Testing the CD Cover Viewer

Ready-bake Code

Okay, it's time to test out this fancy new virtual proxy. Behind the scenes we've been baking up a new ImageProxyTestDrive that sets up the window, creates a frame, installs the menus and creates our proxy. We don't go through all that code in gory detail here, but you can always grab the source code and have a look, or check it out at the end of the chapter where we list all the source code for the Virtual Proxy.

Here's a partial view of the test drive code:

```
public class ImageProxyTestDrive {
    ImageComponent imageComponent;
    public static void main (String[] args) throws Exception {
        ImageProxyTestDrive testDrive = new ImageProxyTestDrive();
    }

    public ImageProxyTestDrive() throws Exception{

        // set up frame and menus

        Icon icon = new ImageProxy(initialURL);
        imageComponent = new ImageComponent(icon);
        frame.getContentPane().add(imageComponent);
    }
}
```

Here we create an image proxy and set it to an initial URL. Whenever you choose a selection from the CD menu, you'll get a new image proxy.

Next we wrap our proxy in a component so it can be added to the frame. The component will take care of the proxy's width, height and similar details.

Finally we add the proxy to the frame so it can be displayed.

Now let's run the test drive:

```
File Edit Window Help JustSomeOfTheCDsThatGotUsThroughThisBook
% java ImageProxyTestDrive
```

Running ImageProxyTestDrive should give you a window like this.

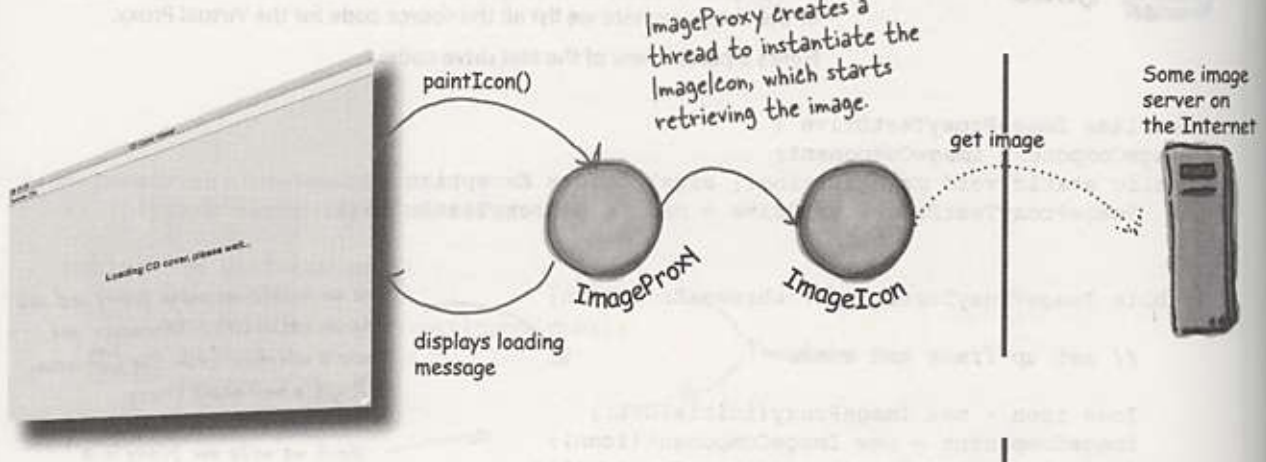
Things to try...

1. **Use the menu to load different CD covers; watch the proxy display "loading" until the image has arrived.**
2. **Resize the window as the "loading" message is displayed. Notice that the proxy is handling the loading without hanging up the Swing window.**
3. **Add your own favorite CDs to the ImageProxyTestDrive.**

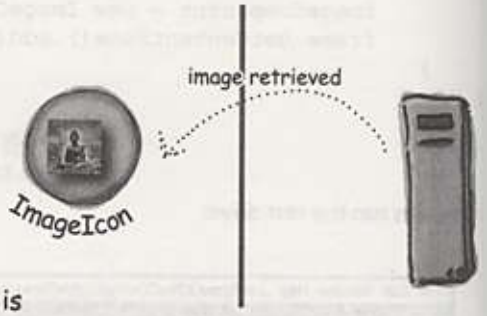
What did we do?

Behind the Scenes

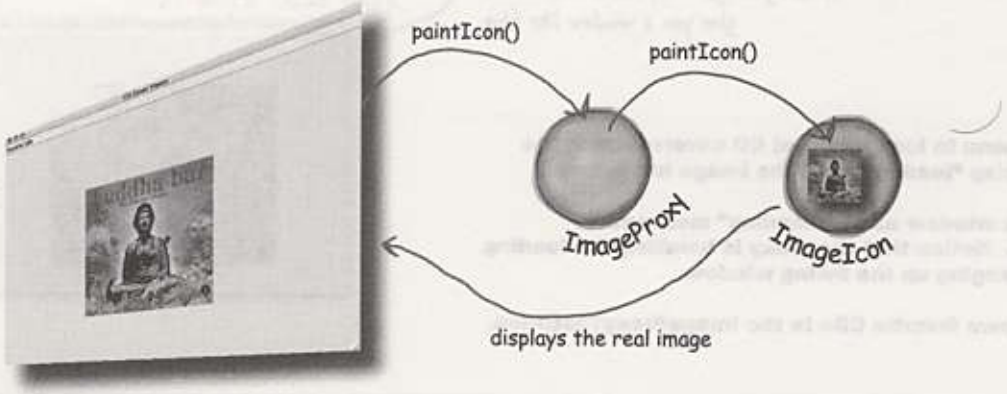
1. We created an ImageProxy for the display. The paintIcon() method is called and ImageProxy fires off a thread to retrieve the image and create the ImageIcon.



2. At some point the image is returned and the ImageIcon fully instantiated.



3. After the ImageIcon is created, the next time paintIcon() is called, the proxy delegates to the ImageIcon.



there are no Dumb Questions

Q: The Remote Proxy and Virtual Proxy seem so different to me; are they really ONE pattern?

A: You'll find a lot of variants of the Proxy Pattern in the real world; what they all have in common is that they intercept a method invocation that the client is making on the subject. This level of indirection allows us to do many things, including dispatching requests to a remote subject, providing a representative for an expensive object as it is created, or, as you'll see, providing some level of protection that can determine which clients should be calling which methods. That's just the beginning; the general Proxy Pattern can be applied in many different ways, and we'll cover some of the other ways at the end of the chapter.

Q: ImageProxy seems just like a Decorator to me. I mean, we are basically wrapping one object with another and then delegating the calls to the ImageIcon. What am I missing?

A: Sometimes Proxy and Decorator look very similar, but their purposes are different: a decorator adds behavior to a class, while a proxy controls access to it. You might say, "Isn't the loading message adding behavior?" In some ways it is; however, more importantly, the ImageProxy is controlling access to an ImageIcon. How does it control access? Well, think about it this way: the proxy is decoupling the client from the ImageIcon. If they were coupled the client would have to wait until each image is retrieved before it could paint it entire interface. The proxy controls access to the ImageIcon so that before it is fully created, the proxy provides another on screen representation. Once the ImageIcon is created the proxy allows access.

Q: How do I make clients use the Proxy rather than the Real Subject?

A: Good question. One common technique is to provide a factory that instantiates and returns the subject. Because this happens in a factory method we can then wrap the subject with a proxy before returning it. The client never knows or cares that it's using a proxy instead of the real thing.

Q: I noticed in the ImageProxy example, you always create a new ImageIcon to get the image, even if the image has already been retrieved. Could you implement something similar to the ImageProxy that caches past retrievals?

A: You are talking about a specialized form of a Virtual Proxy called a Caching Proxy. A caching proxy maintains a cache of previous created objects and when a request is made it returns cached object, if possible.

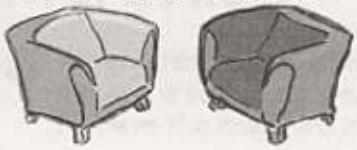
We're going to look this and at several other variants of the Proxy Pattern at the end of the chapter.

Q: I see how Decorator and Proxy relate, but what about Adapter? An adapter seems very similar as well.

A: Both Proxy and Adapter sit in front of other objects and forward requests to them. Remember that Adapter changes the interface of the objects it adapts, while the Proxy implements the same interface.

There is one additional similarity that relates to the Protection Proxy. A Protection Proxy may allow or disallow a client access to particular methods in an object based on the role of the client. In this way a Protection Proxy may only provide a partial interface to a client, which is quite similar to some Adapters. We are going to take a look at Protection Proxy in a few pages.

Fireside Chats



Tonight's talk: **Proxy and Decorator get intentional.**

Proxy

Hello, Decorator. I presume you're here because people sometimes get us confused?

Me copying *your* ideas? Please. I control access to objects. You just decorate them. My job is so much more important than yours it's just not even funny.

Fine, so maybe you're not entirely frivolous... but I still don't get why you think I'm copying all your ideas. I'm all about representing my subjects, not decorating them.

I don't think you get it, Decorator. I stand in for my Subjects; I don't just add behavior. Clients use me as a surrogate of a Real Subject, because I can protect them from unwanted access, or keep their GUIs from hanging up while they're waiting for big objects to load, or hide the fact that their Subjects are running on remote machines. I'd say that's a very different intent from yours!

Decorator

Well, I think the reason people get us confused is that you go around pretending to be an entirely different pattern, when in fact, you're just a Decorator in disguise. I really don't think you should be copying all my ideas.

"Just" decorate? You think decorating is some frivolous unimportant pattern? Let me tell you buddy, I add *behavior*. That's the most important thing about objects - what they *do*!

You can call it "representation" but if it looks like a duck and walks like a duck... I mean, just look at your Virtual Proxy; it's just another way of adding behavior to do something while some big expensive object is loading, and your Remote Proxy is a way of talking to remote objects so your clients don't have to bother with that themselves. It's all about behavior, just like I said.

Call it what you want. I implement the same interface as the objects I wrap; so do you.

Proxy

Okay, let's review that statement. You wrap an object. While sometimes we informally say a proxy wraps its Subject, that's not really an accurate term.

Think about a remote proxy... what object am I wrapping? The object I'm representing and controlling access to lives on another machine! Let's see you do that.

Sure, okay, take a virtual proxy... think about the CD viewer example. When the client first uses me as a proxy the subject doesn't even exist! So what am I wrapping there?

I never knew decorators were so dumb! Of course I sometimes create objects, how do you think a virtual proxy gets its subject! Okay, you just pointed out a big difference between us: we both know decorators only add window dressing; they never get to instantiate anything.

Hey, after this conversation I'm convinced you're just a dumb proxy!

Very seldom will you ever see a proxy get into wrapping a subject multiple times; in fact, if you're wrapping something 10 times, you better go back reexamine your design.

Decorator

Oh yeah? Why not?

Okay, but we all know remote proxies are kinda weird. Got a second example? I doubt it.

Uh huh, and the next thing you'll be saying is that you actually get to create objects.

Oh yeah? Instantiate this!

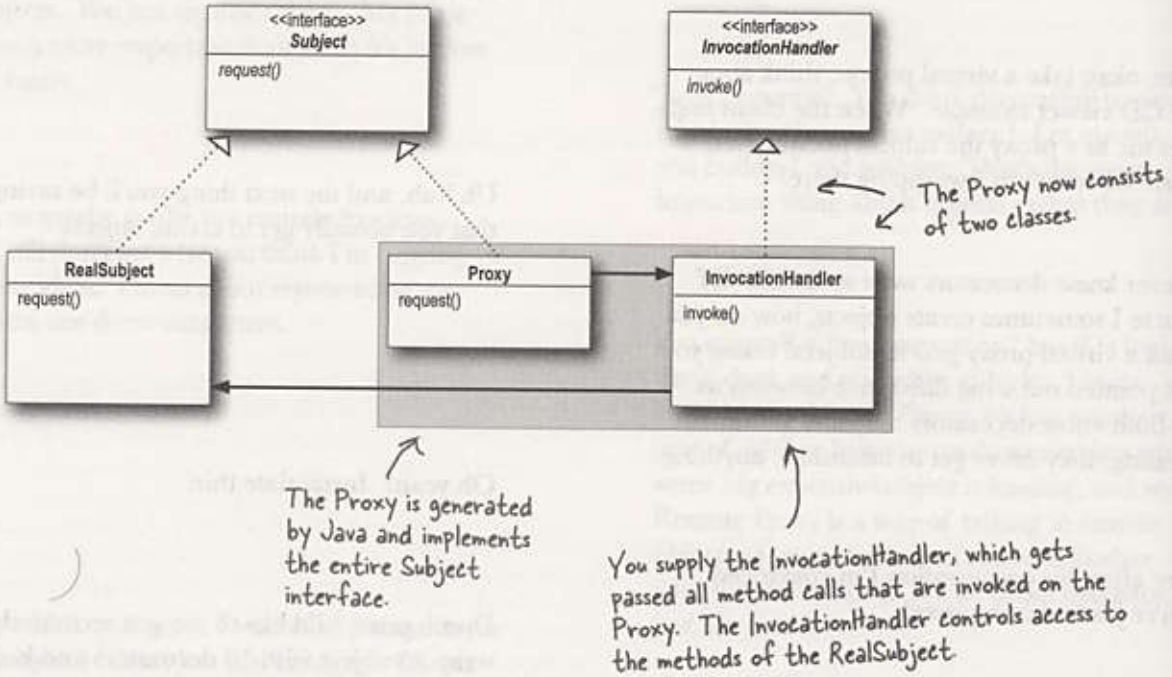
Dumb proxy? I'd like to see you recursively wrap an object with 10 decorators and keep your head straight at the same time.

Just like a proxy, acting all real when in fact you just stand in for the objects doing the real work. You know, I actually feel sorry for you.

Using the Java API's Proxy to create a protection proxy

Java's got its own proxy support right in the java.lang.reflect package. With this package, Java lets you create a proxy class *on the fly* that implements one or more interfaces and forwards method invocations to a class that you specify. Because the actual proxy class is created at runtime, we refer to this Java technology as a *dynamic proxy*.

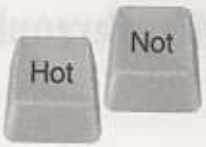
We're going to use Java's dynamic proxy to create our next proxy implementation (a protection proxy), but before we do that, let's quickly look at a class diagram that shows how dynamic proxies are put together. Like most things in the real world, it differs slightly from the classic definition of the pattern:



Because Java creates the Proxy class *for you*, you need a way to tell the Proxy class what to do. You can't put that code into the Proxy class like we did before, because you're not implementing one directly. So, if you can't put this code in the Proxy class, where do you put it? In an InvocationHandler. The job of the InvocationHandler is to respond to any method calls on the proxy. Think of the InvocationHandler as the object the Proxy asks to do all the real work after it's received the method calls.

Okay, let's step through how to use the dynamic proxy...

Matchmaking in Objectville



Every town needs a matchmaking service, right? You've risen to the task and implemented a dating service for Objectville. You've also tried to be innovative by including a "Hot or Not" feature in the service where participants can rate each other – you figure this keeps your customers engaged and looking through possible matches; it also makes things a lot more fun.

Your service revolves around a Person bean that allows you to set and get information about a person:

This is the interface; we'll get to the implementation in just a sec...

Here we can get information about the person's name, gender, interests and HotOrNot rating (1–10).

```
public interface PersonBean {

    String getName();
    String getGender();
    String getInterests();
    int getHotOrNotRating();

    void setName(String name);
    void setGender(String gender);
    void setInterests(String interests);
    void setHotOrNotRating(int rating);

}
```

We can also set the same information through the respective method calls.

setHotOrNotRating() takes an integer and adds it to the running average for this person.

Now let's check out the implementation...

The PersonBean implementation

The PersonBeanImpl implements the PersonBean interface

```
public class PersonBeanImpl implements PersonBean {
    String name;
    String gender;
    String interests;
    int rating;
    int ratingCount = 0;

    public String getName() {
        return name;
    }

    public String getGender() {
        return gender;
    }

    public String getInterests() {
        return interests;
    }

    public int getHotOrNotRating() {
        if (ratingCount == 0) return 0;
        return (rating/ratingCount);
    }


    public void setName(String name) {
        this.name = name;
    }

    public void setGender(String gender) {
        this.gender = gender;
    }

    public void setInterests(String interests) {
        this.interests = interests;
    }

    public void setHotOrNotRating(int rating) {
        this.rating += rating;
        ratingCount++;
    }
}
```

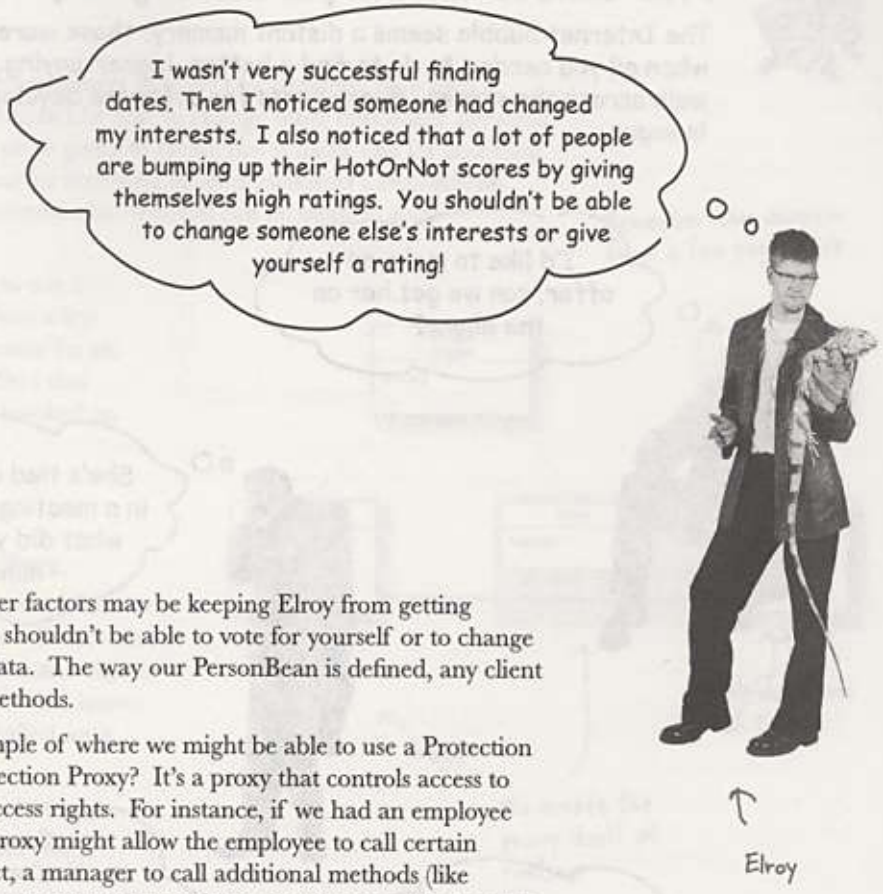
The instance variables.

All the getter methods; they each return the appropriate instance variable...

...except for getHotOrNotRating(), which computes the average of the ratings by dividing the ratings by the ratingCount.

And here's all the setter methods, which set the corresponding instance variable.

Finally, the setHotOrNotRating() method increments the total ratingCount and adds the rating to the running total.



While we suspect other factors may be keeping Elroy from getting dates, he is right: you shouldn't be able to vote for yourself or to change another customer's data. The way our PersonBean is defined, any client can call any of the methods.

This is a perfect example of where we might be able to use a Protection Proxy. What's a Protection Proxy? It's a proxy that controls access to an object based on access rights. For instance, if we had an employee object, a protection proxy might allow the employee to call certain methods on the object, a manager to call additional methods (like setSalary()), and a human resources employee to call any method on the object.

In our dating service we want to make sure that a customer can set his own information while preventing others from altering it. We also want to allow just the opposite with the HotOrNot ratings: we want the other customers to be able to set the rating, but not that particular customer. We also have a number of getter methods in the PersonBean, and because none of these return private information, any customer should be able to call them.

Five minute drama: protecting subjects

The Internet bubble seems a distant memory; those were the days when all you needed to do to find a better, higher-paying job was to walk across the street. Even agents for software developers were in vogue...

I'd like to make an offer, can we get her on the phone?

Joe DotCom

She's tied up ... uh ... in a meeting right now, what did you have in mind?

Agent

Like a protection proxy, the agent protects access to his subject, only letting certain calls through...

We think we can meet her current salary plus 15%.

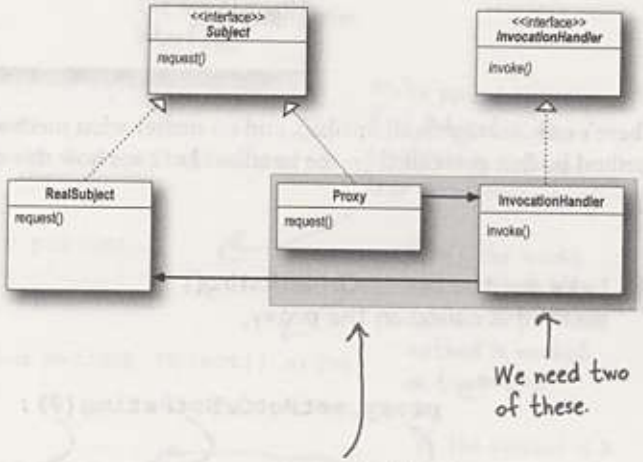
Come on. You're wasting our time here! Not a chance! Come back later with a better offer.

Big Picture: creating a Dynamic Proxy for the PersonBean

We have a couple of problems to fix: customers shouldn't be changing their own HotOrNot rating and customers shouldn't be able to change other customers' personal information. To fix these problems we're going to create two proxies: one for accessing your own PersonBean object and one for accessing another customer's PersonBean object. That way, the proxies can control what requests can be made in each circumstance.

To create these proxies we're going to use the Java API's dynamic proxy that you saw a few pages back. Java will create two proxies for us; all we need to do is supply the handlers that know what to do when a method is invoked on the proxy.

Remember this diagram from a few pages back...



Step one:

Create two InvocationHandlers.

InvocationHandlers implement the behavior of the proxy. As you'll see Java will take care of creating the actual proxy class and object, we just need to supply a handler that knows what to do when a method is called on it.

Step two:

Write the code that creates the dynamic proxies.

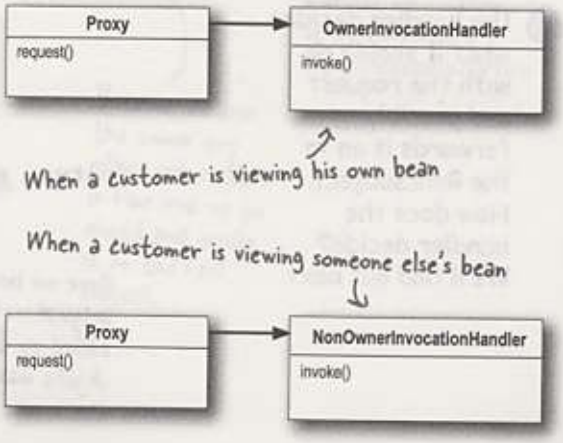
We need to write a little bit of code to generate the proxy class and instantiate it. We'll step through this code in just a bit.

Step three:

Wrap any PersonBean object with the appropriate proxy.

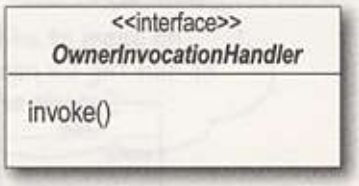
When we need to use a PersonBean object, either it's the object of the customer himself (in that case, will call him the "owner"), or it's another user of the service that the customer is checking out (in that case we'll call him "non-owner").

In either case, we create the appropriate proxy for the PersonBean.

