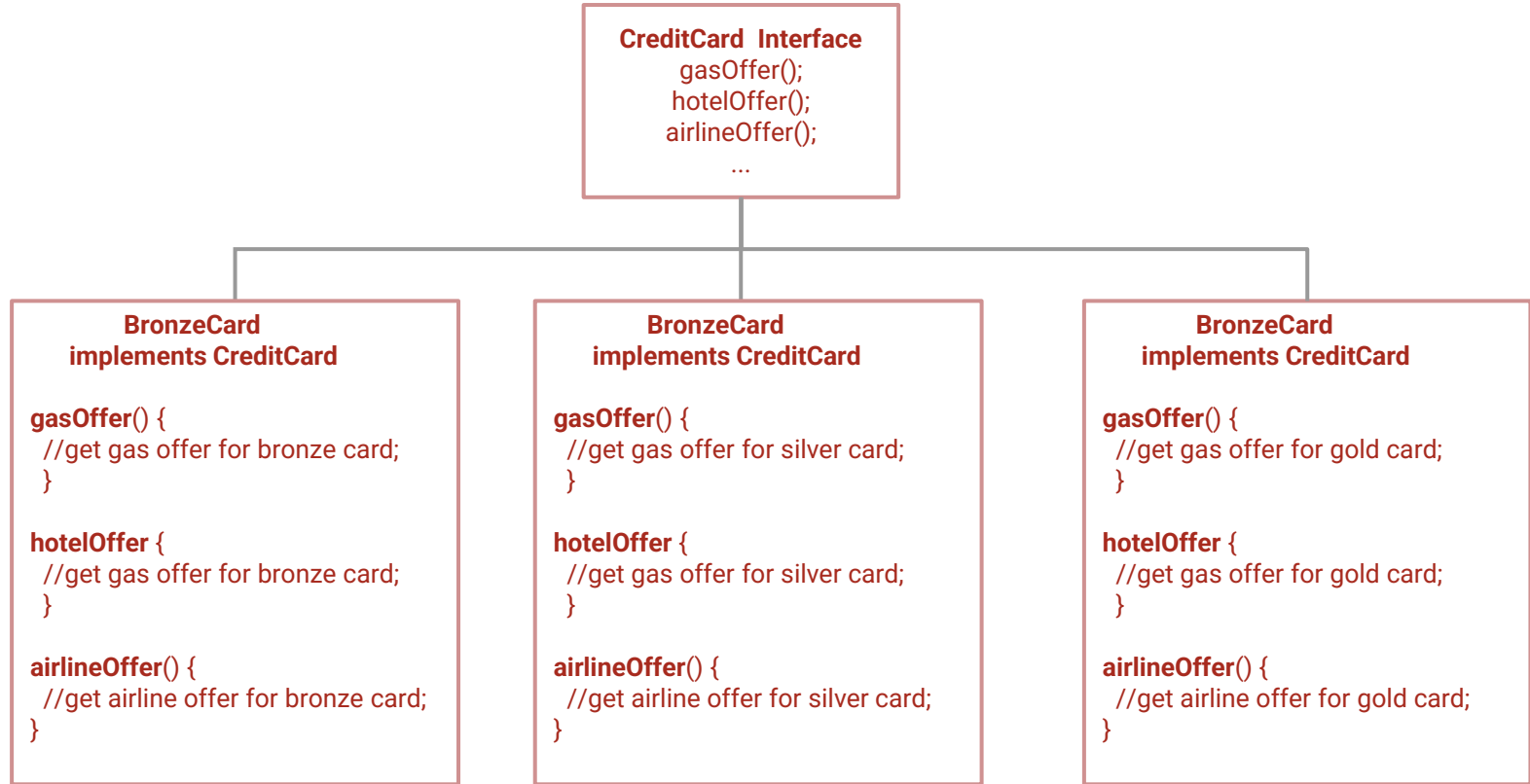


The credit card problem

The bank signs new contracts with 3 companies: a hotel, an airline, and a gas station based on which they will offer cashbacks to customers that use their credit cards.





