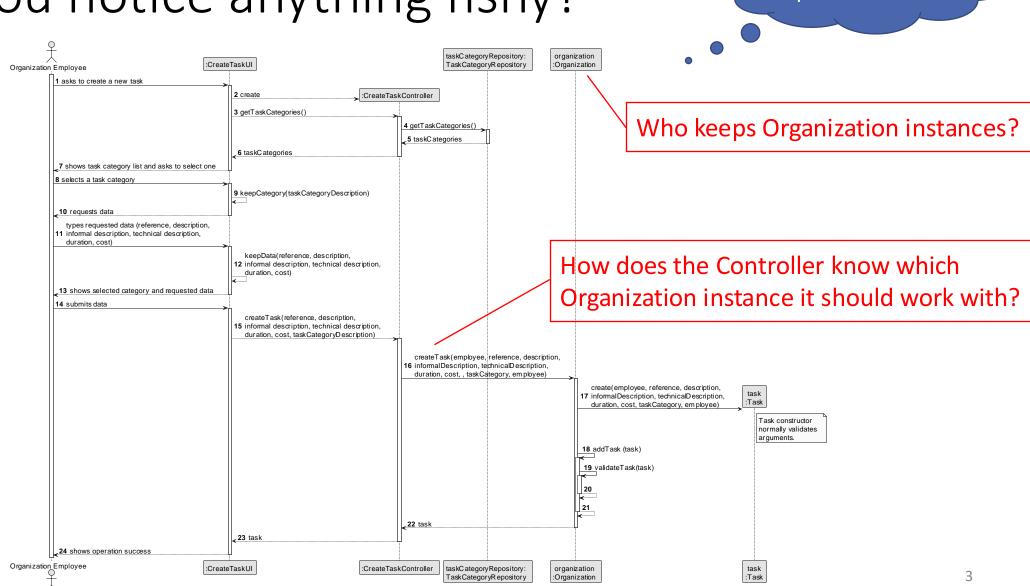
# Repositories



## **Topics**

- Repositories
  - Organization Repository
- Singleton Pattern
  - Repositories class

## Do you notice anything fishy?



Recall previous

presentations

# GRASP: Information Expert

Class OrganizationRepository

## Information Expert

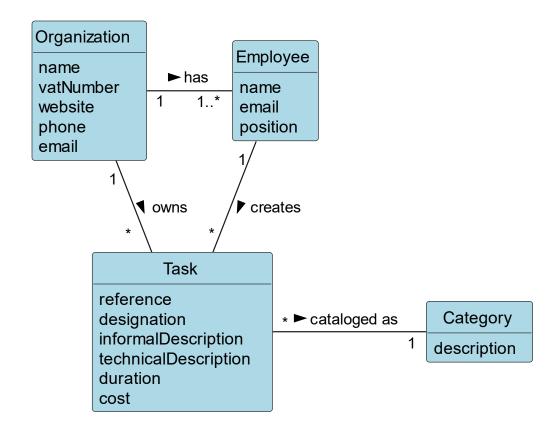


- Problem
  - What is the **general principle** for assigning responsibilities to objects?

- Solution: Assign the responsibility to the "information expert"
  - I.e.: Assign it to the class that has the necessary information to fulfill it
  - Which class?
    - Get inspired by the Domain Model

## Objects of the Domain Layer

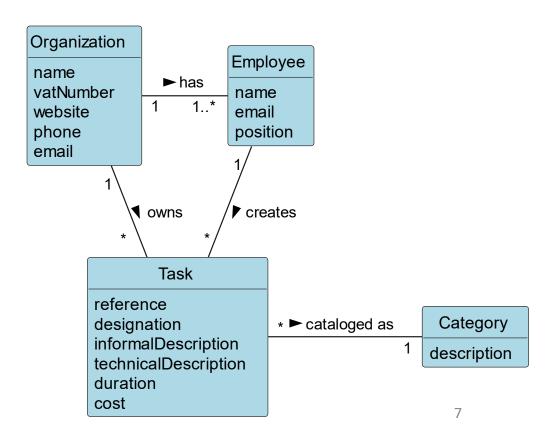
- Who keeps Organization instances?
  - Check the Domain Model...
- Which class should be responsible for keeping instances of a class that do not "belong" to any domain object/class, such as Organization?
  - Apparently, there is no conceptual class responsible for it.