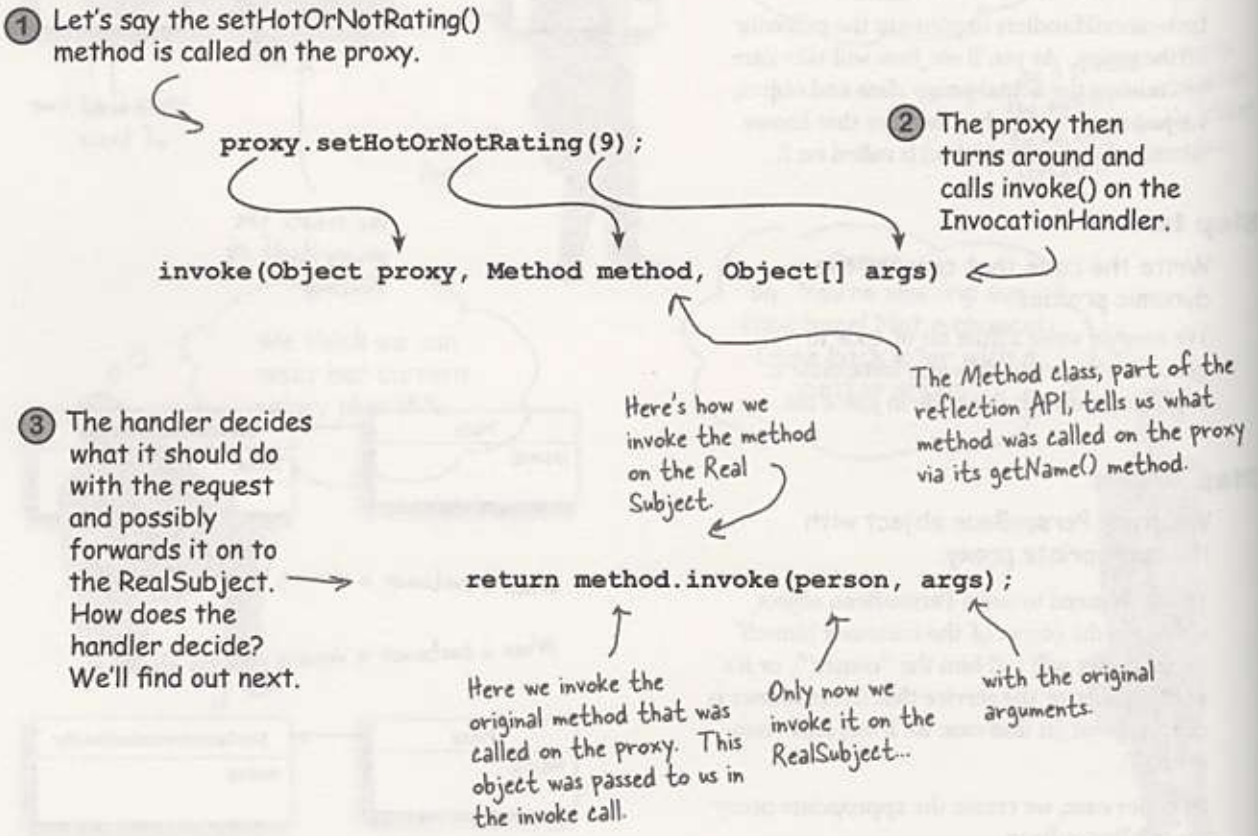


Step one: creating Invocation Handlers

We know we need to write two invocation handlers, one for the owner and one for the non-owner. But what are invocation handlers? Here's the way to think about them: when a method call is made on the proxy, the proxy forwards that call to your invocation handler, but *not* by calling the invocation handler's corresponding method. So, what does it call? Have a look at the InvocationHandler interface:



There's only one method, invoke(), and no matter what methods get called on the proxy, the invoke() method is what gets called on the handler. Let's see how this works:



Creating Invocation Handlers continued...

When invoke() is called by the proxy, how do you know what to do with the call? Typically, you'll examine the method that was called on the proxy and make decisions based on the method's name and possibly its arguments. Let's implement the OwnerInvocationHandler to see how this works:

InvocationHandler is part of the java.lang.reflect package, so we need to import it.

All invocation handlers implement the InvocationHandler interface.

We're passed the Real Subject in the constructor and we keep a reference to it.

Here's the invoke method that gets called every time a method is invoked on the proxy.

If the method is a getter, we go ahead and invoke it on the real subject.

Otherwise, if it is the setHotOrNotRating() method we disallow it by throwing a IllegalAccessException.

Because we are the owner any other set method is fine and we go ahead and invoke it on the real subject.

This will happen if the real subject throws an exception.

If any other method is called, we're just going to return null rather than take a chance.

```
import java.lang.reflect.*;

public class OwnerInvocationHandler implements InvocationHandler {
    PersonBean person;

    public OwnerInvocationHandler(PersonBean person) {
        this.person = person;
    }

    public Object invoke(Object proxy, Method method, Object[] args)
            throws IllegalAccessException {

        try {
            if (method.getName().startsWith("get")) {
                return method.invoke(person, args);
            } else if (method.getName().equals("setHotOrNotRating")) {
                throw new IllegalAccessException();
            } else if (method.getName().startsWith("set")) {
                return method.invoke(person, args);
            }
        } catch (InvocationTargetException e) {
            e.printStackTrace();
        }
        return null;
    }
}
```

The NonOwnerInvocationHandler works just like the OwnerInvocationHandler except that it *allows* calls to setHotOrNotRating() and it *disallows* calls to any other set method. Go ahead and write this handler yourself:

Step two: creating the Proxy class and instantiating the Proxy object

Now, all we have left is to dynamically create the proxy class and instantiate the proxy object. Let's start by writing a method that takes a PersonBean and knows how to create an owner proxy for it. That is, we're going to create the kind of proxy that forwards its method calls to the OwnerInvocationHandler. Here's the code:

This method takes a person object (the real subject) and returns a proxy for it. Because the proxy has the same interface as the subject, we return a PersonBean.

This code creates the proxy. Now this is some mighty ugly code, so let's step through it carefully.

```
PersonBean getOwnerProxy(PersonBean person) {

    return (PersonBean) Proxy.newProxyInstance(
            person.getClass().getClassLoader(),
            person.getClass().getInterfaces(),
            new OwnerInvocationHandler(person));
}
```

To create a proxy we use the static newProxyInstance method on the Proxy class...

← We pass it the classloader for our subject...

...and the set of interfaces the proxy needs to implement...

We pass the real subject into the constructor of the invocation handler. If you look back two pages you'll see this is how the handler gets access to the real subject.

...and an invocation handler, in this case our OwnerInvocationHandler.

Sharpen your pencil

While it is a little complicated, there isn't much to creating a dynamic proxy. Why don't you write getNonOwnerProxy(), which returns a proxy for the NonOwnerInvocationHandler:

Take it further: can you write one method getProxy() that takes a handler and a person and returns a proxy that uses that handler?

Testing the matchmaking service

Let's give the matchmaking service a test run and see how it controls access to the setter methods based on the proxy that is used.

```
public class MatchMakingTestDrive {
    // instance variables here

    public static void main(String[] args) {
        MatchMakingTestDrive test = new MatchMakingTestDrive();
        test.drive();
    }

    public MatchMakingTestDrive() {
        initializeDatabase();
    }
    public void drive() {
        PersonBean joe = getPersonFromDatabase("Joe Javabean");
        PersonBean ownerProxy = getOwnerProxy(joe);
        System.out.println("Name is " + ownerProxy.getName());
        ownerProxy.setInterests("bowling, Go");
        System.out.println("Interests set from owner proxy");
        try {
            ownerProxy.setHotOrNotRating(10);
        } catch (Exception e) {
            System.out.println("Can't set rating from owner proxy");
        }
        System.out.println("Rating is " + ownerProxy.getHotOrNotRating());

        PersonBean nonOwnerProxy = getNonOwnerProxy(joe);
        System.out.println("Name is " + nonOwnerProxy.getName());
        try {
            nonOwnerProxy.setInterests("bowling, Go");
        } catch (Exception e) {
            System.out.println("Can't set interests from non owner proxy");
        }
        nonOwnerProxy.setHotOrNotRating(3);
        System.out.println("Rating set from non owner proxy");
        System.out.println("Rating is " + nonOwnerProxy.getHotOrNotRating());
    }

    // other methods like getOwnerProxy and getNonOwnerProxy here
}
```

Main just creates the test drive and calls its drive() method to get things going.

The constructor initializes our DB of people in the matchmaking service.

Let's retrieve a person from the DB

...and create an owner proxy.

Call a getter

and then a setter

and then try to change the rating.

this shouldn't work!

Now create a non-owner proxy

...and call a getter

followed by a setter

This shouldn't work!

Then try to set the rating

This should work!

Running the code...

```
File Edit Window Help Born2BDynamic
% java MatchMakingTestDrive
Name is Joe Javabean
Interests set from owner proxy
Can't set rating from owner proxy
Rating is 7

Name is Joe Javabean
Can't set interests from non owner proxy
Rating set from non owner proxy
Rating is 5
%
```

Our Owner proxy allows getting and setting, except for the HotOrNot rating.

Our NonOwner proxy allows getting only, but also allows calls to set the HotOrNot rating.

there are no Dumb Questions

Q: So what exactly is the "dynamic" aspect of dynamic proxies? Is it that I'm instantiating the proxy and setting it to a handler at runtime?

A: No, the proxy is dynamic because its class is created at runtime. Think about it: before your code runs there is no proxy class; it is created on demand from the set of interfaces you pass it.

Q: My InvocationHandler seems like a very strange proxy, it doesn't implement any of the methods of the class it's proxying.

A: That is because the InvocationHandler isn't a proxy – it is a class that the proxy dispatches to for handling method calls. The proxy itself is created dynamically at runtime by the static Proxy.newProxyInstance() method.

Q: Is there any way to tell if a class is a Proxy class?

A: Yes. The Proxy class has a static method called isProxyClass(). Calling this method with a class will return true if the class is a dynamic proxy class. Other than that, the proxy class will act like any other class that implements a particular set of interfaces.

Q: Are there any restrictions on the types of interfaces I can pass into newProxyInstance()?

A: Yes, there are a few. First, it is worth pointing out that we always pass newProxyInstance() an array of interfaces – only interfaces are allowed, no classes. The major restrictions are that all non-public interfaces need to be from the same package. You also can't have interfaces with clashing method names (that is, two interfaces with a method with the same signature). There are a few other minor nuances as well, so at some point you should take a look at the fine print on dynamic proxies in the javadoc.

Q: Why are you using skeletons? I thought we got rid of those back in Java 1.2.

A: You're right; we don't need to actually generate skeletons. As of Java 1.2, the RMI runtime can dispatch the client calls directly to the remote service using reflection. But we like to show the skeleton, because conceptually it helps you to understand that there is something under the covers that's making that communication between the client stub and the remote service happen.

Q: I heard that in Java 5, I don't even need to generate stubs anymore either. Is that true?

A: It sure is. In Java 5, RMI and Dynamic Proxy got together and now stubs are generated dynamically using Dynamic Proxy. The remote object's stub is a java.lang.reflect.Proxy instance (with an invocation handler) that is automatically generated to handle all the details of getting the local method calls by the client to the remote object. So, now you don't have to use rmic at all; everything you need to get a client talking to a remote object is handled for you behind the scenes.

Match each pattern with its description:

Pattern	Description
Decorator	Wraps another object and provides a different interface to it
Facade	Wraps another object and provides additional behavior for it
Proxy	Wraps another object to control access to it
Adapter	Wraps a bunch of objects to simplify their interface

The Proxy Zoo

Welcome to the Objectville Zoo!

You now know about the remote, virtual and protection proxies, but out in the wild you're going to see lots of mutations of this pattern. Over here in the Proxy corner of the zoo we've got a nice collection of wild proxy patterns that we've captured for your study.

Our job isn't done; we are sure you're going to see more variations of this pattern in the real world, so give us a hand in cataloging more proxies. Let's take a look at the existing collection:

Firewall Proxy controls access to a set of network resources, protecting the subject from "bad" clients.

Habitat: often seen in the location of corporate firewall systems.

Help find a habitat

_____

_____

_____

_____

_____

Smart Reference Proxy provides additional actions whenever a subject is referenced, such as counting the number of references to an object.

Caching Proxy provides temporary storage for results of operations that are expensive. It can also allow multiple clients to share the results to reduce computation or network latency.

Habitat: often seen in web server proxies as well as content management and publishing systems.

Synchronization Proxy provides safe access to a subject from multiple threads.

Seen hanging around JavaSpaces, where it controls synchronized access to an underlying set of objects in a distributed environment.

Help find a habitat

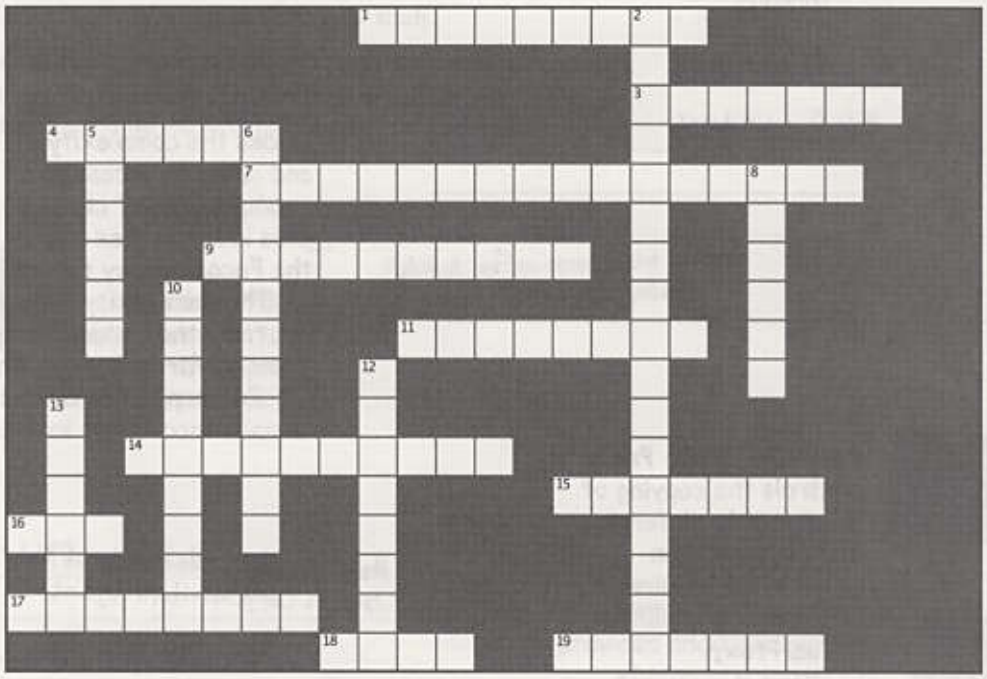
Complexity Hiding Proxy hides the complexity of and controls access to a complex set of classes. This is sometimes called the Facade Proxy for obvious reasons. The Complexity Hiding Proxy differs from the Facade Pattern in that the proxy controls access, while the Facade Pattern just provides an alternative interface.

Copy-On-Write Proxy controls the copying of an object by deferring the copying of an object until it is required by a client. This is a variant of the Virtual Proxy.

Habitat: seen in the vicinity of the Java 5's CopyOnWriteArrayList.

Field Notes: please add your observations of other proxies in the wild here:

It's been a LONG chapter. Why not unwind by doing a crossword puzzle before it ends?



Across

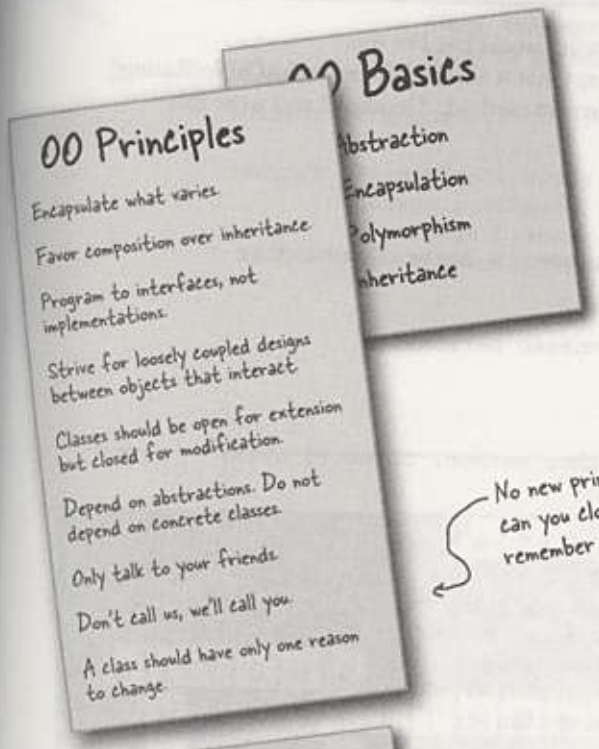
1. Group of first CD cover displayed (two words)
3. Proxy that stands in for expensive objects
4. We took one of these to learn RMI
7. Remote _____ was used to implement the gumball machine monitor (two words)
9. Software developer agent was being this kind of proxy
11. In RMI, the object that takes the network requests on the service side
14. Proxy that protects method calls from unauthorized callers
15. A _____ proxy class is created at runtime
16. Place to learn about the many proxy variants
17. Commonly used proxy for web services (two words)
18. In RMI, the proxy is called this
19. The CD viewer used this kind of proxy

Down

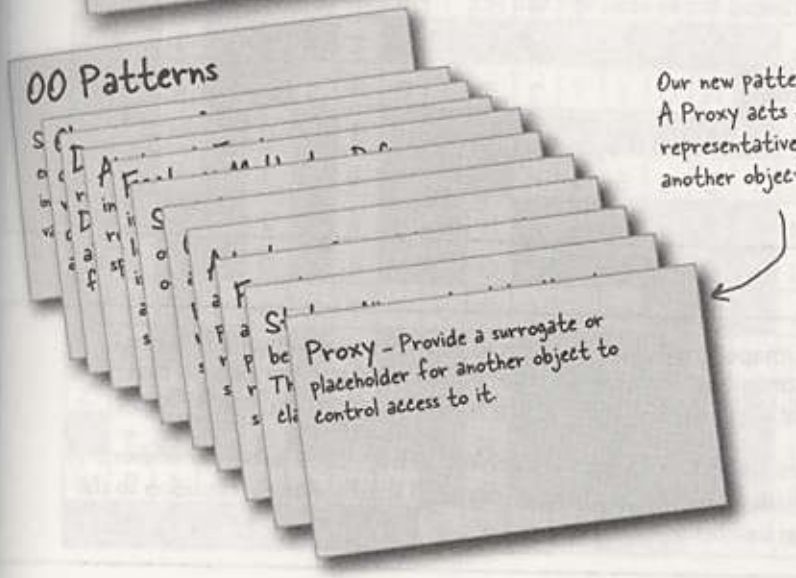
2. Java's dynamic proxy forwards all requests to this (two words)
5. Group that did the album MCMXC A.D.
6. This utility acts as a lookup service for RMI
8. Why Elroy couldn't get dates
10. Similar to proxy, but with a different purpose
12. Objectville Matchmaking gimmick (three words)
13. Our first mistake: the gumball machine reporting was not _____

Tools for your Design Toolbox

Your design toolbox is almost full; you're prepared for almost any design problem that comes your way.



No new principles this chapter, can you close the book and remember them all?



Our new pattern. A Proxy acts as a representative for another object.

BULLET POINTS

- The Proxy Pattern provides a representative for another object in order to control the client's access to it. There are a number of ways it can manage that access.
- A Remote Proxy manages interaction between a client and a remote object.
- A Virtual Proxy controls access to an object that is expensive to instantiate.
- A Protection Proxy controls access to the methods of an object based on the caller.
- Many other variants of the Proxy Pattern exist including caching proxies, synchronization proxies, firewall proxies, copy-on-write proxies, and so on.
- Proxy is structurally similar to Decorator, but the two differ in their purpose.
- The Decorator Pattern adds behavior to an object, while a Proxy controls access.
- Java's built-in support for Proxy can build a dynamic proxy class on demand and dispatch all calls on it to a handler of your choosing.
- Like any wrapper, proxies will increase the number of classes and objects in your designs.

Exercise solutions

The NonOwnerInvocationHandler works just like the OwnerInvocationHandler, except that it allows calls to setHotOrNotRating() and it disallows calls to any other set method. Go ahead and write this handler yourself:

```
import java.lang.reflect.*;

public class NonOwnerInvocationHandler implements InvocationHandler {
    PersonBean person;

    public NonOwnerInvocationHandler(PersonBean person) {
        this.person = person;
    }

    public Object invoke(Object proxy, Method method, Object[] args)
            throws IllegalAccessException {

        try {
            if (method.getName().startsWith("get")) {
                return method.invoke(person, args);
            } else if (method.getName().equals("setHotOrNotRating")) {
                return method.invoke(person, args);
            } else if (method.getName().startsWith("set")) {
                throw new IllegalAccessException();
            }
        } catch (InvocationTargetException e) {
            e.printStackTrace();
        }
        return null;
    }
}
```

Design Class

Our ImageProxy class appears to have two states that are controlled by conditional statements. Can you think of another pattern that might clean up this code? How would you redesign ImageProxy?

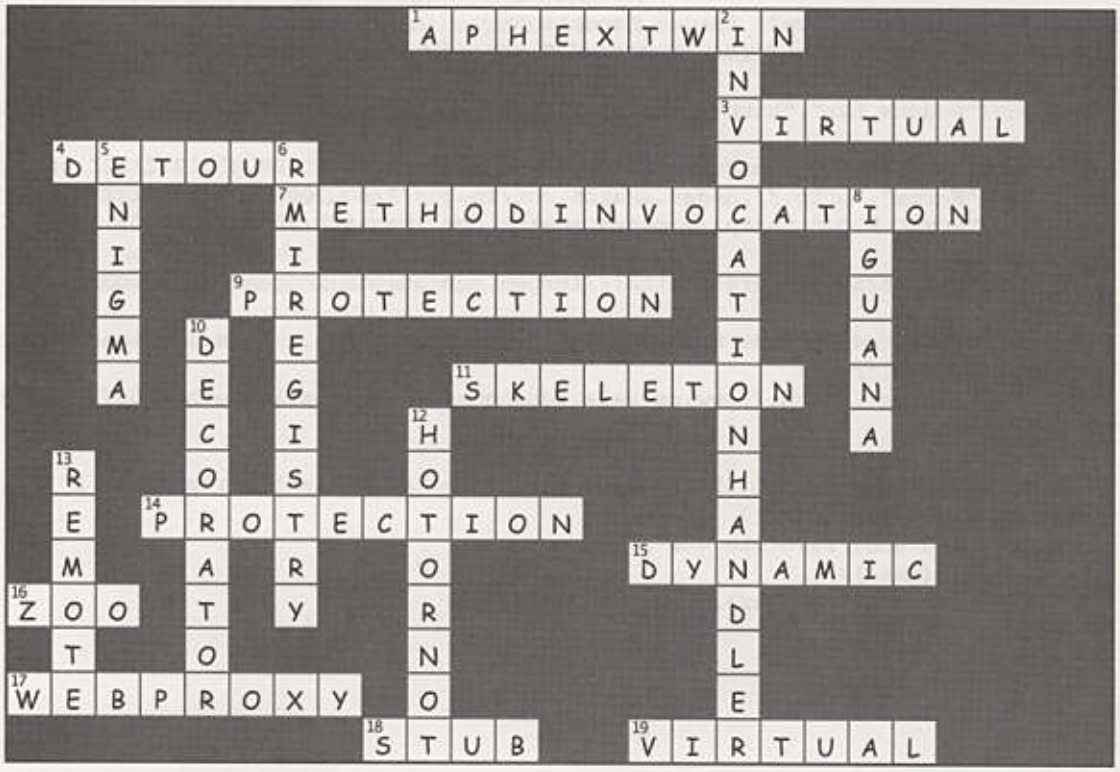
Use State Pattern: implement two states, ImageLoaded and ImageNotLoaded. Then put the code from the if statements into their respective states. Start in the ImageNotLoaded state and then transition to the ImageLoaded state once the ImageIcon had been retrieved.