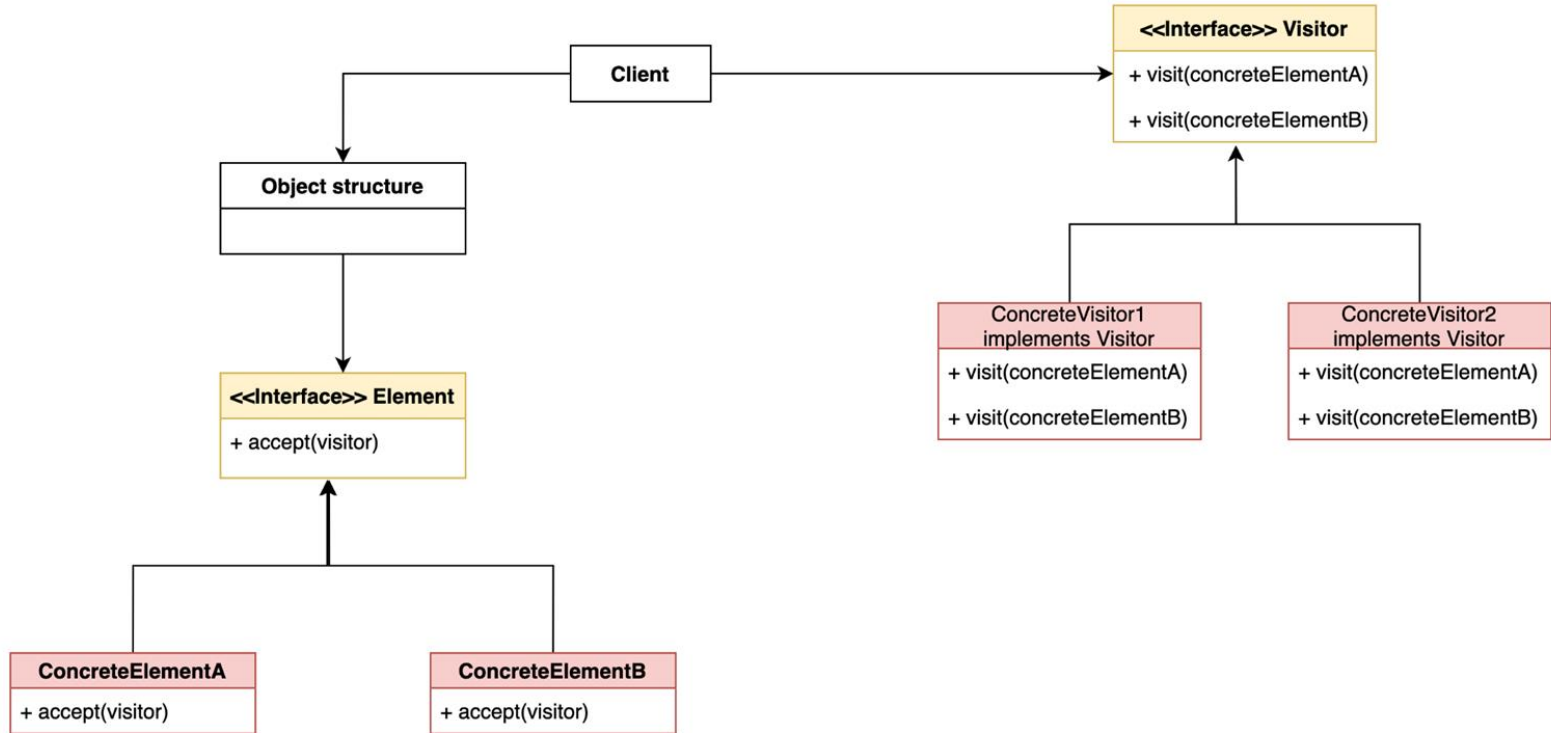




Simple, but ineffective

- We are tightly coupling 2 concepts: the credit cards and external offers.
- We are violating the Open/Closed principle: we should keep our objects open for extensibility, but closed for modification.
- Makes the codebase difficult to maintain.
- Easy to introduce bugs.