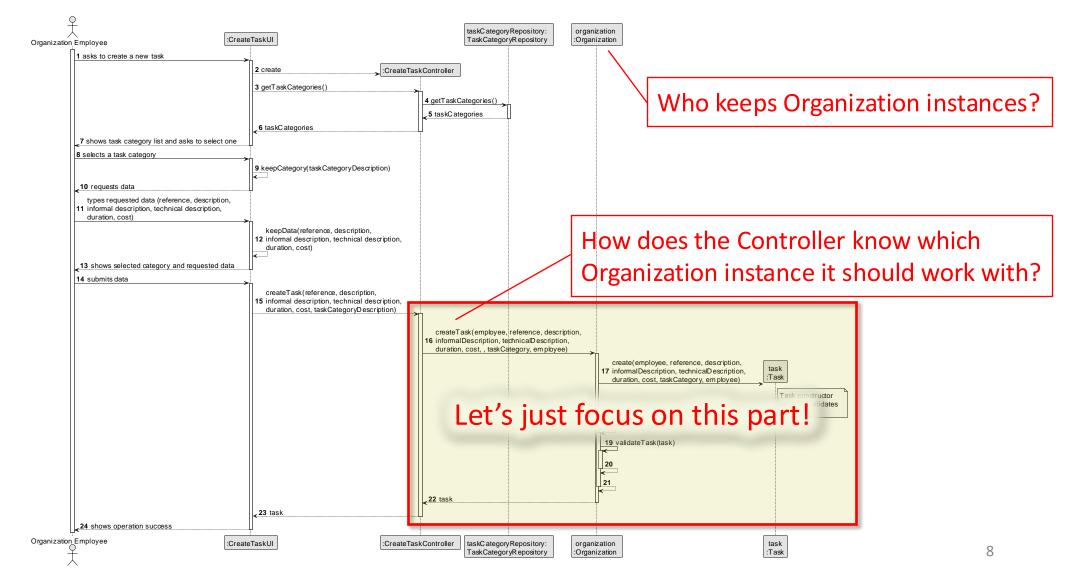
### Repositories as Information Expert

- A repository is a special kind of class for collection of objects that do not "belong" to any domain object/class
- Looking at the domain model we realize that:
  - Organizations are kept in the system

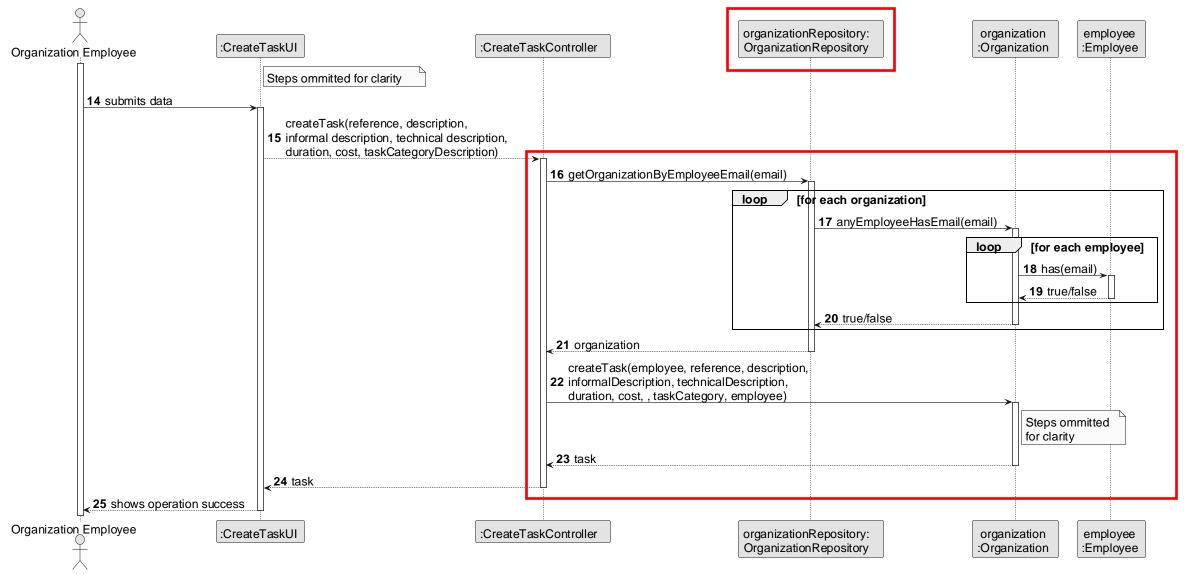
     they form a collection of objects
     that do not "belong" to any domain object/class
  - Repositories are also obtained by Pure Fabrication