Exercise solutions

Sharpen your pencil

While it is a little complicated, there isn't much to creating a dynamic proxy. Why don't you write getNonOwnerProxy(), which returns a proxy for the NonOwnerInvocationHandler:

```
PersonBean getNonOwnerProxy(PersonBean person) {

    return (PersonBean) Proxy.newProxyInstance(
            person.getClass().getClassLoader(),
            person.getClass().getInterfaces(),
            new NonOwnerInvocationHandler(person));
}
```



Ready-bake Code

The code for the CD Cover Viewer

```
package headfirst.proxy.virtualproxy;
import java.net.*;
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
import java.util.*;
public class ImageProxyTestDrive {
    ImageComponent imageComponent;
    JFrame frame = new JFrame("CD Cover Viewer");
    JMenuBar menuBar;
    JMenu menu;
    Hashtable cds = new Hashtable();

    public static void main (String[] args) throws Exception {
        ImageProxyTestDrive testDrive = new ImageProxyTestDrive();
    }

    public ImageProxyTestDrive() throws Exception{
        cds.put("Ambient: Music for Airports","http://images.amazon.com/images/P/
B000003S2K.01.LZZZZZZZ.jpg");
        cds.put("Buddha Bar","http://images.amazon.com/images/P/B00009XBYK.01.LZZZZZZZ.
jpg");
        cds.put("Ima","http://images.amazon.com/images/P/B000005IRM.01.LZZZZZZZ.jpg");
        cds.put("Karma","http://images.amazon.com/images/P/B000005DCB.01.LZZZZZZZ.gif");
        cds.put("MCMXC A.D.","http://images.amazon.com/images/P/B000002URV.01.LZZZZZZZ.
jpg");
        cds.put("Northern Exposure","http://images.amazon.com/images/P/B000003SFN.01.
LZZZZZZZ.jpg");
        cds.put("Selected Ambient Works, Vol. 2","http://images.amazon.com/images/P/
B000002MNZ.01.LZZZZZZZ.jpg");
        cds.put("oliver","http://www.cs.yale.edu/homes/freeman-elisabeth/2004/9/Oliver_
sm.jpg");

        URL initialURL = new URL((String)cds.get("Selected Ambient Works, Vol. 2"));
        menuBar = new JMenuBar();
        menu = new JMenu("Favorite CDs");
        menuBar.add(menu);
        frame.setJMenuBar(menuBar);
```

```
        for(Enumeration e = cds.keys(); e.hasMoreElements();) {
            String name = (String)e.nextElement();
            JMenuItem menuItem = new JMenuItem(name);
            menu.add(menuItem);
            menuItem.addActionListener(new ActionListener() {
                  public void actionPerformed(ActionEvent event) {
                     imageComponent.setIcon(new ImageProxy(getCDUrl(event.getActionCom-
mand())));
                    frame.repaint();
                  }
            });
        }

        // set up frame and menus

        Icon icon = new ImageProxy(initialURL);
        imageComponent = new ImageComponent(icon);
        frame.getContentPane().add(imageComponent);
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        frame.setSize(800,600);
        frame.setVisible(true);

    }
    URL getCDUrl(String name) {
        try {
            return new URL((String)cds.get(name));
        } catch (MalformedURLException e) {
            e.printStackTrace();
            return null;
        }
    }
}
```

Ready-bake Code

The code for the CD Cover Viewer, continued...

```
package headfirst.proxy.virtualproxy;
import java.net.*;
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;

class ImageProxy implements Icon {
    ImageIcon imageIcon;
    URL imageURL;
    Thread retrievalThread;
    boolean retrieving = false;

    public ImageProxy(URL url) { imageURL = url; }

    public int getIconWidth() {
        if (imageIcon != null) {
            return imageIcon.getIconWidth();
        } else {
            return 800;
        }
    }

    public int getIconHeight() {
        if (imageIcon != null) {
            return imageIcon.getIconHeight();
        } else {
            return 600;
        }
    }

    public void paintIcon(final Component c, Graphics  g, int x,  int y) {
        if (imageIcon != null) {
            imageIcon.paintIcon(c, g, x, y);
        } else {
            g.drawString("Loading CD cover, please wait...", x+300, y+190);
            if (!retrieving) {
                retrieving = true;

                retrievalThread = new Thread(new Runnable() {
                    public void run() {
                        try {
                            imageIcon = new ImageIcon(imageURL, "CD Cover");
                            c.repaint();
                        } catch (Exception e) {
```

```
                        e.printStackTrace();
                    }
                }
            });
            retrievalThread.start();
        }
    }
}
```

```
package headfirst.proxy.virtualproxy;
import java.awt.*;
import javax.swing.*;

class ImageComponent extends JComponent {
    private Icon icon;

    public ImageComponent(Icon icon) {
        this.icon = icon;
    }

    public void setIcon(Icon icon) {
        this.icon = icon;
    }

    public void paintComponent(Graphics g) {
        super.paintComponent(g);
        int w = icon.getIconWidth();
        int h = icon.getIconHeight();
        int x = (800 - w)/2;
        int y = (600 - h)/2;
        icon.paintIcon(this, g, x, y);
    }
}
```

12 Compound Patterns

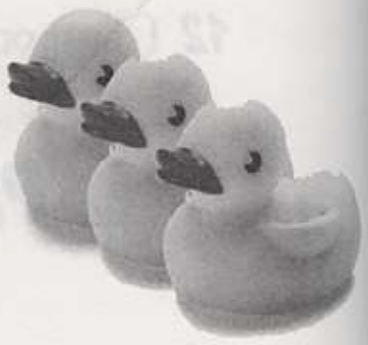
Patterns of Patterns

Who would have ever guessed that Patterns could work together?

You've already witnessed the acrimonious Fireside Chats (and you haven't even seen the Pattern Death Match pages that the editor forced us to remove from the book*), so who would have thought patterns can actually get along well together? Well, believe it or not, some of the most powerful OO designs use several patterns together. Get ready to take your pattern skills to the next level; it's time for compound patterns.

* send us email for a copy.

Working together



One of the best ways to use patterns is to get them out of the house so they can interact with other patterns. The more you use patterns the more you're going to see them showing up together in your designs. We have a special name for a set of patterns that work together in a design that can be applied over many problems: a *compound pattern*. That's right, we are now talking about patterns made of patterns!

You'll find a lot of compound patterns in use in the real world. Now that you've got patterns in your brain, you'll see that they are really just patterns working together, and that makes them easier to understand.

We're going to start this chapter by revisiting our friendly ducks in the SimUDuck duck simulator. It's only fitting that the ducks should be here when we combine patterns; after all, they've been with us throughout the entire book and they've been good sports about taking part in lots of patterns. The ducks are going to help you understand how patterns can work together in the same solution. But just because we've combined some patterns doesn't mean we have a solution that qualifies as a compound pattern. For that, it has to be a general purpose solution that can be applied to many problems. So, in the second half of the chapter we'll visit a *real* compound pattern: that's right, Mr. Model-View-Controller himself. If you haven't heard of him, you will, and you'll find this compound pattern is one of the most powerful patterns in your design toolbox.

Patterns are often used together and combined within the same design solution.

A compound pattern combines two or more patterns into a solution that solves a recurring or general problem.

Duck reunion

As you've already heard, we're going to get to work with the ducks again. This time the ducks are going to show you how patterns can coexist and even cooperate within the same solution.

We're going to rebuild our duck simulator from scratch and give it some interesting capabilities by using a bunch of patterns. Okay, let's get started...

1 ***First, we'll create a Quackable interface.***

Like we said, we're starting from scratch. This time around, the Ducks are going to implement a Quackable interface. That way we'll know what things in the simulator can quack() – like Mallard Ducks, Redhead Ducks, Duck Calls, and we might even see the Rubber Duck sneak back in.

```
public interface Quackable {
    public void quack();
}
```

Quackables only need to do one thing well: Quack!

2 **Now, some Ducks that implement Quackable**

What good is an interface without some classes to implement it? Time to create some concrete ducks (but not the "lawn art" kind, if you know what we mean).

```
public class MallardDuck implements Quackable {
    public void quack() {
        System.out.println("Quack");
    }
}
```

Your standard Mallard duck.

```
public class RedheadDuck implements Quackable {
    public void quack() {
        System.out.println("Quack");
    }
}
```

We've got to have some variation of species if we want this to be an interesting simulator.

This wouldn't be much fun if we didn't add other kinds of Ducks too.

Remember last time? We had duck calls (those things hunters use, they are definitely quackable) and rubber ducks.

```
public class DuckCall implements Quackable {
    public void quack() {
        System.out.println("Kwak");
    }
}
```

A DuckCall that quacks but doesn't sound quite like the real thing.

```
public class RubberDuck implements Quackable {
    public void quack() {
        System.out.println("Squeak");
    }
}
```

A RubberDuck that makes a squeak when it quacks.

③ **Okay, we've got our ducks; now all we need is a simulator.**

Let's cook up a simulator that creates a few ducks and makes sure their quackers are working...

Here's our main method to get everything going.

```
public class DuckSimulator {
    public static void main(String[] args) {
        DuckSimulator simulator = new DuckSimulator();
        simulator.simulate();
    }

    void simulate() {
        Quackable mallardDuck = new MallardDuck();
        Quackable redheadDuck = new RedheadDuck();
        Quackable duckCall = new DuckCall();
        Quackable rubberDuck = new RubberDuck();

        System.out.println("\nDuck Simulator");

        simulate(mallardDuck);
        simulate(redheadDuck);
        simulate(duckCall);
        simulate(rubberDuck);
    }

    void simulate(Quackable duck) {
        duck.quack();
    }
}
```

We create a simulator and then call its simulate() method.

We need some ducks, so here we create one of each Quackable...

... then we simulate each one.

Here we overload the simulate method to simulate just one duck.

Here we let polymorphism do its magic: no matter what kind of Quackable gets passed in, the simulate() method asks it to quack.

Not too exciting yet, but we haven't added patterns!

```
File Edit Window Help ItBetterGetBetterThanThis
% java DuckSimulator

Duck Simulator
Quack
Quack
Kwak
Squeak

%
```

They all implement the same Quackable interface, but their implementations allow them to quack in their own way.

It looks like everything is working; so far, so good.

④ **When ducks are around, geese can't be far.**
Where there is one waterfowl, there are probably two. Here's a Goose class that has been hanging around the simulator.

```
public class Goose {
    public void honk() {
        System.out.println("Honk");
    }
}
```

A Goose is a honker, not a quacker.

Let's say we wanted to be able to use a Goose anywhere we'd want to use a Duck. After all, geese make noise; geese fly; geese swim. Why can't we have Geese in the simulator?

What pattern would allow Geese to easily intermingle with Ducks?

5 **We need a goose adapter.**

Our simulator expects to see Quackable interfaces. Since geese aren't quackers (they're honkers), we can use an adapter to adapt a goose to a duck.

```
public class GooseAdapter implements Quackable {
    Goose goose;

    public GooseAdapter(Goose goose) {
        this.goose = goose;
    }

    public void quack() {
        goose.honk();
    }
}
```

Remember, an Adapter implements the target interface, which in this case is Quackable.

The constructor takes the goose we are going to adapt.

When quack is called, the call is delegated to the goose's honk() method.

6 **Now geese should be able to play in the simulator, too.**

All we need to do is create a Goose, wrap it in an adapter that implements Quackable, and we should be good to go.

```
public class DuckSimulator {
    public static void main(String[] args) {
        DuckSimulator simulator = new DuckSimulator();
        simulator.simulate();
    }
    void simulate() {
        Quackable mallardDuck = new MallardDuck();
        Quackable redheadDuck = new RedheadDuck();
        Quackable duckCall = new DuckCall();
        Quackable rubberDuck = new RubberDuck();
        Quackable gooseDuck = new GooseAdapter(new Goose());

        System.out.println("\nDuck Simulator: With Goose Adapter");

        simulate(mallardDuck);
        simulate(redheadDuck);
        simulate(duckCall);
        simulate(rubberDuck);
        simulate(gooseDuck);
    }

    void simulate(Quackable duck) {
        duck.quack();
    }
}
```

We make a Goose that acts like a Duck by wrapping the Goose in the GooseAdapter.

Once the Goose is wrapped, we can treat it just like other duck Quackables.

⑦ **Now let's give this a quick run....**
This time when we run the simulator, the list of objects passed to the simulate() method includes a Goose wrapped in a duck adapter. The result? We should see some honking!

There's the goose! Now the Goose can quack with the rest of the Ducks.

```
File Edit Window Help GoldenEggs
% java DuckSimulator

Duck Simulator: With Goose Adapter
Quack
Quack
Kwak
Squeak
Honk

%
```

Quackology

Quackologists are fascinated by all aspects of Quackable behavior. One thing Quackologists have always wanted to study is the total number of quacks made by a flock of ducks.

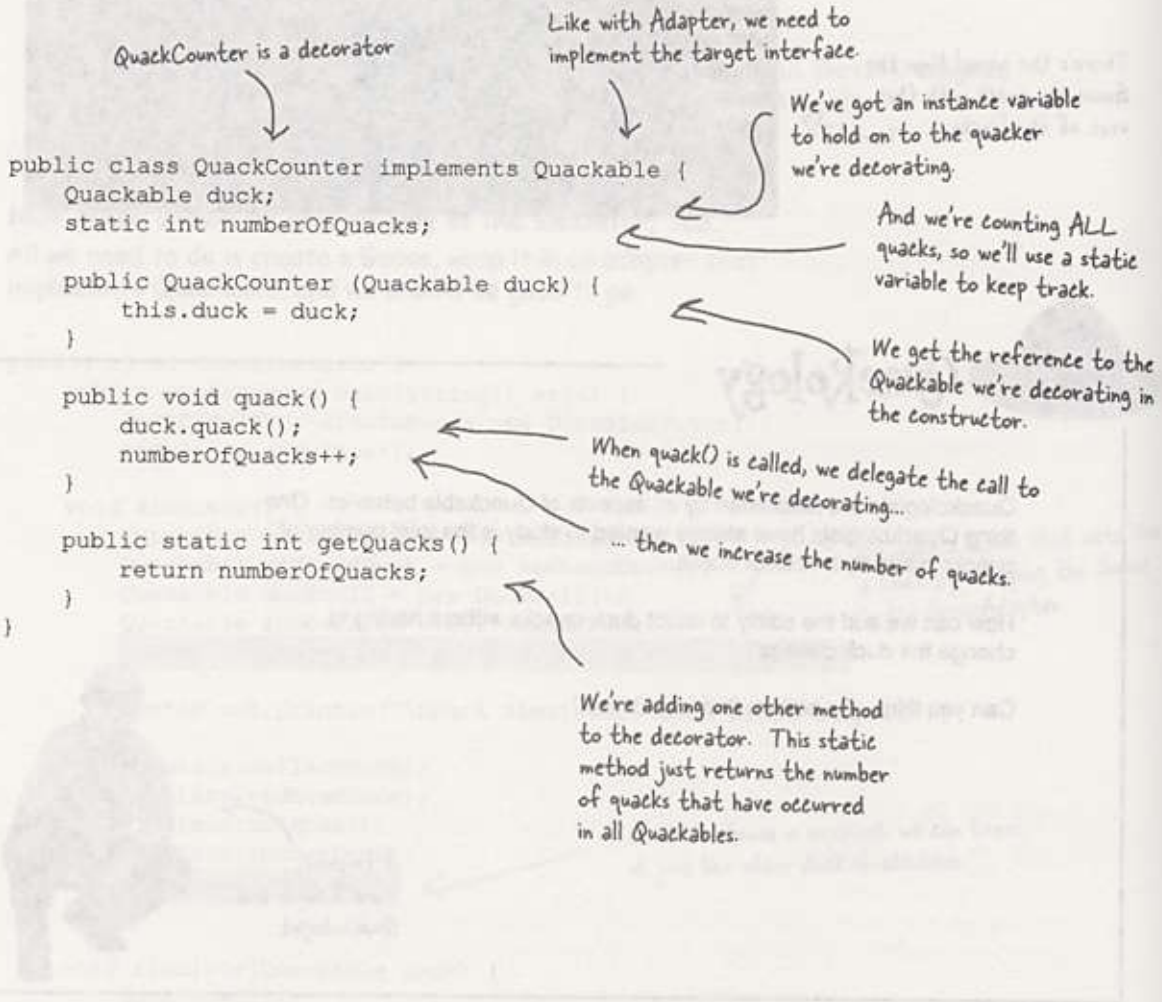
How can we add the ability to count duck quacks without having to change the duck classes?

Can you think of a pattern that would help?

J. Brewer, Park Ranger and Quackologist

8 **We're going to make those Quackologists happy and give them some quack counts.**

How? Let's create a decorator that gives the ducks some new behavior (the behavior of counting) by wrapping them with a decorator object. We won't have to change the Duck code at all.




```
public class QuackCounter implements Quackable {
    Quackable duck;
    static int numberOfQuacks;

    public QuackCounter (Quackable duck) {
        this.duck = duck;
    }

    public void quack() {
        duck.quack();
        numberOfQuacks++;
    }

    public static int getQuacks() {
        return numberOfQuacks;
    }
}
```

9 **We need to update the simulator to create decorated ducks.**

Now, we must wrap each Quackable object we instantiate in a QuackCounter decorator. If we don't, we'll have ducks running around making uncounted quacks.

```
public class DuckSimulator {
    public static void main(String[] args) {
        DuckSimulator simulator = new DuckSimulator();
        simulator.simulate();
    }
    void simulate() {
        Quackable mallardDuck = new QuackCounter(new MallardDuck());
        Quackable redheadDuck = new QuackCounter(new RedheadDuck());
        Quackable duckCall = new QuackCounter(new DuckCall());
        Quackable rubberDuck = new QuackCounter(new RubberDuck());
        Quackable gooseDuck = new GooseAdapter(new Goose());

        System.out.println("\nDuck Simulator: With Decorator");

        simulate(mallardDuck);
        simulate(redheadDuck);
        simulate(duckCall);
        simulate(rubberDuck);
        simulate(gooseDuck);

        System.out.println("The ducks quacked " +
                           QuackCounter.getQuacks() + " times");
    }

    void simulate(Quackable duck) {
        duck.quack();
    }
}
```

Each time we create a Quackable, we wrap it with a new decorator.

The park ranger told us he didn't want to count geese honks, so we don't decorate it.

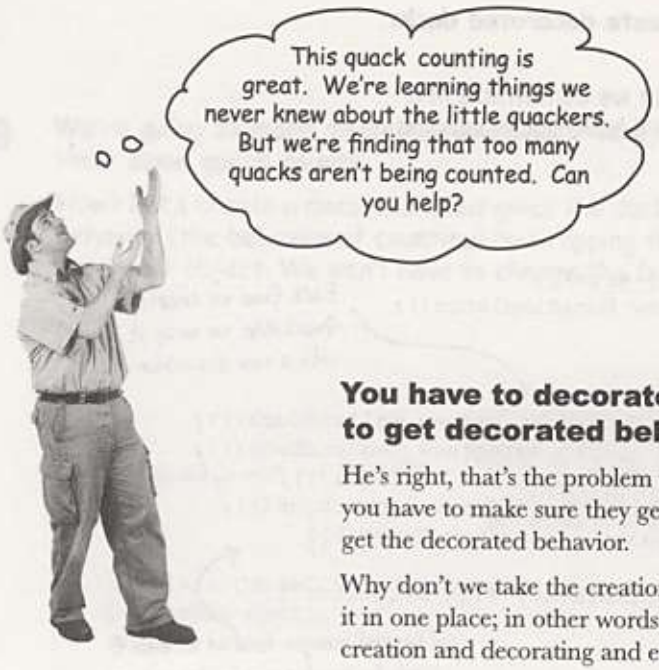
Here's where we gather the quacking behavior for the Quackologists.

Nothing changes here; the decorated objects are still Quackables.

```
File Edit Window Help DecoratedEggs
% java DuckSimulator
Duck Simulator: With Decorator
Quack
Quack
Kwak
Squeak
Honk
4 quacks were counted
%
```

Here's the output!

Remember, we're not counting geese.



You have to decorate objects to get decorated behavior.

He's right, that's the problem with wrapping objects: you have to make sure they get wrapped or they don't get the decorated behavior.

Why don't we take the creation of ducks and localize it in one place; in other words, let's take the duck creation and decorating and encapsulate it.

What pattern does that sound like?

10 We need a factory to produce ducks!

Okay, we need some quality control to make sure our ducks get wrapped. We're going to build an entire factory just to produce them. The factory should produce a family of products that consists of different types of ducks, so we're going to use the Abstract Factory Pattern.

Let's start with the definition of the AbstractDuckFactory:

We're defining an abstract factory that subclasses will implement to create different families.

```
public abstract class AbstractDuckFactory {

    public abstract Quackable createMallardDuck();
    public abstract Quackable createRedheadDuck();
    public abstract Quackable createDuckCall();
    public abstract Quackable createRubberDuck();
}
```

Each method creates one kind of duck.

Let's start by creating a factory that creates ducks without decorators, just to get the hang of the factory:

```
public class DuckFactory extends AbstractDuckFactory {

    public Quackable createMallardDuck() {
        return new MallardDuck();
    }

    public Quackable createRedheadDuck() {
        return new RedheadDuck();
    }

    public Quackable createDuckCall() {
        return new DuckCall();
    }

    public Quackable createRubberDuck() {
        return new RubberDuck();
    }
}
```

DuckFactory extends the abstract factory.

Each method creates a product: a particular kind of Quackable. The actual product is unknown to the simulator – it just knows it's getting a Quackable.

Now let's create the factory we really want, the CountingDuckFactory:

CountingDuckFactory also extends the abstract factory.

```
public class CountingDuckFactory extends AbstractDuckFactory {

    public Quackable createMallardDuck() {
        return new QuackCounter(new MallardDuck());
    }

    public Quackable createRedheadDuck() {
        return new QuackCounter(new RedheadDuck());
    }

    public Quackable createDuckCall() {
        return new QuackCounter(new DuckCall());
    }

    public Quackable createRubberDuck() {
        return new QuackCounter(new RubberDuck());
    }
}
```

Each method wraps the Quackable with the quack counting decorator. The simulator will never know the difference; it just gets back a Quackable. But now our rangers can be sure that all quacks are being counted.

(11) Let's set up the simulator to use the factory.

Remember how Abstract Factory works? We create a polymorphic method that takes a factory and uses it to create objects. By passing in different factories, we get to use different product families in the method.

We're going to alter the simulate() method so that it takes a factory and uses it to create ducks.

```
public class DuckSimulator {
    public static void main(String[] args) {
        DuckSimulator simulator = new DuckSimulator();
        AbstractDuckFactory duckFactory = new CountingDuckFactory();

        simulator.simulate(duckFactory);
    }

    void simulate(AbstractDuckFactory duckFactory) {
        Quackable mallardDuck = duckFactory.createMallardDuck();
        Quackable redheadDuck = duckFactory.createRedheadDuck();
        Quackable duckCall = duckFactory.createDuckCall();
        Quackable rubberDuck = duckFactory.createRubberDuck();
        Quackable gooseDuck = new GooseAdapter(new Goose());

        System.out.println("\nDuck Simulator: With Abstract Factory");

        simulate(mallardDuck);
        simulate(redheadDuck);
        simulate(duckCall);
        simulate(rubberDuck);
        simulate(gooseDuck);

        System.out.println("The ducks quacked " +
                           QuackCounter.getQuacks() +
                           " times");
    }

    void simulate(Quackable duck) {
        duck.quack();
    }
}
```

First we create the factory that we're going to pass into the simulate() method.

The simulate() method takes an AbstractDuckFactory and uses it to create ducks rather than instantiating them directly.

Nothing changes here! Same ol' code.