Visitor pattern general design



The OfferVisitor interface

```
1  package com.company.Offers;
2
3  import com.company.CreditCards.BronzeCard;
4  import com.company.CreditCards.GoldCard;
5  import com.company.CreditCards.SilverCard;
6
7  public interface OfferVisitor {
8      void visit(BronzeCard bronzeCard);
9      void visit(SilverCard silverCard);
10     void visit(GoldCard goldCard);
11 }
12
```

The GasOfferVisitor

```
2
3 import com.company.CreditCards.BronzeCard;
4 import com.company.CreditCards.GoldCard;
5 import com.company.CreditCards.SilverCard;
6
7 public class GasOfferVisitor implements OfferVisitor {
8     @Override
9     public void visit(BronzeCard bronzeCard) {
10         System.out.println("Computing the gas offer for the Bronze Card");
11     }
12
13     @Override
14     public void visit(SilverCard silverCard) {
15         System.out.println("Computing the gas offer for the Silver Card");
16     }
17
18     @Override
19     public void visit(GoldCard goldCard) {
20         System.out.println("Computing the gas offer for the Gold Card");
21     }
22 }
23
```

The HotelOfferVisitor

```
2
3  import com.company.CreditCards.BronzeCard;
4  import com.company.CreditCards.GoldCard;
5  import com.company.CreditCards.SilverCard;
6
7  public class HotelOfferVisitor implements OfferVisitor{
8      @Override
9      public void visit(BronzeCard bronzeCard) {
10         System.out.println("Computing the hotel offer for the Bronze Card");
11     }
12
13     @Override
14     public void visit(SilverCard silverCard) {
15         System.out.println("Computing the hotel offer for the Silver Card");
16     }
17
18     @Override
19     public void visit(GoldCard goldCard) {
20         System.out.println("Computing the hotel offer for the Gold Card");
21     }
22 }
23
```

The CreditCard Interface

```
1 package com.company.CreditCards;
2
3 import com.company.Offers.OfferVisitor;
4
5 public interface CreditCard {
6     String getName();
7     void accept(OfferVisitor visitor);
8 }
9
```

The BronzeCard, SilverCard, and GoldCard classes

```
1 package com.company.CreditCards; ✓
2
3 import com.company.Offers.OfferVisitor;
4
5 public class BronzeCard implements CreditCard {
6     @Override
7     public String getName() {
8         return "Bronze Card";
9     }
10
11     @Override
12     public void accept(OfferVisitor visitor) {
13         visitor.visit( bronzeCard: this);
14     }
15 }
16
```

```
1 package com.company.CreditCards; ✓
2
3 import com.company.Offers.OfferVisitor;
4
5 public class SilverCard implements CreditCard {
6     @Override
7     public String getName() {
8         return "Silver Card";
9     }
10
11     @Override
12     public void accept(OfferVisitor visitor) {
13         visitor.visit( silverCard: this);
14     }
15 }
16
```

```
1 package com.company.CreditCards; ✓
2
3 import com.company.Offers.OfferVisitor;
4
5 public class GoldCard implements CreditCard {
6     @Override
7     public String getName() {
8         return "Gold Card";
9     }
10
11     @Override
12     public void accept(OfferVisitor visitor) {
13         visitor.visit( goldCard: this);
14     }
15 }
16
```