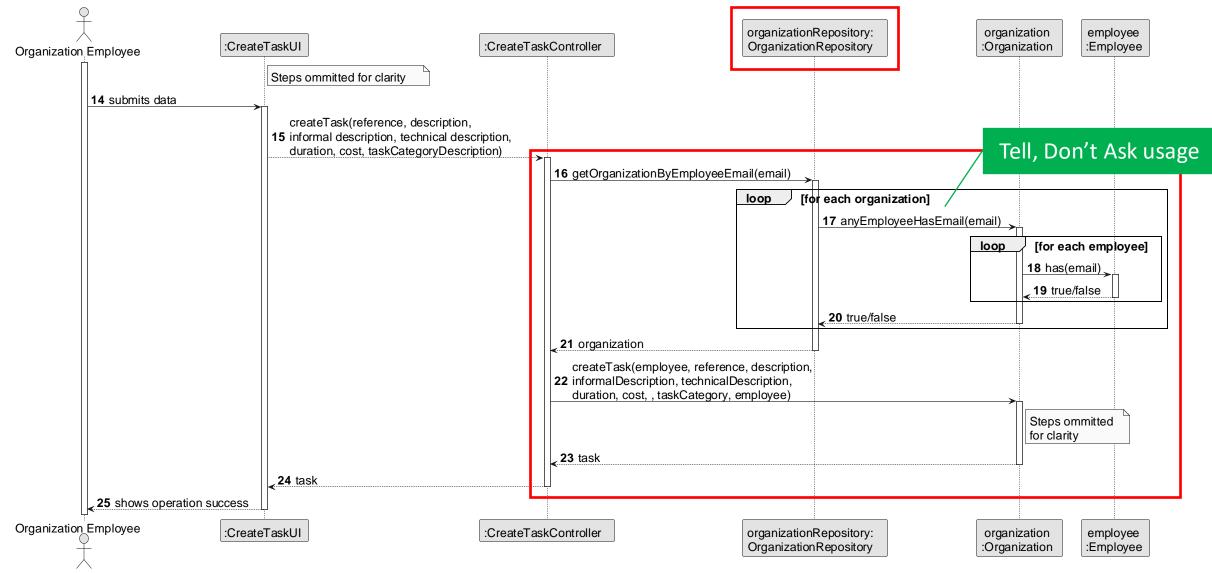
## Do you notice anything fishy?