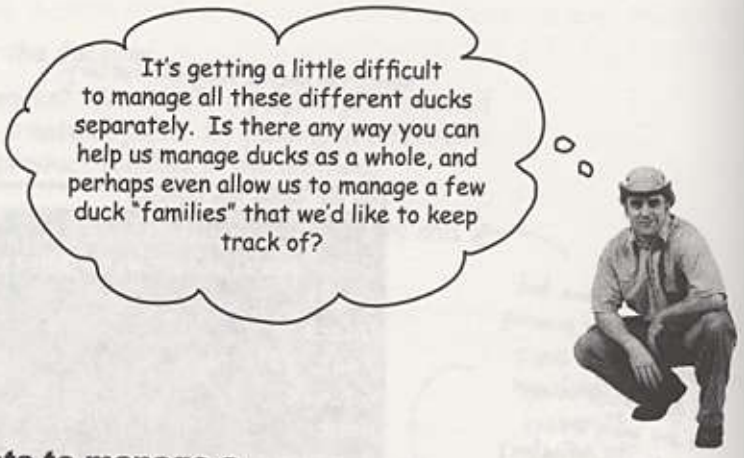
Here's the output using the factory...

Same as last time, but this time we're ensuring that the ducks are all decorated because we are using the CountingDuckFactory.

```
File Edit Window Help EggFactory
% java DuckSimulator
Duck Simulator: With Abstract Factory
Quack
Quack
Kwak
Squeak
Honk
4 quacks were counted
%
```

Sharpen your pencil

We're still directly instantiating Geese by relying on concrete classes. Can you write an Abstract Factory for Geese? How should it handle creating "goose ducks"?



Ah, he wants to manage a flock of ducks.

Here's another good question from Ranger Brewer: Why are we managing ducks individually?

This isn't very manageable!

```
Quackable mallardDuck = duckFactory.createMallardDuck();
Quackable redheadDuck = duckFactory.createRedheadDuck();
Quackable duckCall = duckFactory.createDuckCall();
Quackable rubberDuck = duckFactory.createRubberDuck();
Quackable gooseDuck = new GooseAdapter(new Goose());

simulate(mallardDuck);
simulate(redheadDuck);
simulate(duckCall);
simulate(rubberDuck);
simulate(gooseDuck);
```

What we need is a way to talk about collections of ducks and even sub-collections of ducks (to deal with the family request from Ranger Brewer). It would also be nice if we could apply operations across the whole set of ducks.

What pattern can help us?

12 Let's create a flock of ducks (well, actually a flock of Quackables).

Remember the Composite Pattern that allows us to treat a collection of objects in the same way as individual objects? What better composite than a flock of Quackables!

Let's step through how this is going to work:

Remember, the composite needs to implement the same interface as the leaf elements. Our leaf elements are Quackables.

```
public class Flock implements Quackable {
    ArrayList quackers = new ArrayList();

    public void add(Quackable quacker) {
        quackers.add(quacker);
    }

    public void quack() {
        Iterator iterator = quackers.iterator();
        while (iterator.hasNext()) {
            Quackable quacker = (Quackable)iterator.next();
            quacker.quack();
        }
    }
}
```

We're using an ArrayList inside each Flock to hold the Quackables that belong to the Flock.

The add() method adds a Quackable to the Flock.

Now for the quack() method – after all, the Flock is a Quackable too. The quack() method in Flock needs to work over the entire Flock. Here we iterate through the ArrayList and call quack() on each element.

Code Up Close

Did you notice that we tried to sneak a Design Pattern by you without mentioning it?

```
public void quack() {
    Iterator iterator = quackers.iterator();
    while (iterator.hasNext()) {
        Quackable quacker = (Quackable)iterator.next();
        quacker.quack();
    }
}
```

There it is! The Iterator Pattern at work!

13 **Now we need to alter the simulator.**

Our composite is ready; we just need some code to round up the ducks into the composite structure.

```
public class DuckSimulator {
    // main method here

    void simulate(AbstractDuckFactory duckFactory) {
        Quackable redheadDuck = duckFactory.createRedheadDuck();
        Quackable duckCall = duckFactory.createDuckCall();
        Quackable rubberDuck = duckFactory.createRubberDuck();
        Quackable gooseDuck = new GooseAdapter(new Goose());
        System.out.println("\nDuck Simulator: With Composite - Flocks");

        Flock flockOfDucks = new Flock();

        flockOfDucks.add(redheadDuck);
        flockOfDucks.add(duckCall);
        flockOfDucks.add(rubberDuck);
        flockOfDucks.add(gooseDuck);

        Flock flockOfMallards = new Flock();

        Quackable mallardOne = duckFactory.createMallardDuck();
        Quackable mallardTwo = duckFactory.createMallardDuck();
        Quackable mallardThree = duckFactory.createMallardDuck();
        Quackable mallardFour = duckFactory.createMallardDuck();

        flockOfMallards.add(mallardOne);
        flockOfMallards.add(mallardTwo);
        flockOfMallards.add(mallardThree);
        flockOfMallards.add(mallardFour);

        flockOfDucks.add(flockOfMallards);

        System.out.println("\nDuck Simulator: Whole Flock Simulation");
        simulate(flockOfDucks);

        System.out.println("\nDuck Simulator: Mallard Flock Simulation");
        simulate(flockOfMallards);

        System.out.println("\nThe ducks quacked " +
                           QuackCounter.getQuacks() +
                           " times");
    }

    void simulate(Quackable duck) {
        duck.quack();
    }
}
```

Create all the Quackables, just like before.

First we create a Flock, and load it up with Quackables.

Then we create a new Flock of Mallards.

Here we're creating a little family of mallards...

...and adding them to the Flock of mallards.

Then we add the Flock of mallards to the main flock.

Let's test out the entire Flock!

Then let's just test out the mallard's Flock.

Finally, let's give the Quackologist the data.

Nothing needs to change here, a Flock is a Quackable!

Let's give it a spin...

```
File Edit Window Help FlockADuck
% java DuckSimulator
Duck Simulator: With Composite - Flocks
Duck Simulator: Whole Flock Simulation
Quack
Kwak
Squeak
Honk
Quack
Quack
Quack
Quack

Duck Simulator: Mallard Flock Simulation
Quack
Quack
Quack
Quack

The ducks quacked 11 times
```

Here's the first flock.

And now the mallards.

The data looks good (remember the goose doesn't get counted).

Safety versus transparency

You might remember that in the Composite Pattern chapter the composites (the Menus) and the leaf nodes (the MenuItems) had the *same* exact set of methods, including the add() method. Because they had the same set of methods, we could call methods on MenuItems that didn't really make sense (like trying to add something to a MenuItem by calling add()). The benefit of this was that the distinction between leaves and composites was *transparent*: the client didn't have to know whether it was dealing with a leaf or a composite; it just called the same methods on both.

Here, we've decided to keep the composite's child maintenance methods separate from the leaf nodes: that is, only Flocks have the add() method. We know it doesn't make sense to try to add something to a Duck, and in this implementation, you can't. You can only add() to a Flock. So this design is *safer* – you can't call methods that don't make sense on components – but it's less transparent. Now the client has to know that a Quackable is a Flock in order to add Quackables to it.

As always, there are trade-offs when you do OO design and you need to consider them as you create your own composites.

The Composite is working great! Thanks! Now we have the opposite request: we also need to track individual ducks. Can you give us a way to keep track of individual duck quacking in real time?

Can you say "observer?"

It sounds like the Quackologist would like to observe individual duck behavior. That leads us right to a pattern made for observing the behavior of objects: the Observer Pattern.

(14) First we need an Observable interface.

Remember that an Observable is the object being observed. An Observable needs methods for registering and notifying observers. We could also have a method for removing observers, but we'll keep the implementation simple here and leave that out.

QuackObservable is the interface that Quackables should implement if they want to be observed.

```
public interface QuackObservable {
    public void registerObserver(Observer observer);
    public void notifyObservers();
}
```

It has a method for registering Observers. Any object implementing the Observer interface can listen to quacks. We'll define the Observer interface in a sec.

It also has a method for notifying the observers.

Now we need to make sure all Quackables implement this interface...

```
public interface Quackable extends QuackObservable {
    public void quack();
}
```

So, we extend the Quackable interface with QuackObserver.

15 **Now, we need to make sure all the concrete classes that implement Quackable can handle being a QuackObservable.**

We could approach this by implementing registration and notification in each and every class (like we did in Chapter 2). But we're going to do it a little differently this time: we're going to encapsulate the registration and notification code in another class, call it Observable, and compose it with a QuackObservable. That way we only write the real code once and the QuackObservable just needs enough code to delegate to the helper class Observable.

Let's start with the Observable helper class...

Observable implements all the functionality a Quackable needs to be an observable. We just need to plug it into a class and have that class delegate to Observable.

Observable must implement QuackObservable because these are the same method calls that are going to be delegated to it.

```
public class Observable implements QuackObservable {
    ArrayList observers = new ArrayList();
    QuackObservable duck;

    public Observable(QuackObservable duck) {
        this.duck = duck;
    }

    public void registerObserver(Observer observer) {
        observers.add(observer);
    }

    public void notifyObservers() {
        Iterator iterator = observers.iterator();
        while (iterator.hasNext()) {
            Observer observer = (Observer)iterator.next();
            observer.update(duck);
        }
    }
}
```

In the constructor we get passed the QuackObservable that is using this object to manage its observable behavior. Check out the notify() method below; you'll see that when a notify occurs, Observable passes this object along so that the observer knows which object is quacking.

Here's the code for registering an observer.

And the code for doing the notifications.

Now let's see how a Quackable class uses this helper...

16 **Integrate the helper Observable with the Quackable classes.**

This shouldn't be too bad. All we need to do is make sure the Quackable classes are composed with an Observable and that they know how to delegate to it. After that, they're ready to be Observables. Here's the implementation of MallardDuck; the other ducks are the same.

```
public class MallardDuck implements Quackable {
    Observable observable;

    public MallardDuck() {
        observable = new Observable(this);
    }

    public void quack() {
        System.out.println("Quack");
        notifyObservers();
    }

    public void registerObserver(Observer observer) {
        observable.registerObserver(observer);
    }

    public void notifyObservers() {
        observable.notifyObservers();
    }
}
```

Each Quackable has an Observable instance variable.

In the constructor, we create an Observable and pass it a reference to the MallardDuck object.

When we quack, we need to let the observers know about it.

Here's our two QuackObservable methods. Notice that we just delegate to the helper.

Sharpen your pencil

We haven't changed the implementation of one Quackable, the QuackCounter decorator. We need to make it an Observable too. Why don't you write that one:

17 **We're almost there! We just need to work on the Observer side of the pattern.**

We've implemented everything we need for the Observables; now we need some Observers. We'll start with the Observer interface:

The Observer interface just has one method, update(), which is passed the QuackObservable that is quacking.

```
public interface Observer {
    public void update(QuackObservable duck);
}
```

Now we need an Observer: where are those Quackologists?!

We need to implement the Observable interface or else we won't be able to register with a QuackObservable.

```
public class Quackologist implements Observer {

    public void update(QuackObservable duck) {
        System.out.println("Quackologist: " + duck + " just quacked.");
    }
}
```

The Quackologist is simple; it just has one method, update(), which prints out the Quackable that just quacked.

Sharpen your pencil

What if a Quackologist wants to observe an entire flock? What does that mean anyway? Think about it like this: if we observe a composite, then we're observing everything *in* the composite. So, when you register with a flock, the flock composite makes sure you get registered with all its children (sorry, all its little quackers), which may include other flocks.

Go ahead and write the Flock observer code before we go any further...

18 **We're ready to observe. Let's update the simulator and give it try:**

```
public class DuckSimulator {
    public static void main(String[] args) {
        DuckSimulator simulator = new DuckSimulator();
        AbstractDuckFactory duckFactory = new CountingDuckFactory();

        simulator.simulate(duckFactory);
    }

    void simulate(AbstractDuckFactory duckFactory) {

        // create duck factories and ducks here

        // create flocks here

        System.out.println("\nDuck Simulator: With Observer");
        Quackologist quackologist = new Quackologist();
        flockOfDucks.registerObserver(quackologist);

        simulate(flockOfDucks);

        System.out.println("\nThe ducks quacked " +
                           QuackCounter.getQuacks() +
                           " times");
    }

    void simulate(Quackable duck) {
        duck.quack();
    }
}
```

All we do here is create a Quackologist and set him as an observer of the flock.

This time we'll we just simulate the entire flock.

Let's give it a try and see how it works!

This is the big finale. Five, no, six patterns have come together to create this amazing Duck Simulator. Without further ado, we present the DuckSimulator!

```
File Edit Window Help DucksAreEverywhere

% java DuckSimulator
Duck Simulator: With Observer
Quack
Quackologist: Redhead Duck just quacked.
Kwak
Quackologist: Duck Call just quacked.
Squeak
Quackologist: Rubber Duck just quacked.
Honk
Quackologist: Goose pretending to be a Duck just quacked.
Quack
Quackologist: Mallard Duck just quacked.
Quack
Quackologist: Mallard Duck just quacked.
Quack
Quackologist: Mallard Duck just quacked.
Quack
Quackologist: Mallard Duck just quacked.
The Ducks quacked 7 times.

%
```

After each quack, no matter what kind of quack it was, the observer gets a notification.

And the quackologist still gets his counts.

there are no Dumb Questions

Q: So this was a compound pattern?

A: No, this was just a set of patterns working together. A compound pattern is a set of a few patterns that are combined to solve a general problem. We're just about to take a look at the Model-View-Controller compound pattern; it's a collection of a few patterns that has been used over and over in many design solutions.

Q: So the real beauty of Design Patterns is that I can take a problem, and start applying patterns to it until I have a solution. Right?

A: Wrong. We went through this exercise with Ducks to show you how patterns *can* work together. You'd never actually want to approach a design like we just did. In fact, there may be solutions to parts of the duck simulator for which some of these patterns were big time overkill.

Sometimes just using good OO design principles can solve a problem well enough on its own.

We're going to talk more about this in the next chapter, but you only want to apply patterns when and where they make sense. You never want to start out with the intention of using patterns just for the sake of it. You should consider the design of the DuckSimulator to be forced and artificial. But hey, it was fun and gave us a good idea of how several patterns can fit into a solution.

What did we do?

We started with a bunch of Quackables...

A goose came along and wanted to act like a Quackable too. So we used the *Adapter Pattern* to adapt the goose to a Quackable. Now, you can call quack() on a goose wrapped in the adapter and it will honk!

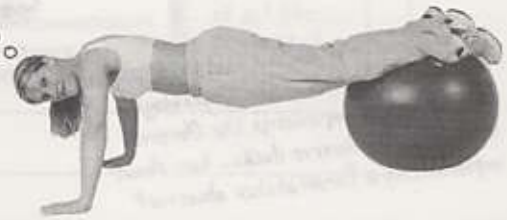
Then, the Quackologists decided they wanted to count quacks. So we used the *Decorator Pattern* to add a QuackCounter decorator that keeps track of the number of times quack() is called, and then delegates the quack to the Quackable it's wrapping.

But the Quackologists were worried they'd forget to add the QuackCounter decorator. So we used the *Abstract Factory Pattern* to create ducks for them. Now, whenever they want a duck, they ask the factory for one, and it hands back a decorated duck. (And don't forget, they can also use another duck factory if they want an un-decorated duck!)

We had management problems keeping track of all those ducks and geese and quackables. So we used the *Composite Pattern* to group quackables into Flocks. The pattern also allows the quackologist to create sub-Flocks to manage duck families. We used the *Iterator Pattern* in our implementation by using java.util's iterator in ArrayList.

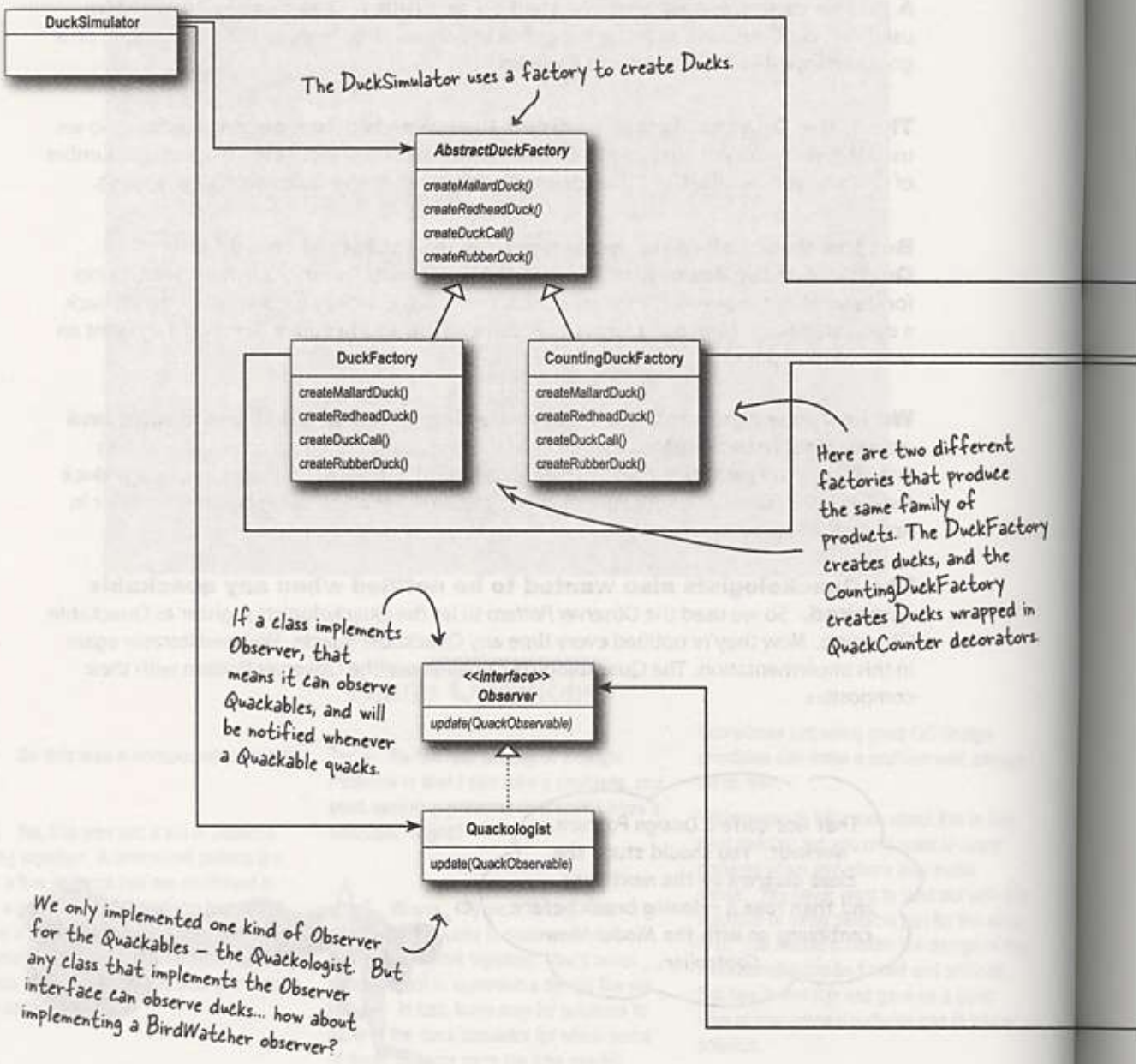
The Quackologists also wanted to be notified when any quackable quacked. So we used the *Observer Pattern* to let the Quackologists register as Quackable Observers. Now they're notified every time any Quackable quacks. We used iterator again in this implementation. The Quackologists can even use the Observer Pattern with their composites.

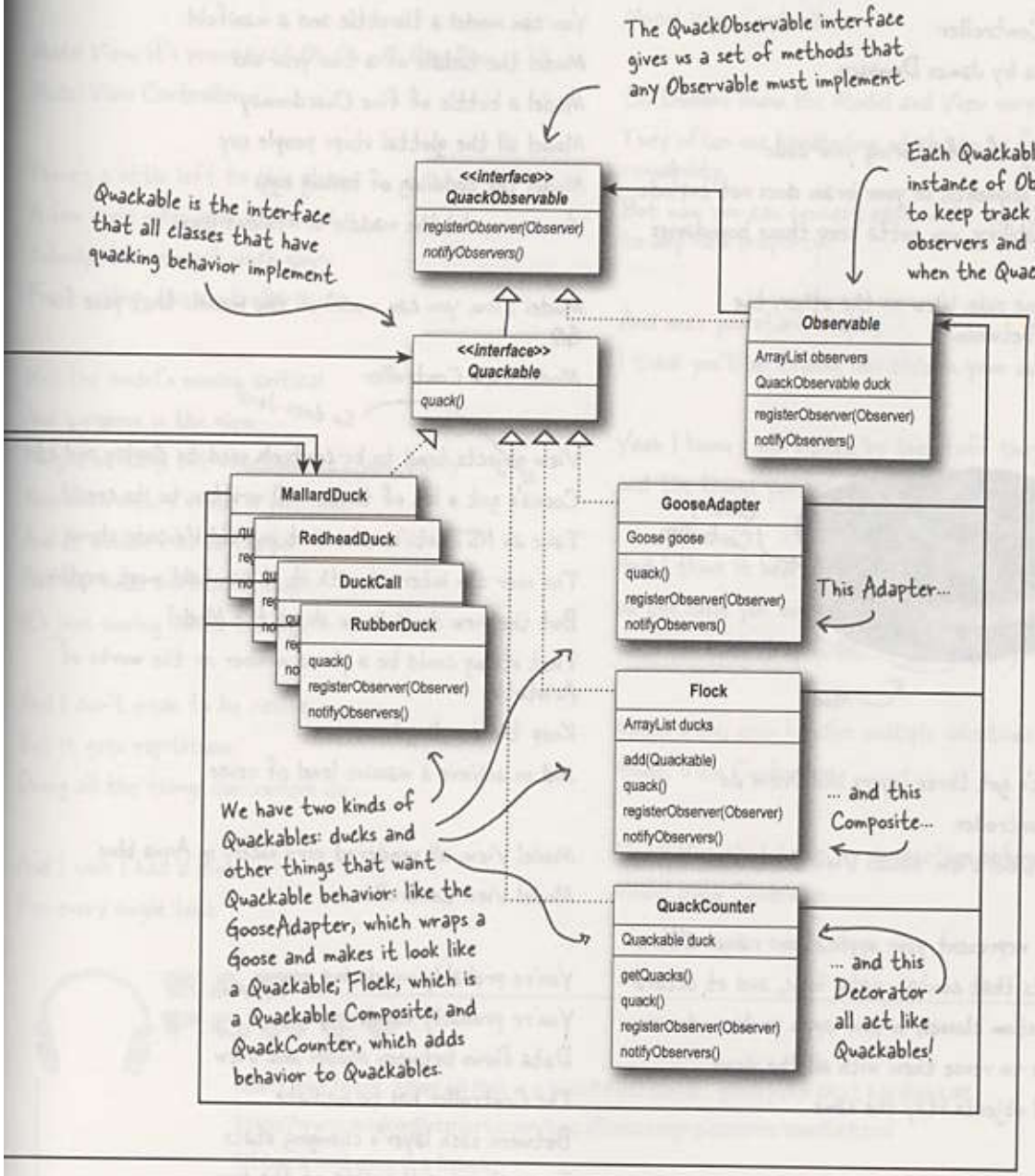
That was quite a Design Pattern workout. You should study the class diagram on the next page and then take a relaxing break before continuing on with the Model-View-Controller.