Running the example

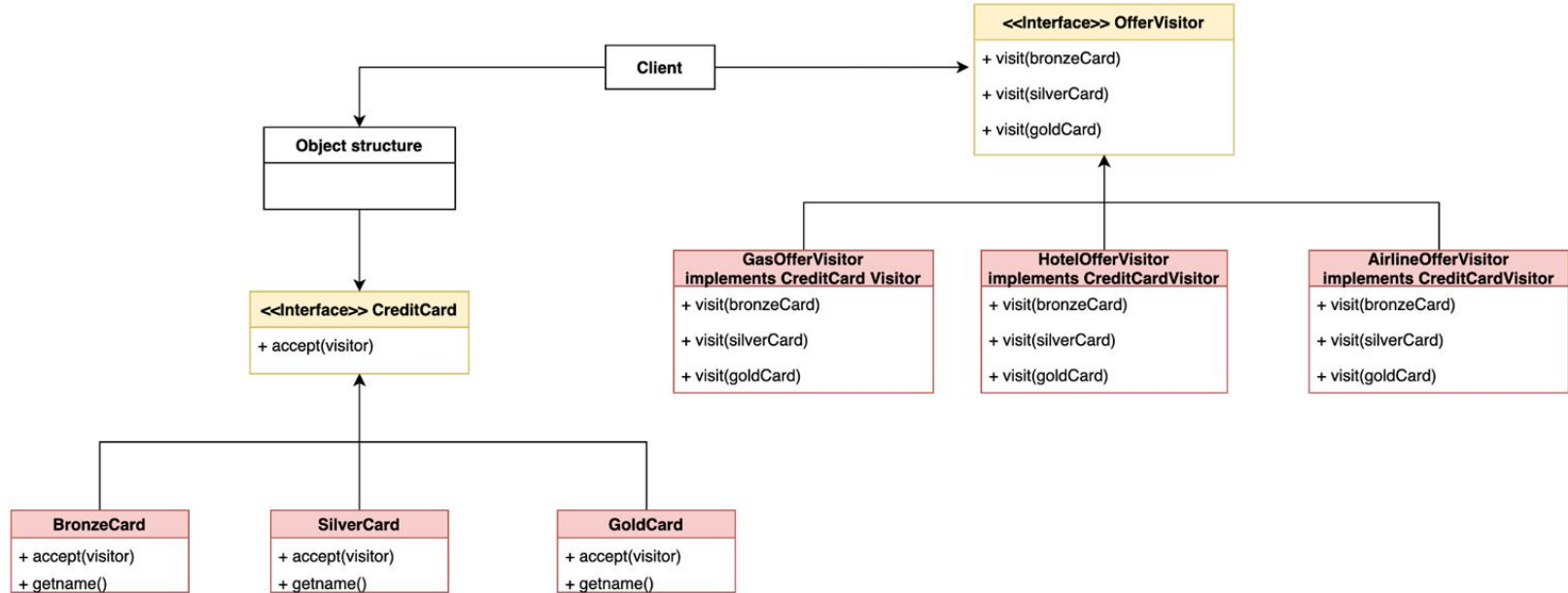
```
11
12 ▶ public class Main {
13
14 ▶ public static void main(String[] args) {
15     CreditCard bronzeCard = new BronzeCard();
16     CreditCard silverCard = new SilverCard();
17     CreditCard goldCard = new GoldCard();
18
19     OfferVisitor gasOfferVisitor = new GasOfferVisitor();
20     bronzeCard.accept(gasOfferVisitor);
21     silverCard.accept(gasOfferVisitor);
22     goldCard.accept(gasOfferVisitor);
23
24     OfferVisitor airlineOfferVisitor = new AirlineOfferVisitor();
25     bronzeCard.accept(airlineOfferVisitor);
26
27     OfferVisitor hotelOfferVisitor = new HotelOfferVisitor();
28     goldCard.accept(hotelOfferVisitor);
29 }
30 }
31
```

Run: Main x

```

▶ ↑ /Library/Java/JavaVirtualMachines/jdk-16.0.1.jdk/Contents/Home/bin/java -javaagent:/Applications/IntelliJ IDEA CE.app/Contents/lib/idea_rt.jar
■ ↓ Computing the gas offer for the Bronze Card
:| Computing the gas offer for the Silver Card
:| Computing the gas offer for the Gold Card
:| Computing the airline offer for the Bronze Card
:| Computing the hotel offer for the Gold Card
:|
:| Process finished with exit code 0
```

Credit card solution diagram



PROS

- Easy to add new operations to objects without modifying them.
- Related behaviour is focused in a single concrete visitor.
- It implements double dispatching in languages that don't support it natively.

CONS

- Your Visitor can modify your Elements since an instance of the Element is sent to the Visitor.
- Code can become less readable.
- It requires a new Visitor class for every action.



Questions?

Thank you!