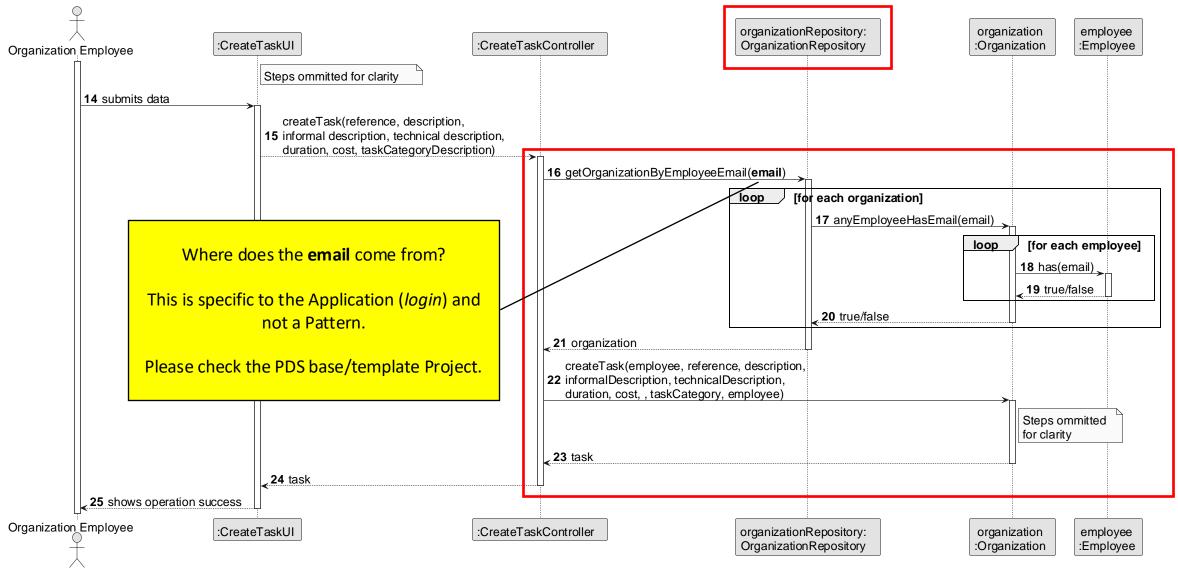
# OrganizationRepository responsibilities (1/4)



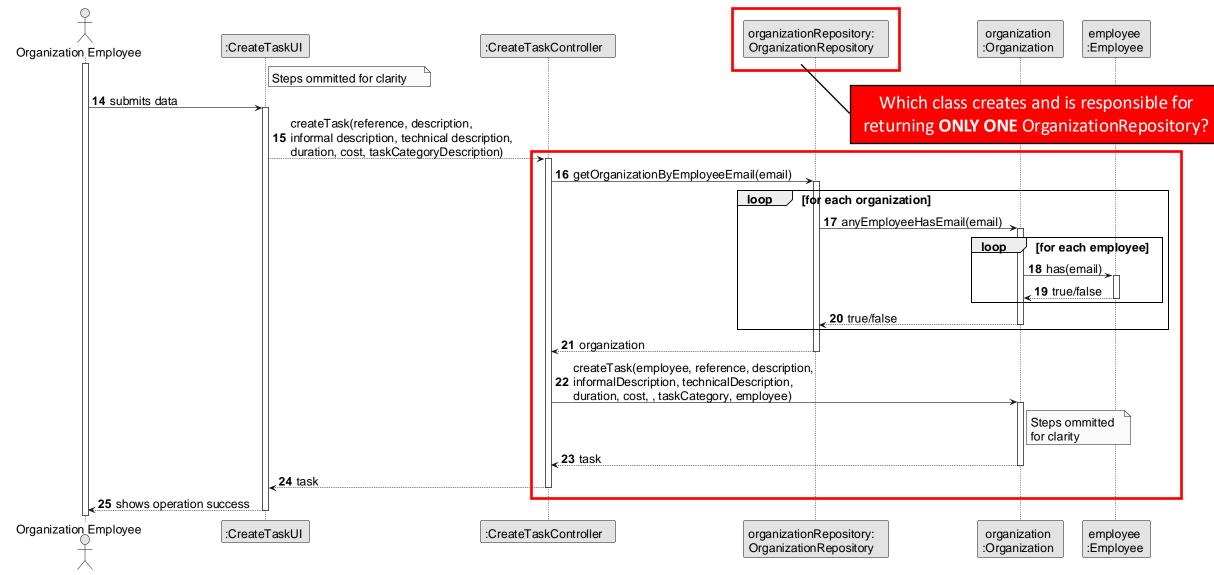
# OrganizationRepository responsibilities (2/4)