A ~~Bird's~~ duck's eye view: the class diagram

We've packed a lot of patterns into one small duck simulator! Here's the big picture of what we did:



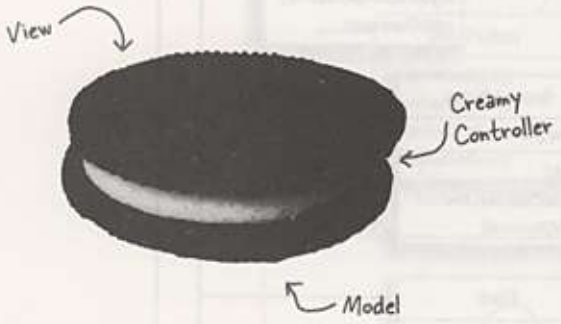

The QuackObservable interface gives us a set of methods that any Observable must implement
Each Quackable has an instance of Observable to keep track of their observers and notify them when the Quackable quacks.
Quackable is the interface that all classes that have quacking behavior implement
<<interface>>
QuackObservable
registerObserver(Observer)
notifyObservers()
<<interface>>
Quackable
quack()
Observable
ArrayList observers
QuackObservable duck
registerObserver(Observer)
notifyObservers()
MallardDuck
RedheadDuck
DuckCall
RubberDuck
quack()
registerObserver(Observer)
notifyObservers()
GooseAdapter
Goose goose
quack()
registerObserver(Observer)
notifyObservers()
This Adapter...
Flock
ArrayList ducks
add(Quackable)
quack()
registerObserver(Observer)
notifyObservers()
... and this Composite...
QuackCounter
Quackable duck
getQuacks()
quack()
registerObserver(Observer)
notifyObservers()
... and this Decorator all act like Quackables!
We have two kinds of Quackables: ducks and other things that want Quackable behavior: like the GooseAdapter, which wraps a Goose and makes it look like a Quackable; Flock, which is a Quackable Composite, and QuackCounter, which adds behavior to Quackables.

The King of Compound Patterns

If Elvis were a compound pattern, his name would be Model-View-Controller, and he'd be singing a little song like this...

Model, View, Controller
Lyrics and music by James Dempsey.

MVC's a paradigm for factoring your code
into functional segments, so your brain does not explode.
To achieve reusability, you gotta keep those boundaries clean
Model on the one side, View on the other, the Controller's in between.



Model View, it's got three layers like Oreos do
Model View Controller
Model View, Model View, Model View Controller

Model objects represent your applications raison d'être
Custom objects that contain data, logic, and et cetera
You create custom classes, in your app's problem domain
you can choose to reuse them with all the views
but the model objects stay the same.

You can model a throttle and a manifold
Model the toddle of a two year old
Model a bottle of fine Chardonnay
Model all the glottal stops people say
Model the coddling of boiling eggs
You can model the waddle in Hexley's legs

Model View, you can model all the models that pose for GQ
Model View Controller

So does Java!

View objects tend to be controls used to display and edit
Cocoa's got a lot of those, well written to its credit.
Take an NSTextView, hand it any old Unicode string
The user can interact with it, it can hold most anything
But the view don't know about the Model
That string could be a phone number or the works of Aristotle
Keep the coupling loose
and so achieve a massive level of reuse

Model View, all rendered very nicely in Aqua blue
Model View Controller

You're probably wondering now
You're probably wondering how
Data flows between Model and View
The Controller has to mediate
Between each layer's changing state
To synchronize the data of the two

It pulls and pushes every changed value

Model View, mad props to the smalltalk crew!
Model View Controller

Model View, it's pronounced Oh Oh not Ooo Ooo
Model View Controller

There's a little left to this story
A few more miles upon this road
Nobody seems to get much glory
From writing the controller code

Well the model's mission critical
And gorgeous is the view
I might be lazy, but sometimes it's just crazy
How much code I write is just glue
And it wouldn't be so tragic
But the code ain't doing magic
It's just moving values through

And I don't mean to be vicious
But it gets repititious
Doing all the things controllers do

And I wish I had a dime
For every single time
I sent a TextField StringValue.

Model View
How we gonna deep six all that glue
Model View Controller

Controllers know the Model and View very intimately
They often use hardcoding which can be foreboding for reusability
But now you can connect each model key that you select to any view property

And once you start binding
I think you'll be finding less code in your source tree

Yeah I know I was elated by the stuff they've automated
and the things you get for free

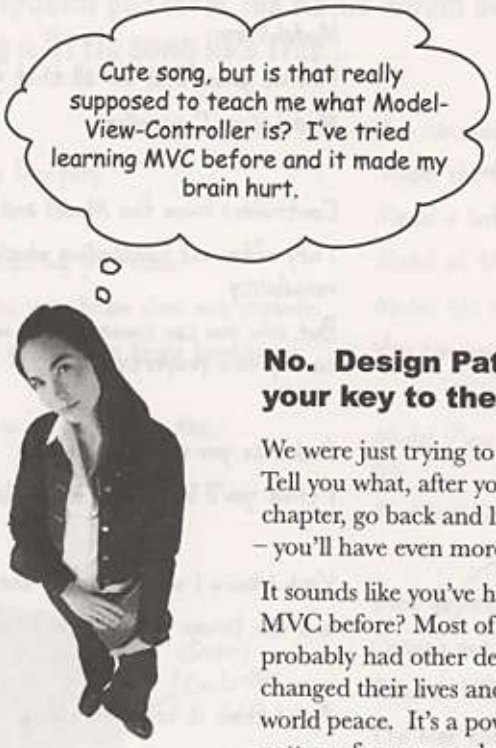
And I think it bears repeating
all the code you won't be needing
when you hook it up in ~~VB~~ Using Swing

Model View, even handles multiple selections too
Model View Controller

Model View, bet I ship my application before you
Model View Controller

EAR POWER

Don't just read! After all this is a Head First book... grab your iPod, hit this URL:
http://www.wickedlysmart.com/headfirstdesignpatterns/media.html
Sit back and give it a listen.



No. Design Patterns are your key to the MVC.

We were just trying to whet your appetite. Tell you what, after you finish reading this chapter, go back and listen to the song again – you'll have even more fun.

It sounds like you've had a bad run in with MVC before? Most of us have. You've probably had other developers tell you it's changed their lives and could possibly create world peace. It's a powerful compound pattern, for sure, and while we can't claim it will create world peace, it will save you hours of writing code once you know it.

But first you have to learn it, right? Well, there's going to be a big difference this time around because *now you know patterns!*

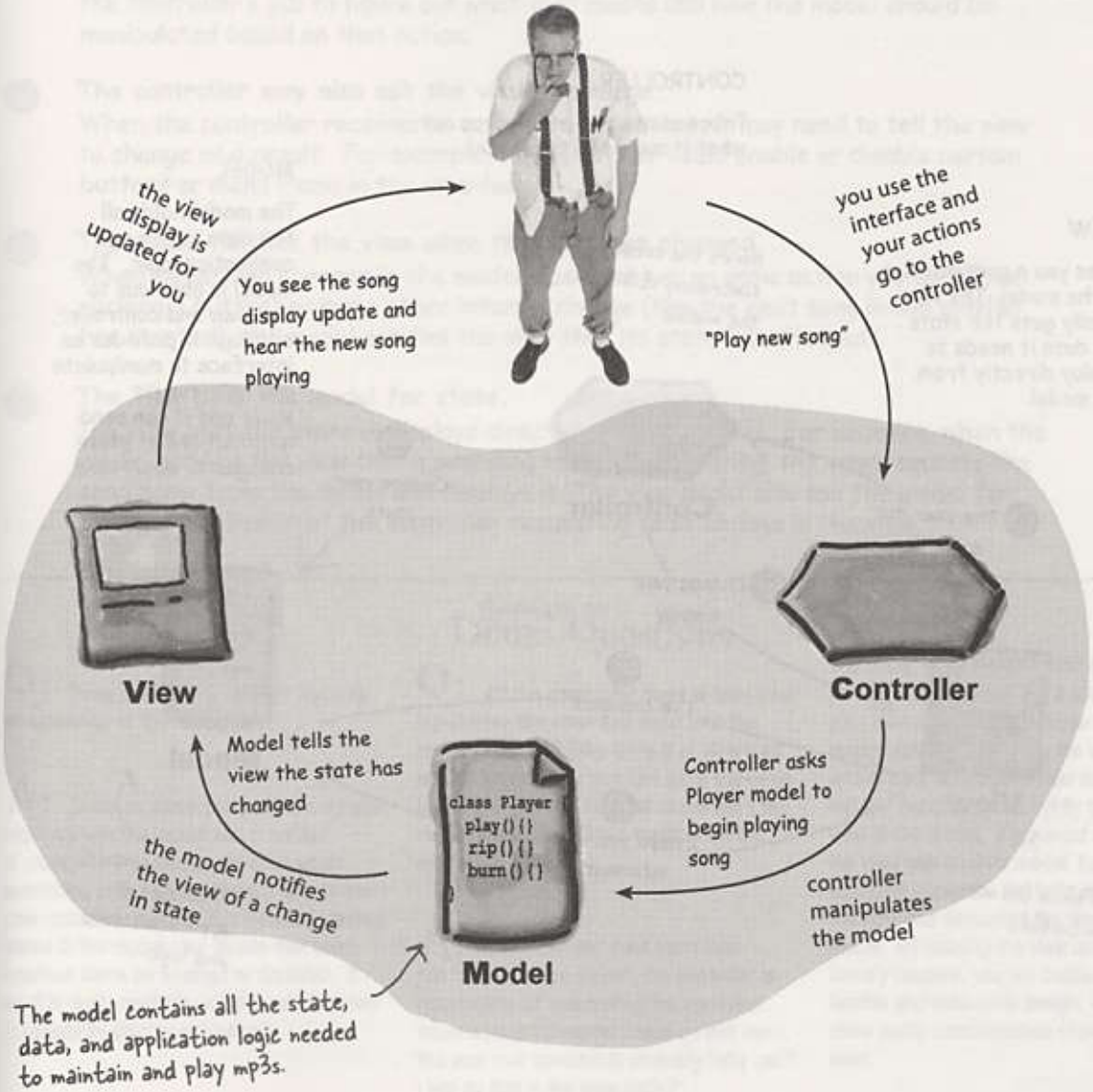
That's right, patterns are the key to MVC. Learning MVC from the top down is difficult; not many developers succeed. Here's the secret to learning MVC: *it's just a few patterns put together.* When you approach learning MVC by looking at the patterns, all of the sudden it starts to make sense.

Let's get started. This time around you're going to nail MVC!

Meet the Model-View-Controller

Imagine you're using your favorite MP3 player, like iTunes. You can use its interface to add new songs, manage playlists and rename tracks. The player takes care of maintaining a little database of all your songs along with their associated names and data. It also takes care of playing the songs and, as it does, the user interface is constantly updated with the current song title, the running time, and so on.

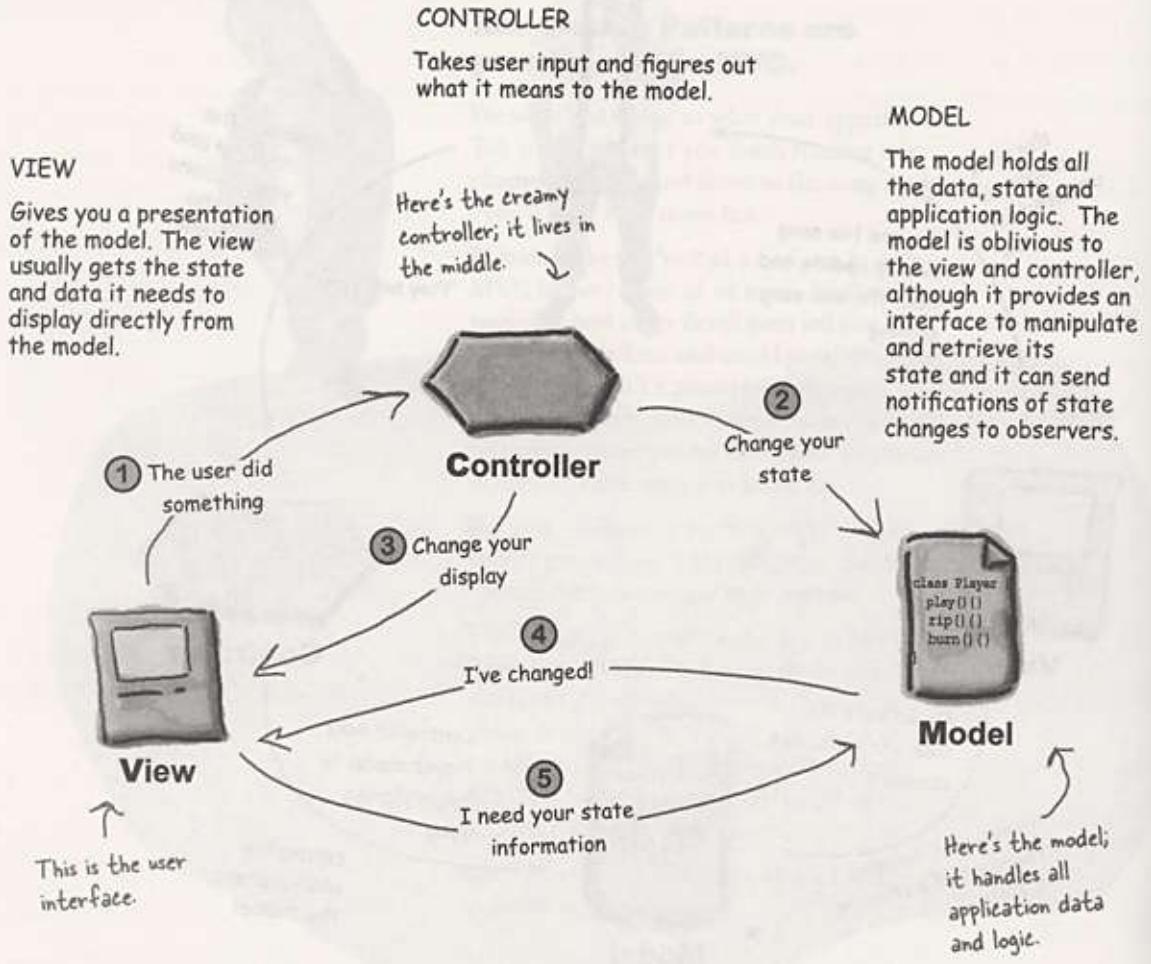
Well, underneath it all sits the Model-View-Controller...



Now let's zoom into the

A closer look...

The MP3 Player description gives us a high level view of MVC, but it really doesn't help you understand the nitty gritty of how the compound pattern works, how you'd build one yourself, or why it's such a good thing. Let's start by stepping through the relationships among the model, view and controller, and then we'll take second look from the perspective of Design Patterns.



1. **You're the user — you interact with the view.**
The view is your window to the model. When you do something to the view (like click the Play button) then the view tells the controller what you did. It's the controller's job to handle that.

2. **The controller asks the model to change its state.**
The controller takes your actions and interprets them. If you click on a button, it's the controller's job to figure out what that means and how the model should be manipulated based on that action.

3. **The controller may also ask the view to change.**
When the controller receives an action from the view, it may need to tell the view to change as a result. For example, the controller could enable or disable certain buttons or menu items in the interface.

4. **The model notifies the view when its state has changed.**
When something changes in the model, based either on some action you took (like clicking a button) or some other internal change (like the next song in the playlist has started), the model notifies the view that its state has changed.

5. **The view asks the model for state.**
The view gets the state it displays directly from the model. For instance, when the model notifies the view that a new song has started playing, the view requests the song name from the model and displays it. The view might also ask the model for state as the result of the controller requesting some change in the view.

there are no Dumb Questions

Q: Does the controller ever become an observer of the model?

A: Sure. In some designs the controller registers with the model and is notified of changes. This can be the case when something in the model directly affects the user interface controls. For instance, certain states in the model may dictate that some interface items be enabled or disabled. If so, it is really controller's job to ask the view to update its display accordingly.

Q: All the controller does is take user input from the view and send it to the model, correct? Why have it at all if that is all it does? Why not just have the code in the view itself? In most cases isn't the controller just calling a method on the model?

A: The controller does more than just "send it to the model", the controller is responsible for interpreting the input and manipulating the model based on that input. But your real question is probably "why can't I just do that in the view code?"

You could; however, you don't want to for two reasons: First, you'll complicate your view code because it now has two responsibilities: managing the user interface and dealing with logic of how to control the model. Second, you're tightly coupling your view to the model. If you want to reuse the view with another model, forget it. The controller separates the logic of control from the view and decouples the view from the model. By keeping the view and controller loosely coupled, you are building a more flexible and extensible design, one that can more easily accommodate change down the road.

Looking at MVC through patterns-colored glasses

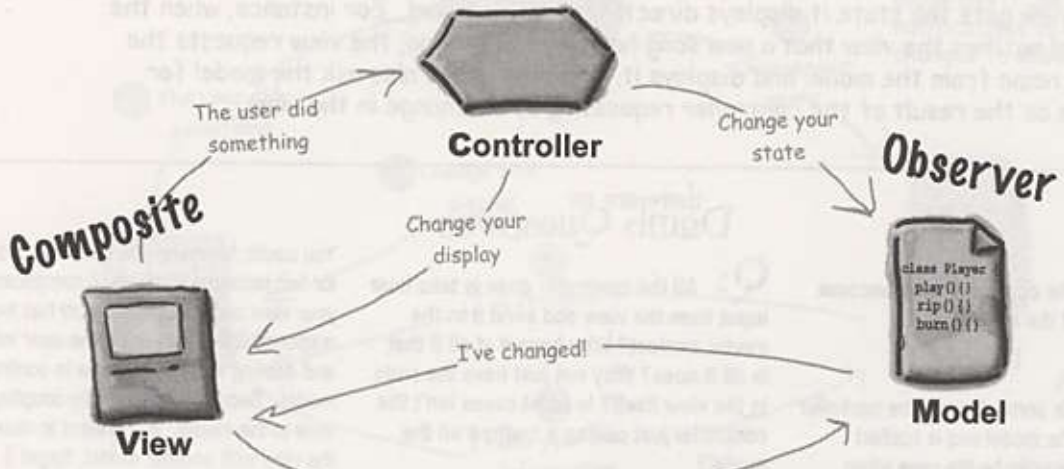
We've already told you the best path to learning the MVC is to see it for what it is: a set of patterns working together in the same design.

Let's start with the model. As you might have guessed the model uses Observer to keep the views and controllers updated on the latest state changes. The view and the controller, on the other hand, implement the Strategy Pattern. The controller is the behavior of the view, and it can be easily exchanged with another controller if you want different behavior. The view itself also uses a pattern internally to manage the windows, buttons and other components of the display: the Composite Pattern.

Let's take a closer look:

Strategy

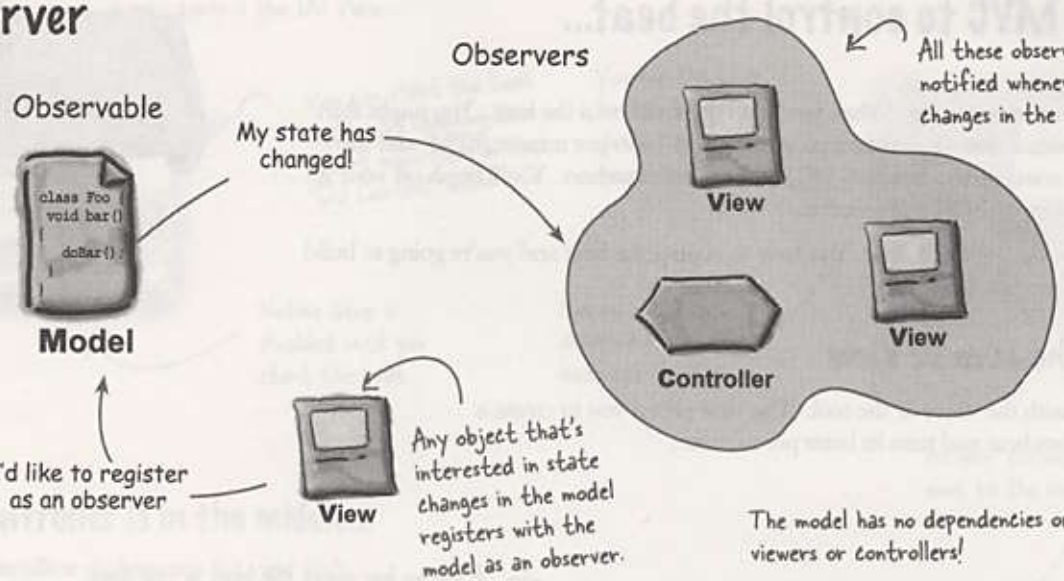
The view and controller implement the classic Strategy Pattern: the view is an object that is configured with a strategy. The controller provides the strategy. The view is concerned only with the visual aspects of the application, and delegates to the controller for any decisions about the interface behavior. Using the Strategy Pattern also keeps the view decoupled from the model because it is the controller that is responsible for interacting with the model to carry out user requests. The view knows nothing about how this gets done.



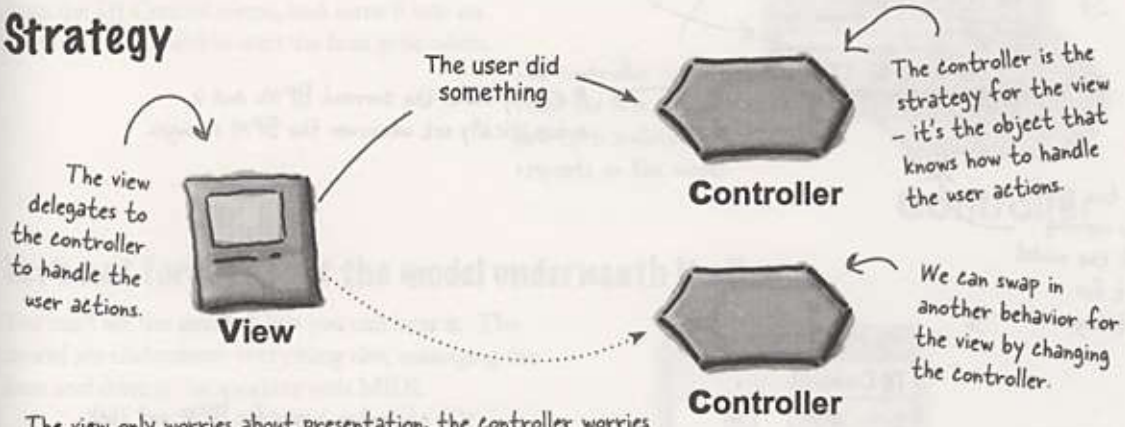
The display consists of a nested set of windows, panels, buttons, text labels and so on. Each display component is a composite (like a window) or a leaf (like a button). When the controller tells the view to update, it only has to tell the top view component, and Composite takes care of the rest.

The model implements the Observer Pattern to keep interested objects updated when state changes occur. Using the Observer Pattern keeps the model completely independent of the views and controllers. It allows us to use different views with the same model, or even use multiple views at once.

