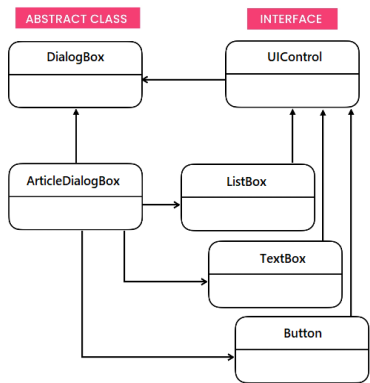


Mediator Design Pattern

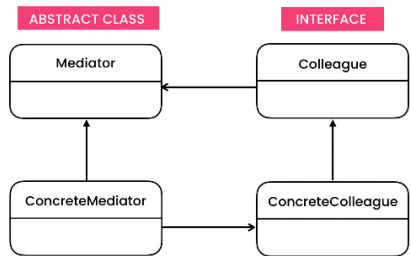
This pattern is used when there is a need for mediating the interaction between some classes.

Class Diagrams

Our Example



The pattern in Gang of Four's book



Explanation

In our example, there is a dialog box for editing an article. The button is disabled at first and when we select an article, it becomes enabled.



The `DialogBox` class, `UIControl` interface, the `ListBox`, `TextBox`, and `Button` are part of our framework. the `ArticleDialogBox` class is responsible for coordinating the communication between classes. For example, when a text is set in the textbox, the button must become enable. The `ListBox`, `TextBox`, and `Button` don't know about each other. They just interact with an `ArticleDialogBox` object.

- the `simulateUserIntraction()` method in `ArticleDialogBox` simulate the actions of user.