# OrganizationRepository responsibilities (3/4)



# OrganizationRepository responsibilities (4/4)



# Singleton Pattern

Applied to Repositories class

## Singleton Pattern

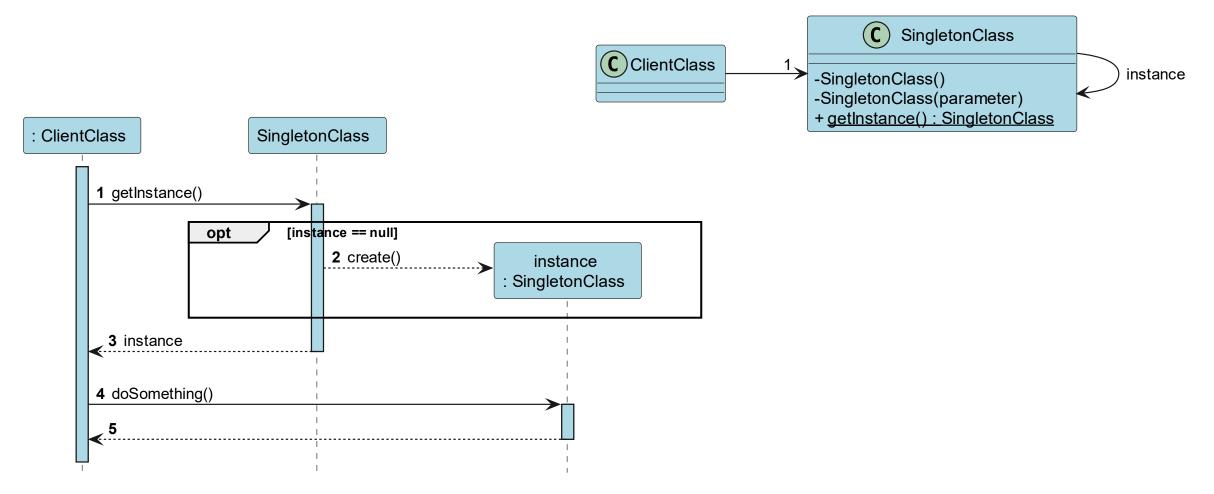
#### Problem

- How to ensure that there is only one instance of a given class; and
- How to provide a global access point to such instance?

#### Solution

- In a very simple way, the *singleton* class needs to:
  - Have its **constructor(s) private** (or protected), to prevent other classes from creating instances
  - Have a private static attribute to itself
  - Have a **public static method** (usually called **getInstance**) that is used by other classes to get the unique instance of the class
- Instance creation
  - Lazy initialization: restricts the creation of the class instance until it is requested for the first time
  - **Eager** initialization: the class instance is created during the start-up time

# Singleton Pattern — Lazy initialization



### Singleton Pattern – Overview

- The Singleton pattern is a well-known software design pattern
  - From the "Gang of Four (GOF) Design Patterns"
- **Singleton syndrome:** it is too often seen as the most appropriate pattern for your current use case → But it turns out it is not!
- Sometimes, it is considered an Anti-Pattern
  - Its usage should be **minimized**, as it promotes the existence of an application global state and testing activities become harder.
  - There are better techniques than using it, but those are more advanced and beyond the scope of this course. Next year you will learn and use them in other course units.