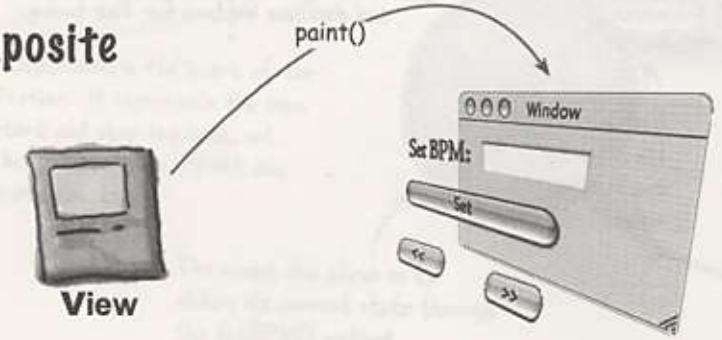
Observer



Strategy



Composite



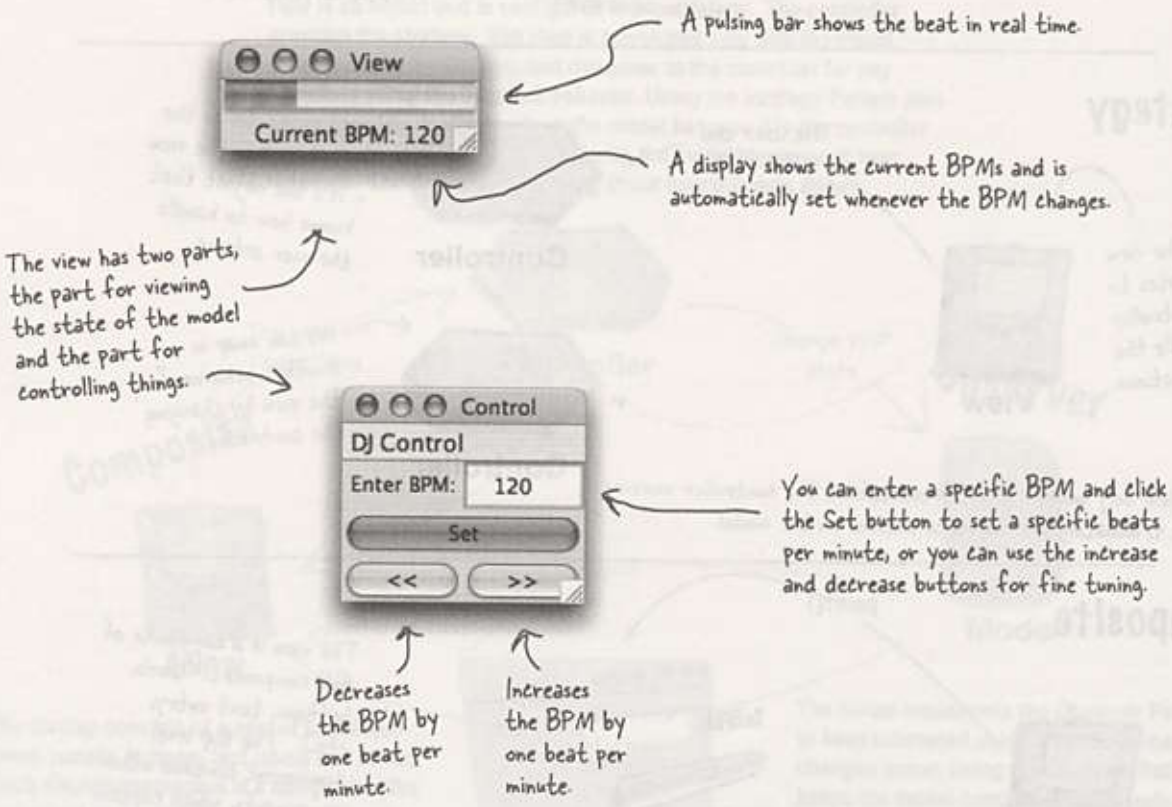
Using MVC to control the beat...

It's your time to be the DJ. When you're a DJ it's all about the beat. You might start your mix with a slowed, downtempo groove at 95 beats per minute (BPM) and then bring the crowd up to a frenzied 140 BPM of trance techno. You'll finish off your set with a mellow 80 BPM ambient mix.

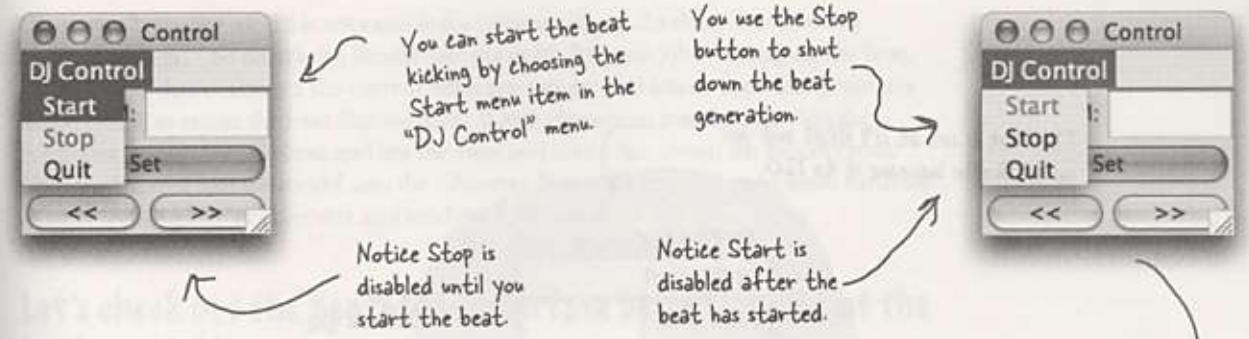
How are you going to do that? You have to control the beat and you're going to build the tool to get you there.

Meet the Java DJ View

Let's start with the **view** of the tool. The view allows you to create a driving drum beat and tune its beats per minute...

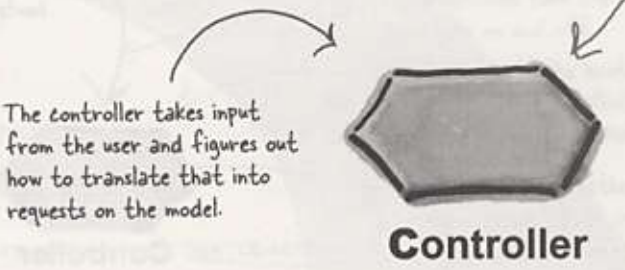


Here's a few more ways to control the DJ View...



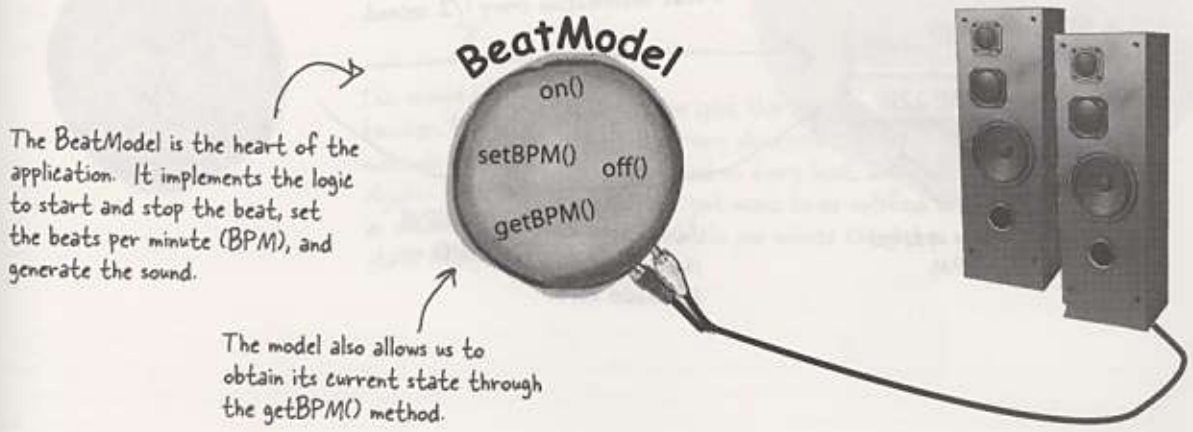
The controller is in the middle...

The **controller** sits between the view and model. It takes your input, like selecting "Start" from the DJ Control menu, and turns it into an action on the model to start the beat generation.

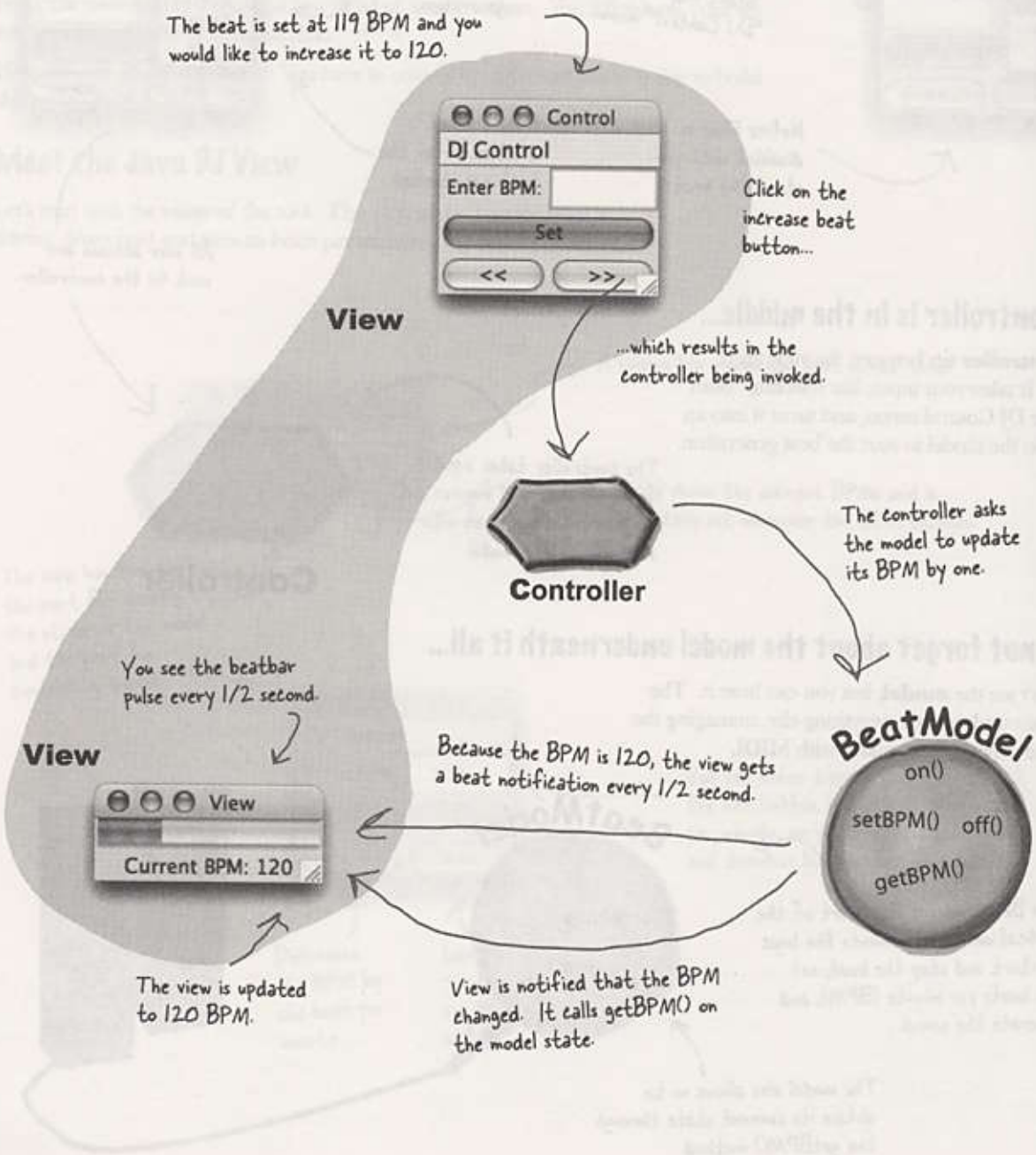


Let's not forget about the model underneath it all...

You can't see the **model**, but you can hear it. The model sits underneath everything else, managing the beat and driving the speakers with MIDI.



Putting the pieces together



Building the pieces

Okay, you know the model is responsible for maintaining all the data, state and any application logic. So what's the BeatModel got in it? Its main job is managing the beat, so it has state that maintains the current beats per minute and lots of code that generates MIDI events to create the beat that we hear. It also exposes an interface that lets the controller manipulate the beat and lets the view and controller obtain the model's state. Also, don't forget that the model uses the Observer Pattern, so we also need some methods to let objects register as observers and send out notifications.

Let's check out the BeatModelInterface before looking at the implementation:

```
public interface BeatModelInterface {
    void initialize();
    void on();
    void off();
    void setBPM(int bpm);
    int getBPM();
    void registerObserver(BeatObserver o);
    void removeObserver(BeatObserver o);
    void registerObserver(BPMObserver o);
    void removeObserver(BPMObserver o);
}
```

This gets called after the BeatModel is instantiated.

These are the methods the controller will use to direct the model based on user interaction.

These methods turn the beat generator on and off.

This method sets the beats per minute. After it is called, the beat frequency changes immediately.

The getBPM() method returns the current BPMs, or 0 if the generator is off.

These methods allow the view and the controller to get state and to become observers.

This should look familiar, these methods allow objects to register as observers for state changes.

We've split this into two kinds of observers: observers that want to be notified on every beat, and observers that just want to be notified with the beats per minute change.

Now let's have a look at the concrete BeatModel class:

We implement the BeatModelInterface.

This is needed for the MIDI code.

```
public class BeatModel implements BeatModelInterface, MetaEventListener {
    Sequencer sequencer;
    ArrayList beatObservers = new ArrayList();
    ArrayList bpmObservers = new ArrayList();
    int bpm = 90;
    // other instance variables here

    public void initialize() {
        setUpMidi();
        buildTrackAndStart();
    }

    public void on() {
        sequencer.start();
        setBPM(90);
    }

    public void off() {
        setBPM(0);
        sequencer.stop();
    }

    public void setBPM(int bpm) {
        this.bpm = bpm;
        sequencer.setTempoInBPM(getBPM());
        notifyBPMObservers();
    }

    public int getBPM() {
        return bpm;
    }

    void beatEvent() {
        notifyBeatObservers();
    }

    // Code to register and notify observers

    // Lots of MIDI code to handle the beat
}
```

The sequencer is the object that knows how to generate real beats (that you can hear!).

These ArrayLists hold the two kinds of observers (Beat and BPM observers).

The bpm instance variable holds the frequency of beats – by default, 90 BPM.

This method does setup on the sequencer and sets up the beat tracks for us.

The on() method starts the sequencer and sets the BPMs to the default: 90 BPM.

And off() shuts it down by setting BPMs to 0 and stopping the sequencer.

The setBPM() method is the way the controller manipulates the beat. It does three things:

(1) Sets the bpm instance variable

(2) Asks the sequencer to change its BPMs.

(3) Notifies all BPM Observers that the BPM has changed.

The getBPM() method just returns the bpm instance variable, which indicates the current beats per minute.

The beatEvent() method, which is not in the BeatModelInterface, is called by the MIDI code whenever a new beat starts. This method notifies all BeatObservers that a new beat has just occurred.

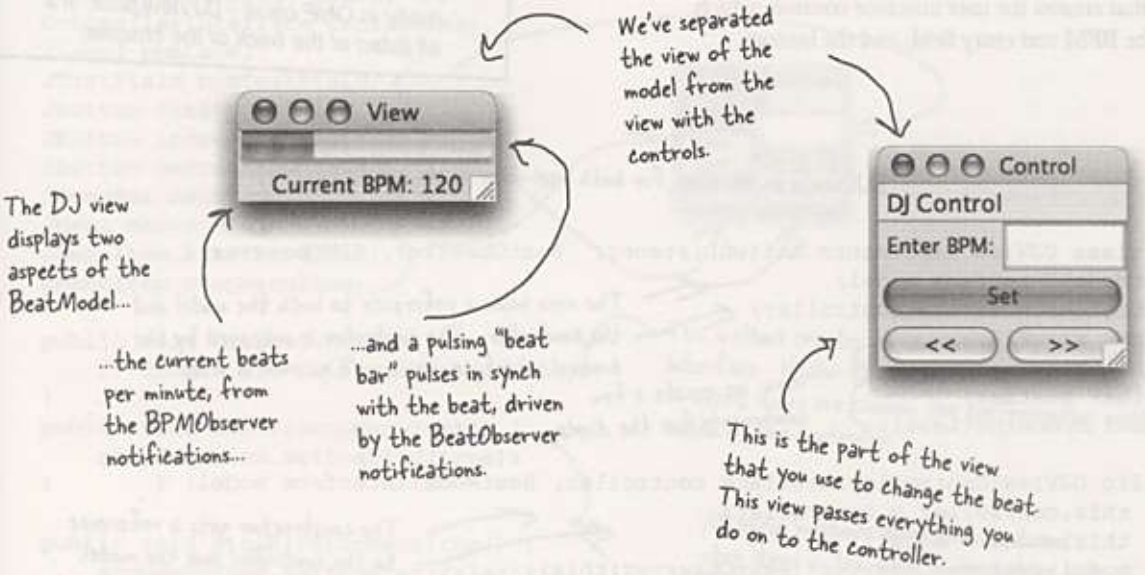
Ready-bake Code

This model uses Java's MIDI support to generate beats. You can check out the complete implementation of all the DJ classes in the Java source files available on the wickedlysmart.com site, or look at the code at the end of the chapter.

The View

Now the fun starts; we get to hook up a view and visualize the BeatModel!

The first thing to notice about the view is that we've implemented it so that it is displayed in two separate windows. One window contains the current BPM and the pulse; the other contains the interface controls. Why? We wanted to emphasize the difference between the interface that contains the view of the model and the rest of the interface that contains the set of user controls. Let's take a closer look at the two parts of the view:



BRAIN POWER

Our BeatModel makes no assumptions about the view. The model is implemented using the Observer Pattern, so it just notifies any view registered as an observer when its state changes. The view uses the model's API to get access to the state. We've implemented one type of view, can you think of other views that could make use of the notifications and state in the BeatModel?

A lightshow that is based on the real-time beat.

A textual view that displays a music genre based on the BPM (ambient, downbeat, techno, etc.).

Implementing the View

The two parts of the view – the view of the model, and the view with the user interface controls – are displayed in two windows, but live together in one Java class. We'll first show you just the code that creates the view of the model, which displays the current BPM and the beat bar. Then we'll come back on the next page and show you just the code that creates the user interface controls, which displays the BPM text entry field, and the buttons.

Watch it!

The code on these two pages is just an outline!

What we've done here is split ONE class into TWO, showing you one part of the view on this page, and the other part on the next page. All this code is really in ONE class - DJView.java. It's all listed at the back of the chapter.

DJView is an observer for both real-time beats and BPM changes.

```
public class DJView implements ActionListener,  BeatObserver, BPMObserver {
    BeatModelInterface model;
    ControllerInterface controller;
    JFrame viewFrame;
    JPanel viewPanel;
    BeatBar beatBar;
    JLabel bpmOutputLabel;

    public DJView(ControllerInterface controller, BeatModelInterface model) {
        this.controller = controller;
        this.model = model;
        model.registerObserver((BeatObserver)this);
        model.registerObserver((BPMObserver)this);
    }

    public void createView() {
        // Create all Swing components here
    }

    public void updateBPM() {
        int bpm = model.getBPM();
        if (bpm == 0) {
            bpmOutputLabel.setText("offline");
        } else {
            bpmOutputLabel.setText("Current BPM: " + model.getBPM());
        }
    }

    public void updateBeat() {
        beatBar.setValue(100);
    }
}
```

The view holds a reference to both the model and the controller. The controller is only used by the control interface, which we'll go over in a sec...

Here, we create a few components for the display.

The constructor gets a reference to the controller and the model, and we store references to those in the instance variables.

We also register as a BeatObserver and a BPMObserver of the model.

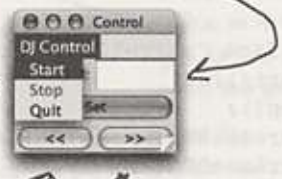
The updateBPM() method is called when a state change occurs in the model. When that happens we update the display with the current BPM. We can get this value by requesting it directly from the model.

Likewise, the updateBeat() method is called when the model starts a new beat. When that happens, we need to pulse our "beat bar." We do this by setting it to its maximum value (100) and letting it handle the animation of the pulse.

Implementing the View, continued...

Now, we'll look at the code for the user interface controls part of the view. This view lets you control the model by telling the controller what to do, which in turn, tells the model what to do. Remember, this code is in the same class file as the other view code.

```
public class DJView implements ActionListener,  BeatObserver, BPMObserver {
    BeatModelInterface model;
    ControllerInterface controller;
    JLabel bpmLabel;
    JTextField bpmTextField;
    JButton setBPMButton;
    JButton increaseBPMButton;
    JButton decreaseBPMButton;
    JMenuBar menuBar;
    JMenu menu;
    JMenuItem startMenuItem;
    JMenuItem stopMenuItem;

    public void createControls() {
        // Create all Swing components here
    }
    public void enableStopMenuItem() {
        stopMenuItem.setEnabled(true);
    }

    public void disableStopMenuItem() {
        stopMenuItem.setEnabled(false);
    }

    public void enableStartMenuItem() {
        startMenuItem.setEnabled(true);
    }

    public void disableStartMenuItem() {
        startMenuItem.setEnabled(false);
    }

    public void actionPerformed(ActionEvent event) {
        if (event.getSource() == setBPMButton) {
            int bpm = Integer.parseInt(bpmTextField.getText());
            controller.setBPM(bpm);
        } else if (event.getSource() == increaseBPMButton) {
            controller.increaseBPM();
        } else if (event.getSource() == decreaseBPMButton) {
            controller.decreaseBPM();
        }
    }
}
```



This method creates all the controls and places them in the interface. It also takes care of the menu. When the stop or start items are chosen, the corresponding methods are called on the controller.

All these methods allow the start and stop items in the menu to be enabled and disabled. We'll see that the controller uses these to change the interface.

This method is called when a button is clicked.

If the Set button is clicked then it is passed on to the controller along with the new bpm.

Likewise, if the increase or decrease buttons are clicked, this information is passed on to the controller.

Now for the Controller

It's time to write the missing piece: the controller. Remember the controller is the strategy that we plug into the view to give it some smarts.

Because we are implementing the Strategy Pattern, we need to start with an interface for any Strategy that might be plugged into the DJ View. We're going to call it ControllerInterface.

```
public interface ControllerInterface {
    void start();
    void stop();
    void increaseBPM();
    void decreaseBPM();
    void setBPM(int bpm);
}
```

Here are all the methods the view can call on the controller.

These should look familiar after seeing the model's interface. You can stop and start the beat generation and change the BPM. This interface is "richer" than the BeatModel interface because you can adjust the BPMs with increase and decrease.

Design Puzzle

You've seen that the view and controller together make use of the Strategy Pattern. Can you draw a class diagram of the two that represents this pattern?

And here's the implementation of the controller:

```
public class BeatController implements ControllerInterface {
    BeatModelInterface model;
    DJView view;

    public BeatController(BeatModelInterface model) {
        this.model = model;
        view = new DJView(this, model);
        view.createView();
        view.createControls();
        view.disableStopMenuItem();
        view.enableStartMenuItem();
        model.initialize();
    }

    public void start() {
        model.on();
        view.disableStartMenuItem();
        view.enableStopMenuItem();
    }

    public void stop() {
        model.off();
        view.disableStopMenuItem();
        view.enableStartMenuItem();
    }

    public void increaseBPM() {
        int bpm = model.getBPM();
        model.setBPM(bpm + 1);
    }

    public void decreaseBPM() {
        int bpm = model.getBPM();
        model.setBPM(bpm - 1);
    }

    public void setBPM(int bpm) {
        model.setBPM(bpm);
    }
}
```

The controller implements the ControllerInterface.

The controller is the creamy stuff in the middle of the MVC oreo cookie, so it is the object that gets to hold on to the view and the model and glues it all together.

The controller is passed the model in the constructor and then creates the view.

When you choose Start from the user interface menu, the controller turns the model on and then alters the user interface so that the start menu item is disabled and the stop menu item is enabled.

Likewise, when you choose Stop from the menu, the controller turns the model off and alters the user interface so that the stop menu item is disabled and the start menu item is enabled.

If the increase button is clicked, the controller gets the current BPM from the model, adds one, and then sets a new BPM.

Same thing here, only we subtract one from the current BPM.

Finally, if the user interface is used to set an arbitrary BPM, the controller instructs the model to set its BPM.

NOTE: the controller is making the intelligent decisions for the view. The view just knows how to turn menu items on and off; it doesn't know the situations in which it should disable them.

Putting it all together...

We've got everything we need: a model, a view, and a controller. Now it's time to put them all together into a MVC! We're going to see and hear how well they work together.