## Repositories class

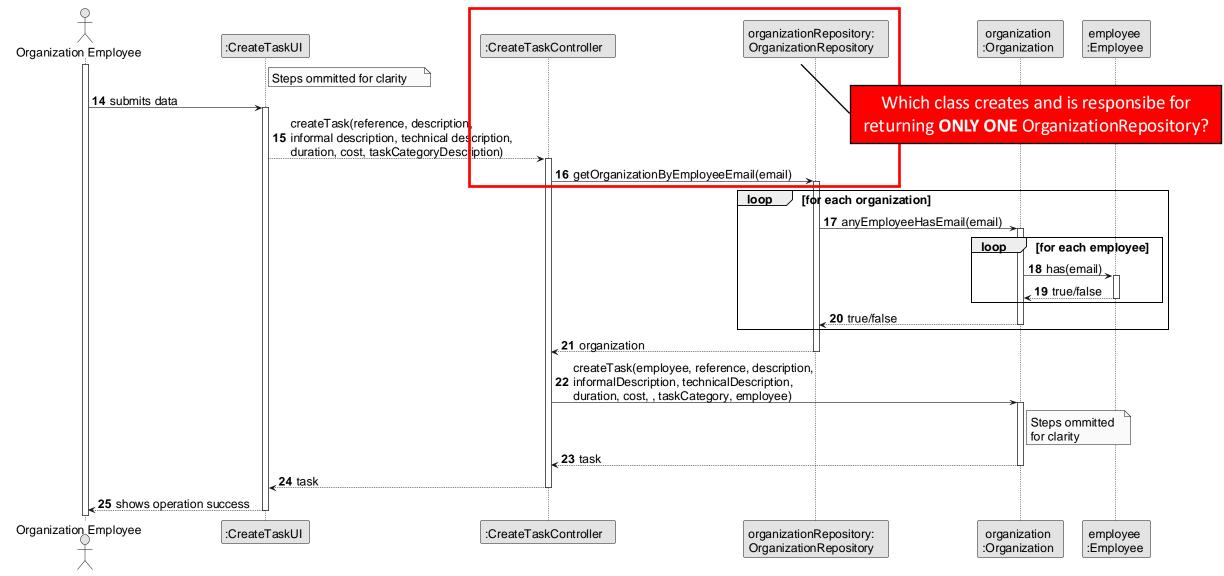


 In the PDS base/template Project, the Repositories class is implemented using the Singleton Pattern

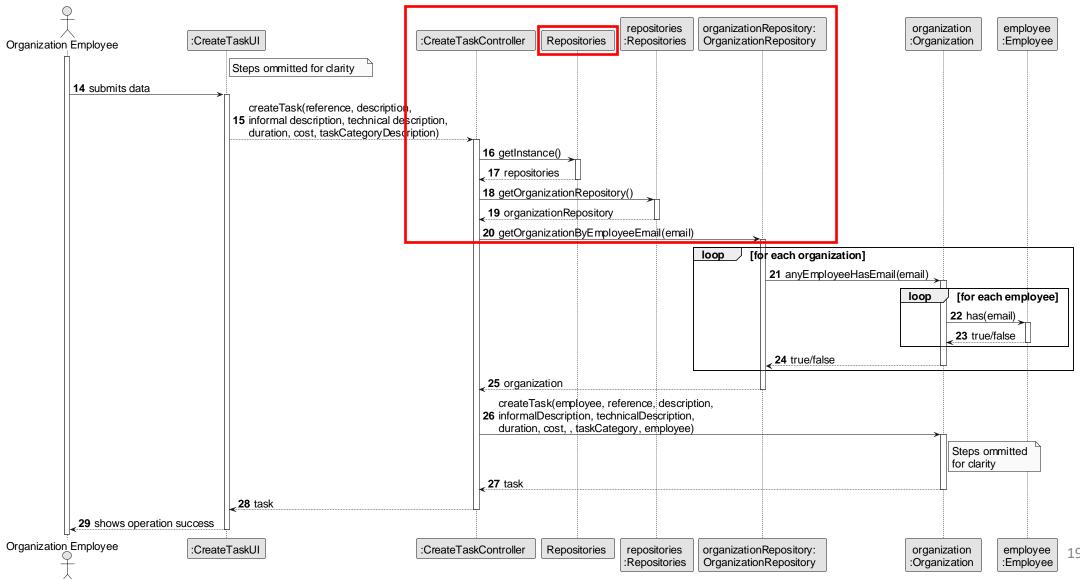
 This class provides access to all data repositories that may be required by the software solution, thus minimizing the usage of the Singleton pattern