All we need is a little code to get things started; it won't take much:

```
public class DJTestDrive {
    public static void main (String[] args) {
        BeatModelInterface model = new BeatModel();
        ControllerInterface controller = new BeatController(model);
    }
}
```

First create a model...

...then create a controller and pass it the model. Remember, the controller creates the view, so we don't have to do that.

And now for a test run...

```
File Edit Window Help LetTheBassKick
% java DJTestDrive
%
```

Run this...

...and you'll see this.

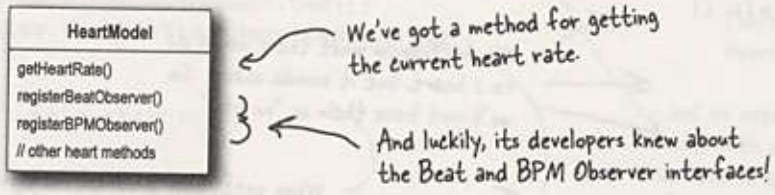
Things to do

1. **Start the beat generation with the Start menu item; notice the controller disables the item afterwards.**
2. **Use the text entry along with the increase and decrease buttons to change the BPM. Notice how the view display reflects the changes despite the fact that it has no logical link to the controls.**
3. **Notice how the beat bar always keeps up with the beat since it's an observer of the model.**
4. **Put on your favorite song and see if you can beat match the beat by using the increase and decrease controls.**
5. **Stop the generator. Notice how the controller disables the Stop menu item and enables the Start menu item.**

Exploring Strategy

Let's take the Strategy Pattern just a little further to get a better feel for how it is used in MVC. We're going to see another friendly pattern pop up too – a pattern you'll often see hanging around the MVC trio: the Adapter Pattern.

Think for a second about what the DJ View does: it displays a beat rate and a pulse. Does that sound like something else? How about a heartbeat? It just so happens we happen to have a heart monitor class; here's the class diagram:



It certainly would be nice to reuse our current view with the HeartModel, but we need a controller that works with this model. Also, the interface of the HeatModel doesn't match what the view expects because it has a getHeartRate() method rather than a getBPM(). How would you design a set of classes to allow the view to be reused with the new model?

Adapting the Model

For starters, we're going to need to adapt the HeartModel to a BeatModel. If we don't, the view won't be able to work with the model, because the view only knows how to getBPM(), and the equivalent heart model method is getHeartRate(). How are we going to do this? We're going to use the Adapter Pattern, of course! It turns out that this is a common technique when working with the MVC: use an adapter to adapt a model to work with existing controllers and views.

Here's the code to adapt a HeartModel to a BeatModel:

```
public class HeartAdapter implements BeatModelInterface {
    HeartModelInterface heart;

    public HeartAdapter(HeartModelInterface heart) {
        this.heart = heart;
    }
    public void initialize() {}

    public void on() {}

    public void off() {}

    public int getBPM() {
        return heart.getHeartRate();
    }

    public void setBPM(int bpm) {}

    public void registerObserver(BeatObserver o) {
        heart.registerObserver(o);
    }

    public void removeObserver(BeatObserver o) {
        heart.removeObserver(o);
    }

    public void registerObserver(BPMObserver o) {
        heart.registerObserver(o);
    }

    public void removeObserver(BPMObserver o) {
        heart.removeObserver(o);
    }
}
```

We need to implement the target interface, in this case, BeatModelInterface.

Here, we store a reference to the heart model.

We don't know what these would do to a heart, but it sounds scary. So we'll just leave them as "no ops."

When getBPM() is called, we'll just translate it to a getHeartRate() call on the heart model.

We don't want to do this on a heart! Again, let's leave it as a "no op".

Here are our observer methods. We just delegate them to the wrapped heart model.

Now we're ready for a HeartController

With our HeartAdapter in hand we should be ready to create a controller and get the view running with the HeartModel. Talk about reuse!

```
public class HeartController implements ControllerInterface {
    HeartModelInterface model;
    DJView view;

    public HeartController(HeartModelInterface model) {
        this.model = model;
        view = new DJView(this, new HeartAdapter(model));
        view.createView();
        view.createControls();
        view.disableStopMenuItem();
        view.disableStartMenuItem();
    }

    public void start() {}

    public void stop() {}

    public void increaseBPM() {}

    public void decreaseBPM() {}

    public void setBPM(int bpm) {}
}
```

The HeartController implements the ControllerInterface, just like the BeatController did.

Like before, the controller creates the view and gets everything glued together.

There is one change: we are passed a HeartModel, not a BeatModel...

...and we need to wrap that model with an adapter before we hand it to the view.

Finally, the HeartController disables the menu items as they aren't needed.

There's not a lot to do here; after all, we can't really control hearts like we can beat machines.

And that's it! Now it's time for some test code...

```
public class HeartTestDrive {
    public static void main (String[] args) {
        HeartModel heartModel = new HeartModel();
        ControllerInterface model = new HeartController(heartModel);
    }
}
```

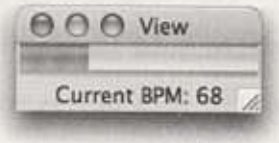
All we need to do is create the controller and pass it a heart monitor.

And now for a test run...

```
File Edit Window Help CheckMyPulse
% java HeartTestDrive
%
```

Run this...

...and you'll see this.



Nice healthy heart rate.

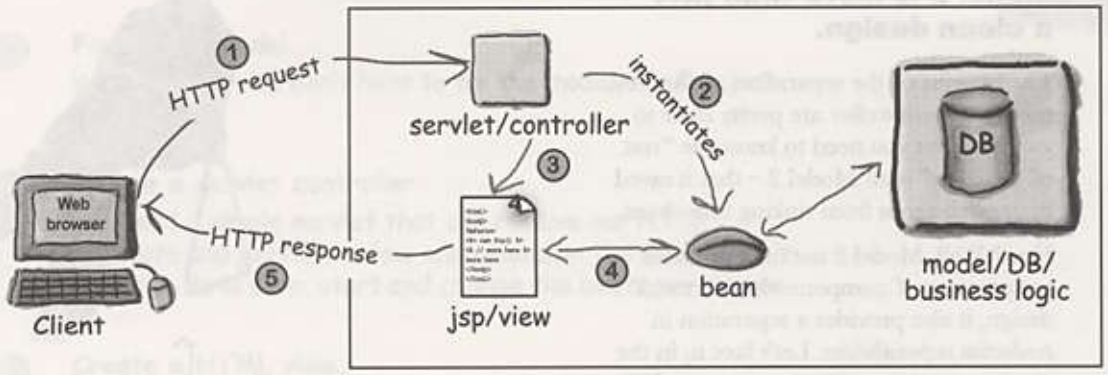
Things to do

1. **Notice that the display works great with a heart! The beat bar looks just like a pulse. Because the HeartModel also supports BPM and Beat Observers we can get beat updates just like with the DJ beats.**
2. **As the heartbeat has natural variation, notice the display is updated with the new beats per minute.**
3. **Each time we get a BPM update the adapter is doing its job of translating getBPM() calls to getHeartRate() calls.**
4. **The Start and Stop menu items are not enabled because the controller disabled them.**
5. **The other buttons still work but have no effect because the controller implements no ops for them. The view could be changed to support the disabling of these items.**

MVC and the Web

It wasn't long after the Web was spun that developers started adapting the MVC to fit the browser/server model. The prevailing adaptation is known simply as "Model 2" and uses a combination of servlet and JSP technology to achieve the same separation of model, view and controller that we see in conventional GUIs.

Let's check out how Model 2 works:

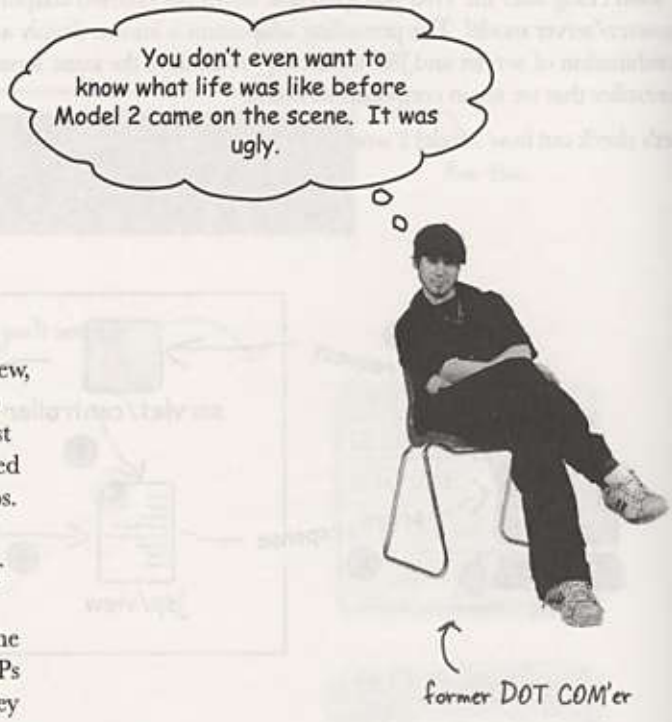


1. **You make an HTTP request, which is received by a servlet.**
   Using your web browser you make an HTTP request. This typically involves sending along some form data, like your username and password. A servlet receives this form data and parses it.

2. **The servlet acts as the controller.**
   The servlet plays the role of the controller and processes your request, most likely making requests on the model (usually a database). The result of processing the request is usually bundled up in the form of a JavaBean.

3. **The controller forwards control to the view.**
   The View is represented by a JSP. The JSP's only job is to generate the page representing the view of model (4 which it obtains via the JavaBean) along with any controls needed for further actions.

5. **The view returns a page to the browser via HTTP.**
   A page is returned to the browser, where it is displayed as the view. The user submits further requests, which are processed in the same fashion.



Model 2 is more than just a clean design.

The benefits of the separation of the view, model and controller are pretty clear to you now. But you need to know the "rest of the story" with Model 2 – that it saved many web shops from sinking into chaos.

How? Well, Model 2 not only provides a separation of components in terms of design, it also provides a separation in *production responsibilities*. Let's face it, in the old days, anyone with access to your JSPs could get in and write any Java code they wanted, right? And that included a lot of people who didn't know a jar file from a jar of peanut butter. The reality is that most web producers *know about content and HTML, not software.*

Luckily Model 2 came to the rescue. With Model 2 we can leave the developer jobs to the guys & girls who know their Servlets and let the web producers loose on simple Model 2 style JSPs where all the producers have access to is HTML and simple JavaBeans.

Model 2: DJ'ing from a cell phone

You didn't think we'd try to skip out without moving that great BeatModel over to the Web did you? Just think, you can control your entire DJ session through a web page on your cellular phone. So now you can get out of that DJ booth and get down in the crowd. What are you waiting for? Let's write that code!

The plan

1. **Fix up the model.**
   Well, actually, we don't have to fix the model, it's fine just like it is!

2. **Create a servlet controller**
   We need a simple servlet that can receive our HTTP requests and perform a few operations on the model. All it needs to do is stop, start and change the beats per minute.

3. **Create a HTML view.**
   We'll create a simple view with a JSP. It's going to receive a JavaBean from the controller that will tell it everything it needs to display. The JSP will then generate an HTML interface.

Geek Bits

Setting up your Servlet environment

Showing you how to set up your servlet environment is a little bit off topic for a book on Design Patterns, at least if you don't want the book to weigh more than you do!

Fire up your web browser and head straight to *http://jakarta.apache.org/tomcat/* for the Apache Jakarta Project's Tomcat Servlet Container. You'll find everything you need there to get you up and running.

You'll also want to check out *Head First Servlets & JSP* by Bryan Basham, Kathy Sierra and Bert Bates.

Step one: the model

Remember that in MVC, the model doesn't know anything about the views or controllers. In other words it is totally decoupled. All it knows is that it may have observers it needs to notify. That's the beauty of the Observer Pattern. It also provides an interface the views and controllers can use to get and set its state.

Now all we need to do is adapt it to work in the web environment, but, given that it doesn't depend on any outside classes, there is really no work to be done. We can use our BeatModel off the shelf without changes. So, let's be productive and move on to step two!

Step two: the controller servlet

Remember, the servlet is going to act as our controller; it will receive Web browser input in a HTTP request and translate it into actions that can be applied to the model.

Then, given the way the Web works, we need to return a view to the browser. To do this we'll pass control to the view, which takes the form of a JSP. We'll get to that in step three.

Here's the outline of the servlet; on the next page, we'll look at the full implementation.

We extend the HttpServlet class so that we can do servlet kinds of things, like receive HTTP requests.

```
public class DJView extends HttpServlet {

    public void init() throws ServletException {
        BeatModel beatModel = new BeatModel();
        beatModel.initialize();
        getServletContext().setAttribute("beatModel", beatModel);
    }

    // doPost method here

    public void doGet(HttpServletRequest request,
                      HttpServletResponse response)
            throws IOException, ServletException
    {
        // implementation here
    }
}
```

Here's the init method; this is called when the servlet is first created.

We first create a BeatModel object...

...and place a reference to it in the servlet's context so that it's easily accessed.

Here's the doGet() method. This is where the real work happens. We've got its implementation on the next page.

Here's the implementation of the doGet() method from the page before:

```
public void doGet(HttpServletRequest request,
                  HttpServletResponse response)
        throws IOException, ServletException
{
    BeatModel beatModel =
        (BeatModel)getServletContext().getAttribute("beatModel");

    String bpm = request.getParameter("bpm");
    if (bpm == null) {
        bpm = beatModel.getBPM() + "";
    }

    String set = request.getParameter("set");
    if (set != null) {
        int bpmNumber = 90;
        bpmNumber = Integer.parseInt(bpm);
        beatModel.setBPM(bpmNumber);
    }

    String decrease = request.getParameter("decrease");
    if (decrease != null) {
        beatModel.setBPM(beatModel.getBPM() - 1);
    }
    String increase = request.getParameter("increase");
    if (increase != null) {
        beatModel.setBPM(beatModel.getBPM() + 1);
    }
    String on = request.getParameter("on");
    if (on != null) {
        beatModel.start();
    }
    String off = request.getParameter("off");
    if (off != null) {
        beatModel.stop();
    }

    request.setAttribute("beatModel", beatModel);

    RequestDispatcher dispatcher =
        request.getRequestDispatcher("/jsp/DJView.jsp");
    dispatcher.forward(request, response);
}
```

First we grab the model from the servlet context. We can't manipulate the model without a reference to it.

Next we grab all the HTTP commands/parameters...

If we get a set command, then we get the value of the set, and tell the model.

To increase or decrease, we get the current BPMs from the model, and adjust up or down by one.

If we get an on or off command, we tell the model to start or stop.

Finally, our job as a controller is done. All we need to do is ask the view to take over and create an HTML view.

Following the Model 2 definition, we pass the JSP a bean with the model state in it. In this case, we pass it the actual model, since it happens to be a bean.

Now we need a view...

All we need is a view and we've got our browser-based beat generator ready to go! In Model 2, the view is just a JSP. All the JSP knows about is the bean it receives from the controller. In our case, that bean is just the model and the JSP is only going to use its BPM property to extract the current beats per minute. With that data in hand, it creates the view and also the user interface controls.

Here's our bean, which the servlet passed us.

```
<jsp:useBean id="beatModel" scope="request" class="headfirst.combined.djview.BeatModel" />

<html>
<head>
<title>DJ View</title>
</head>
<body>

<h1>DJ View</h1>
Beats per minutes = <jsp:getProperty name="beatModel" property="BPM" />
<br />
<hr>
<br />

<form method="post" action="/djview/servlet/DJView">
BPM: <input type=text name="bpm"
           value="<jsp:getProperty name="beatModel"
           property="BPM" />">
 

<input type="submit" name="set" value="set"><br />
<input type="submit" name="decrease" value="<<">
<input type="submit" name="increase" value=">>"><br />
<input type="submit" name="on" value="on">
<input type="submit" name="off" value="off"><br />
</form>

</body>
</html>
```

Beginning of the HTML.

Here we use the model bean to extract the BPM property.

Now we generate the view, which prints out the current beats per minute.

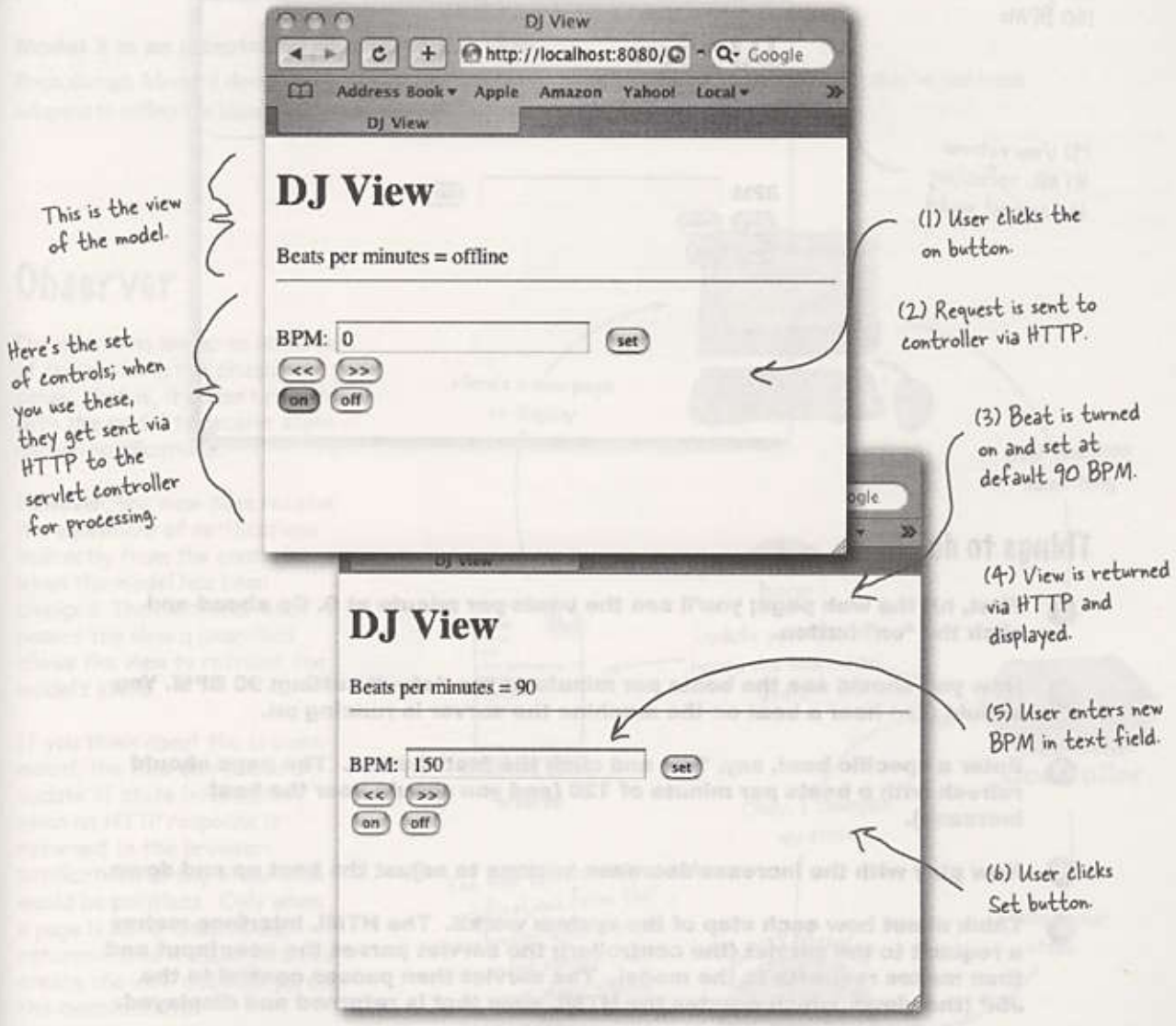
And here's the control part of the view. We have a text entry for entering a BPM along with increase/decrease and on/off buttons.

And here's the end of the HTML.

NOTICE that just like MVC, in Model 2 the view doesn't alter the model (that's the controller's job); all it does is use its state!

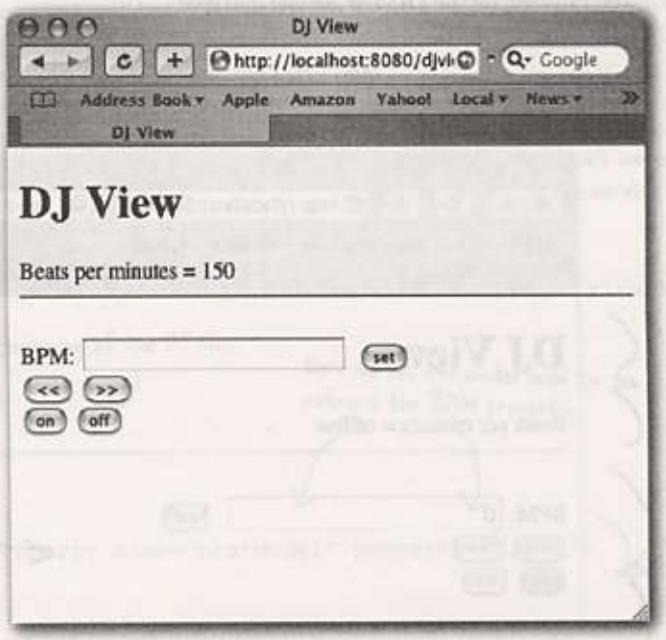
Putting Model 2 to the test...

It's time to start your web browser, hit the DJView Servlet and give the system a spin...



(8) Controller changes model to 150 BPMs

(9) View returns HTML reflecting the current model.



Things to do

1. **First, hit the web page; you'll see the beats per minute at 0. Go ahead and click the "on" button.**

2. **Now you should see the beats per minute at the default setting: 90 BPM. You should also hear a beat on the machine the server is running on.**

3. **Enter a specific beat, say, 120, and click the "set" button. The page should refresh with a beats per minute of 120 (and you should hear the beat increase).**

4. **Now play with the increase/decrease buttons to adjust the beat up and down.**

5. **Think about how each step of the system works. The HTML interface makes a request to the servlet (the controller); the servlet parses the user input and then makes requests to the model. The servlet then passes control to the JSP (the view), which creates the HTML view that is returned and displayed.**

Design Patterns and Model 2

After implementing the DJ Control for the Web using Model 2, you might be wondering where the patterns went. We have a view created in HTML from a JSP but the view is no longer a listener of the model. We have a controller that's a servlet that receives HTTP requests, but are we still using the Strategy Pattern? And what about Composite? We have a view that is made from HTML and displayed in a seb browser. Is that still the Composite Pattern?