• It ALWAYS provides the same and unique repositories instance

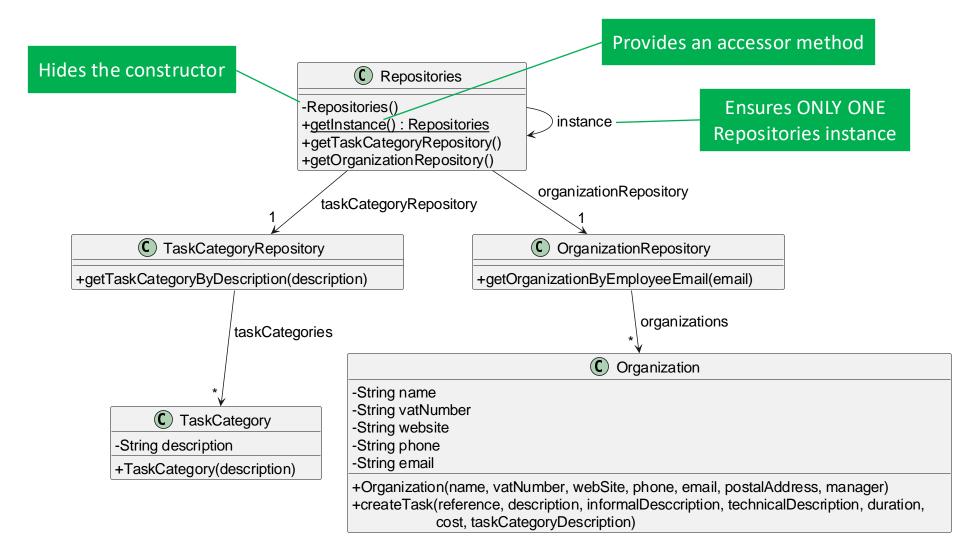
# Repositories usage (1/2)



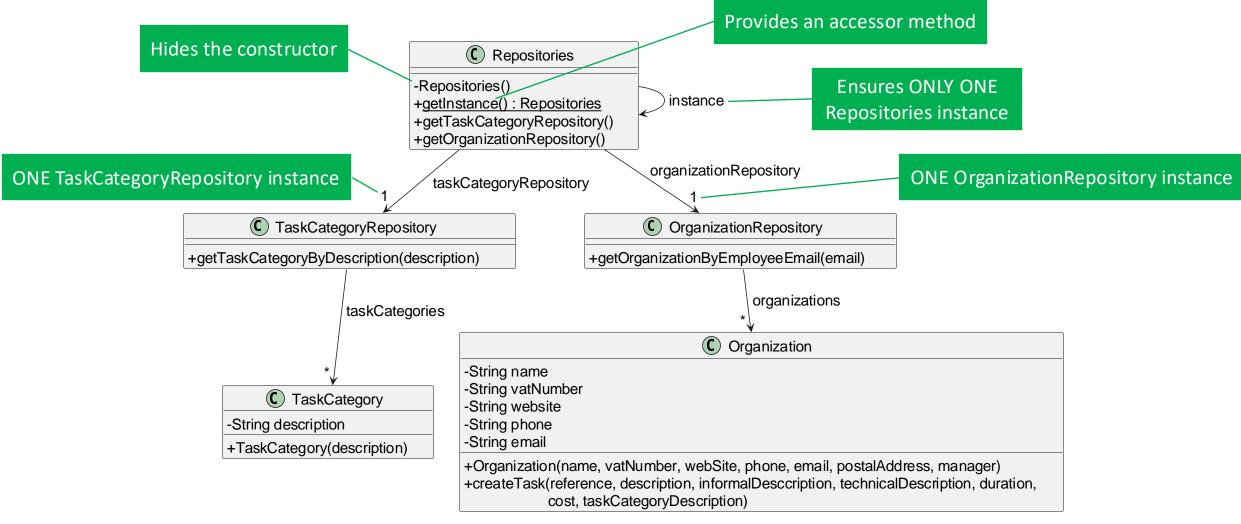
Repositories usage (2/2)



## Repositories Class Diagram (1/2)



# Repositories Class Diagram (2/2)



## References & Bibliography

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- Fowler, Martin. UML distilled: a brief guide to the standard object modeling language. Addison-Wesley Professional, 2004.
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