Model 2 is an adaptation of MVC to the Web

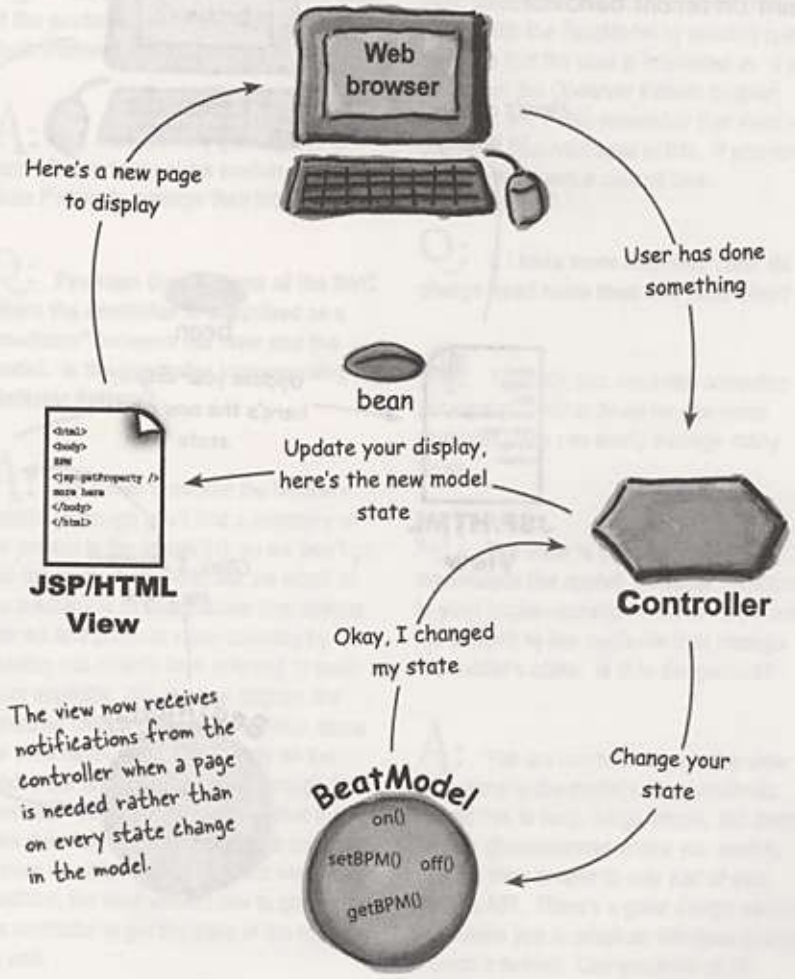
Even though Model 2 doesn't look exactly like "textbook" MVC, all the parts are still there; they've just been adapted to reflect the idiosyncrasies of the web browser model. Let's take another look...

Observer

The view is no longer an observer of the model in the classic sense; that is, it doesn't register with the model to receive state change notifications.

However, the view does receive the equivalent of notifications indirectly from the controller when the model has been changed. The controller even passes the view a bean that allows the view to retrieve the model's state.

If you think about the browser model, the view only needs an update of state information when an HTTP response is returned to the browser; notifications at any other time would be pointless. Only when a page is being created and returned does it make sense to create the view and incorporate the model's state.

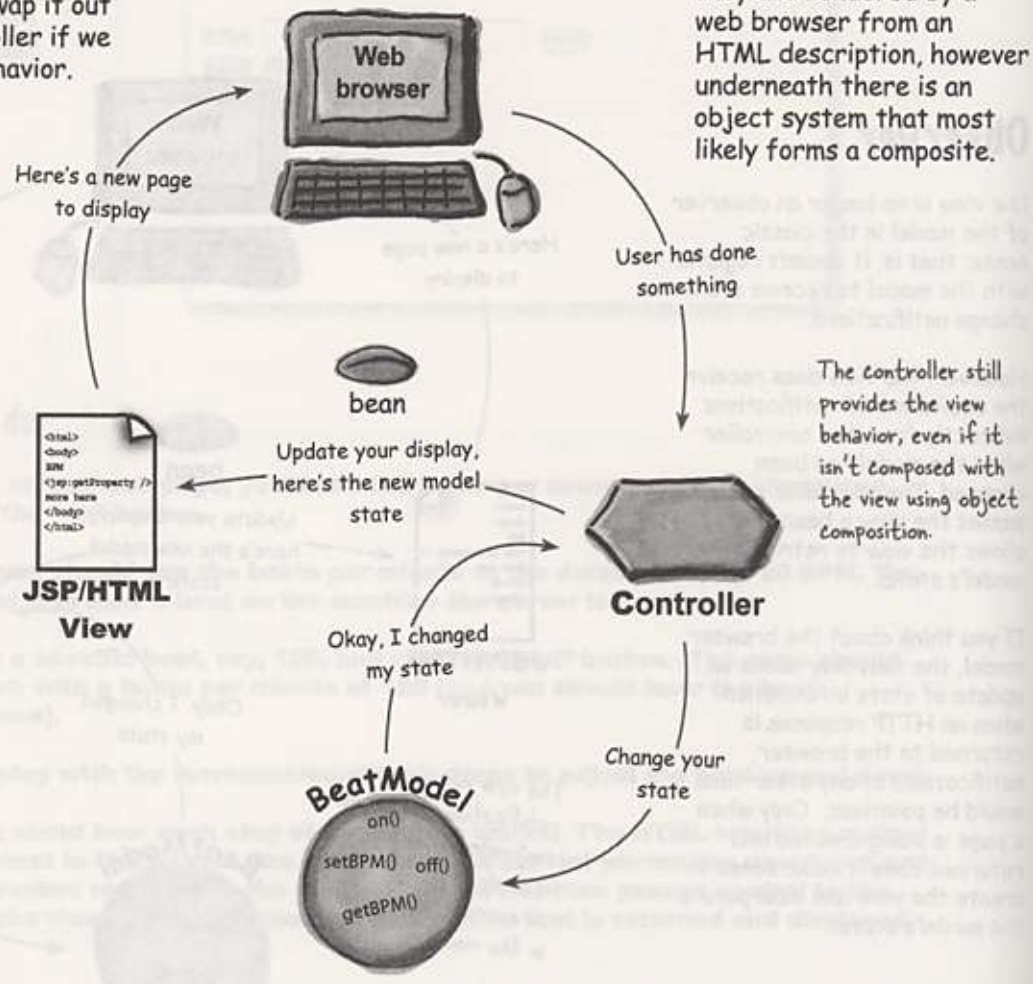


Strategy

In Model 2, the Strategy object is still the controller servlet; however, it's not directly composed with the view in the classic manner. That said, it is an object that implements behavior for the view, and we can swap it out for another controller if we want different behavior.

Composite

Like our Swing GUI, the view is ultimately made up of a nested set of graphical components. In this case, they are rendered by a web browser from an HTML description, however underneath there is an object system that most likely forms a composite.



there are no Dumb Questions

Q: It seems like you are really hand waving the fact that the Composite Pattern is really in MVC. Is it really there?

A: Yes, Virginia, there really is a Composite Pattern in MVC. But, actually, this is a very good question. Today GUI packages, like Swing, have become so sophisticated that we hardly notice the internal structure and the use of composite in the building and update of the display. It's even harder to see when we have Web browsers that can take markup language and convert it into a user interface.

Back when MVC was first discovered, creating GUIs required a lot more manual intervention and the pattern was more obviously part of the MVC.

Q: Does the controller ever implement any application logic?

A: No, the controller implements behavior for the view. It is the smarts that translates the actions from the view to actions on the model. The model takes those actions and implements the application logic to decide what to do in response to those actions. The controller might have to do a little work to determine what method calls to make on the model, but that's not considered the "application logic." The application logic is the code that manages and manipulates your data and it lives in your model.

Q: I've always found the word "model" hard to wrap my head around. I now get that it's the guts of the application, but why was such a vague, hard-to-understand word used to describe this aspect of the MVC?

A: When MVC was named they needed a word that began with a "M" or otherwise they couldn't have called it MVC.

But seriously, we agree with you, everyone scratches their head and wonders what a model is. But then everyone comes to the realization that they can't think of a better word either.

Q: You've talked a lot about the state of the model. Does this mean it has the State Pattern in it?

A: No, we mean the general idea of state. But certainly some models do use the State Pattern to manage their internal states.

Q: I've seen descriptions of the MVC where the controller is described as a "mediator" between the view and the model. Is the controller implementing the Mediator Pattern?

A: We haven't covered the Mediator Pattern (although you'll find a summary of the pattern in the appendix), so we won't go into too much detail here, but the intent of the mediator is to encapsulate how objects interact and promote loose coupling by keeping two objects from referring to each other explicitly. So, to some degree, the controller can be seen as a mediator, since the view never sets state directly on the model, but rather always goes through the controller. Remember, however, that the view does have a reference to the model to access its state. If the controller were truly a mediator, the view would have to go through the controller to get the state of the model as well.

Q: Does the view always have to ask the model for its state? Couldn't we use the push model and send the model's state with the update notification?

A: Yes, the model could certainly send its state with the notification, and in fact, if you look again at the JSP/HTML view, that's exactly what we're doing. We're sending the entire model in a bean, which the view uses to access the state it needs using the bean properties. We could do something similar with the BeatModel by sending just the state that the view is interested in. If you remember the Observer Pattern chapter, however, you'll also remember that there's a couple of disadvantages to this. If you don't go back and have a second look.

Q: If I have more than one view, do I always need more than one controller?

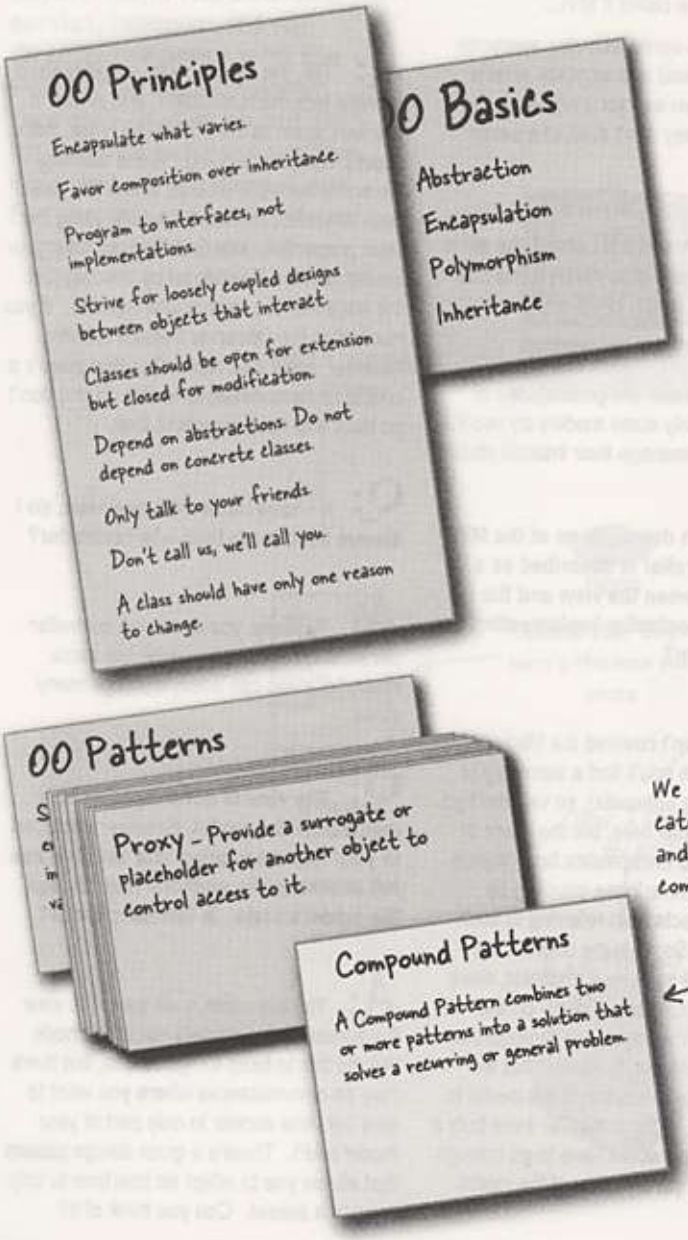
A: Typically, you need one controller per view at runtime; however, the same controller class can easily manage many views.

Q: The view is not supposed to manipulate the model, however I noticed in your implementation that the view has full access to the methods that change the model's state. Is this dangerous?

A: You are correct; we gave the view full access to the model's set of methods. We did this to keep things simple, but there may be circumstances where you want to give the view access to only part of your model's API. There's a great design pattern that allows you to adapt an interface to only provide a subset. Can you think of it?

Tools for your Design Toolbox

You could impress anyone with your design toolbox. Wow, look at all those principles, patterns and now, compound patterns!



BULLET POINTS

- The Model View Controller Pattern (MVC) is a compound pattern consisting of the Observer, Strategy and Composite patterns.
- The model makes use of the Observer Pattern so that it can keep observers updated yet stay decoupled from them.
- The controller is the strategy for the view. The view can use different implementations of the controller to get different behavior.
- The view uses the Composite Pattern to implement the user interface, which usually consists of nested components like panels, frames and buttons.
- These patterns work together to decouple the three players in the MVC model, which keeps designs clear and flexible.
- The Adapter Pattern can be used to adapt a new model to an existing view and controller.
- Model 2 is an adaptation of MVC for web applications.
- In Model 2, the controller is implemented as a servlet and JSP & HTML implement the view.

Exercise solutions

Sharpen your pencil

The QuackCounter is a Quackable too. When we change Quackable to extend QuackObservable, we have to change *every* class that implements Quackable, including QuackCounter:

QuackCounter is a Quackable, so now it's a QuackObservable too.

```
public class QuackCounter implements Quackable {
    Quackable duck;
    static int numberOfQuacks;

    public QuackCounter(Quackable duck) {
        this.duck = duck;
    }

    public void quack() {
        duck.quack();
        numberOfQuacks++;
    }

    public static int getQuacks() {
        return numberOfQuacks;
    }

    public void registerObserver(Observer observer) {
        duck.registerObserver(observer);
    }

    public void notifyObservers() {
        duck.notifyObservers();
    }
}
```

Here's the duck that the QuackCounter is decorating. It's this duck that really needs to handle the observable methods.

All of this code is the same as the previous version of QuackCounter.

Here are the two QuackObservable methods. Notice that we just delegate both calls to the duck that we're decorating.

Sharpen your pencil

What if our Quackologist wants to observe an entire flock? What does that mean anyway? Think about it like this: if we observe a composite, then we're observing everything *in* the composite. So, when you register with a flock, the flock composite makes sure you get registered with all its children, which may include other flocks.

Flock is a Quackable, so now it's a QuackObservable too.

```
public class Flock implements Quackable {
    ArrayList ducks = new ArrayList();

    public void add(Quackable duck) {
        ducks.add(duck);
    }

    public void quack() {
        Iterator iterator = ducks.iterator();
        while (iterator.hasNext()) {
            Quackable duck = (Quackable)iterator.next();
            duck.quack();
        }
    }

    public void registerObserver(Observer observer) {
        Iterator iterator = ducks.iterator();
        while (iterator.hasNext()) {
            Quackable duck = (Quackable)iterator.next();
            duck.registerObserver(observer);
        }
    }

    public void notifyObservers() { }
}
```

Here's the Quackables that are in the Flock.

When you register as an Observer with the Flock, you actually get registered with everything that's IN the flock, which is every Quackable, whether it's a duck or another Flock.

We iterate through all the Quackables in the Flock and delegate the call to each Quackable. If the Quackable is another Flock, it will do the same.

Each Quackable does its own notification, so Flock doesn't have to worry about it. This happens when Flock delegates quack() to each Quackable in the Flock.

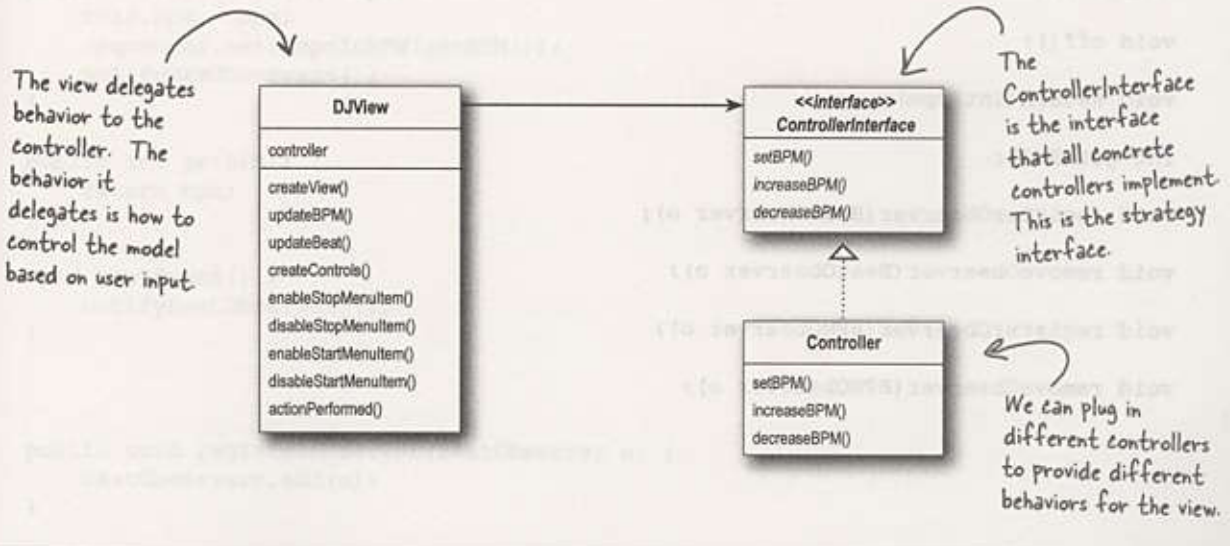
Sharpen your pencil

We're still directly instantiating Geese by relying on concrete classes. Can you write an Abstract Factory for Geese? How should it handle creating "goose ducks?"

You could add a createGooseDuck() method to the existing Duck Factories. Or, you could create a completely separate Factory for creating families of Geese.

Design Class

You've seen that the View and Controller together make use of the Strategy Pattern. Can you draw a class diagram of the two that shows this pattern?



Ready-bake Code

Here's the complete implementation of the DJView. It shows all the MIDI code to generate the sound, and all the Swing components to create the view. You can also download this code at http://www.wickedlysmart.com. Have fun!

```
package headfirst.combined.djview;

public class DJTestDrive {
    public static void main (String[] args) {
        BeatModelInterface model = new BeatModel();
        ControllerInterface controller = new BeatController(model);
    }
}
```

The Beat Model

```
package headfirst.combined.djview;

public interface BeatModelInterface {
    void initialize();

    void on();

    void off();

    void setBPM(int bpm);

    int getBPM();

    void registerObserver(BeatObserver o);

    void removeObserver(BeatObserver o);

    void registerObserver(BPMObserver o);

    void removeObserver(BPMObserver o);
}
```

```
package headfirst.combined.djview;

import javax.sound.midi.*;
import java.util.*;
public class BeatModel implements BeatModelInterface, MetaEventListener {
    Sequencer sequencer;
    ArrayList beatObservers = new ArrayList();
    ArrayList bpmObservers = new ArrayList();
    int bpm = 90;
    // other instance variables here
    Sequence sequence;
    Track track;

    public void initialize() {
        setUpMidi();
        buildTrackAndStart();
    }

    public void on() {
        sequencer.start();
        setBPM(90);
    }

    public void off() {
        setBPM(0);
        sequencer.stop();
    }

    public void setBPM(int bpm) {
        this.bpm = bpm;
        sequencer.setTempoInBPM(getBPM());
        notifyBPMObservers();
    }

    public int getBPM() {
        return bpm;
    }

    void beatEvent() {
        notifyBeatObservers();
    }


    public void registerObserver(BeatObserver o) {
        beatObservers.add(o);
    }

    public void notifyBeatObservers() {
        for(int i = 0; i < beatObservers.size(); i++) {
```

Ready-bake Code

```
            BeatObserver observer = (BeatObserver)beatObservers.get(i);
            observer.updateBeat();
        }
    }

    public void registerObserver(BPMObserver o) {
        bpmObservers.add(o);
    }

    public void notifyBPMObservers() {
        for(int i = 0; i < bpmObservers.size(); i++) {
            BPMObserver observer = (BPMObserver)bpmObservers.get(i);
            observer.updateBPM();
        }
    }

    public void removeObserver(BeatObserver o) {
        int i = beatObservers.indexOf(o);
        if (i >= 0) {
            beatObservers.remove(i);
        }
    }


    public void removeObserver(BPMObserver o) {
        int i = bpmObservers.indexOf(o);
        if (i >= 0) {
            bpmObservers.remove(i);
        }
    }


    public void meta(MetaMessage message) {
        if (message.getType() == 47) {
            beatEvent();
            sequencer.start();
            setBPM(getBPM());
        }
    }

    public void setUpMidi() {
        try {
            sequencer = MidiSystem.getSequencer();
```

```
            sequencer.open();
            sequencer.addMetaEventListener(this);
            sequence = new Sequence(Sequence.PPQ,4);
            track = sequence.createTrack();
            sequencer.setTempoInBPM(getBPM());
        } catch(Exception e) {
                e.printStackTrace();
        }
    }

     public void buildTrackAndStart() {
        int[] trackList = {35, 0, 46, 0};

        sequence.deleteTrack(null);
        track = sequence.createTrack();

        makeTracks(trackList);
        track.add(makeEvent(192,9,1,0,4));
        try {
            sequencer.setSequence(sequence);
        } catch(Exception e) {
            e.printStackTrace();
        }
    }

    public void makeTracks(int[] list) {

       for (int i = 0; i < list.length; i++) {
          int key = list[i];

          if (key != 0) {
             track.add(makeEvent(144,9,key, 100, i));
             track.add(makeEvent(128,9,key, 100, i+1));
          }
       }
    }

    public  MidiEvent makeEvent(int comd, int chan, int one, int two, int tick) {
        MidiEvent event = null;
        try {
            ShortMessage a = new ShortMessage();
            a.setMessage(comd, chan, one, two);
            event = new MidiEvent(a, tick);

        } catch(Exception e) {
            e.printStackTrace();
        }
        return event;
    }
}
```

The View

Ready-bake Code

```
package headfirst.combined.djview;

public interface BeatObserver {
    void updateBeat();
}
```

```
package headfirst.combined.djview;

public interface BPMObserver {
    void updateBPM();
}
```

```
package headfirst.combined.djview;

import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
public class DJView implements ActionListener,  BeatObserver, BPMObserver {
    BeatModelInterface model;
    ControllerInterface controller;
    JFrame viewFrame;
    JPanel viewPanel;
    BeatBar beatBar;
    JLabel bpmOutputLabel;
    JFrame controlFrame;
    JPanel controlPanel;
    JLabel bpmLabel;
    JTextField bpmTextField;
    JButton setBPMButton;
    JButton increaseBPMButton;
    JButton decreaseBPMButton;
    JMenuBar menuBar;
    JMenu menu;
    JMenuItem startMenuItem;
    JMenuItem stopMenuItem;

    public DJView(ControllerInterface controller, BeatModelInterface model) {
        this.controller = controller;
        this.model = model;
        model.registerObserver((BeatObserver)this);
        model.registerObserver((BPMObserver)this);
    }

    public void createView() {
```

```
        // Create all Swing components here
        viewPanel = new JPanel(new GridLayout(1, 2));
        viewFrame = new JFrame("View");
        viewFrame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        viewFrame.setSize(new Dimension(100, 80));
        bpmOutputLabel = new JLabel("offline", SwingConstants.CENTER);
        beatBar = new BeatBar();
        beatBar.setValue(0);
        JPanel bpmPanel = new JPanel(new GridLayout(2, 1));
        bpmPanel.add(beatBar);
        bpmPanel.add(bpmOutputLabel);
        viewPanel.add(bpmPanel);
        viewFrame.getContentPane().add(viewPanel, BorderLayout.CENTER);
        viewFrame.pack();
        viewFrame.setVisible(true);
    }


    public void createControls() {
        // Create all Swing components here
        JFrame.setDefaultLookAndFeelDecorated(true);
        controlFrame = new JFrame("Control");
        controlFrame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        controlFrame.setSize(new Dimension(100, 80));

        controlPanel = new JPanel(new GridLayout(1, 2));

        menuBar = new JMenuBar();
        menu = new JMenu("DJ Control");
        startMenuItem = new JMenuItem("Start");
        menu.add(startMenuItem);
        startMenuItem.addActionListener(new ActionListener() {
            public void actionPerformed(ActionEvent event) {
                controller.start();
            }
        });
        stopMenuItem = new JMenuItem("Stop");
        menu.add(stopMenuItem);
        stopMenuItem.addActionListener(new ActionListener() {
            public void actionPerformed(ActionEvent event) {
                controller.stop();
                //bpmOutputLabel.setText("offline");
            }
        });
        JMenuItem exit = new JMenuItem("Quit");
        exit.addActionListener(new ActionListener() {
            public void actionPerformed(ActionEvent event) {
                System.exit(0);
            }
        });
```