# Proxy



Karoly Nyisztor DEVELOPER

@knyisztor <u>www.leakka.com</u>

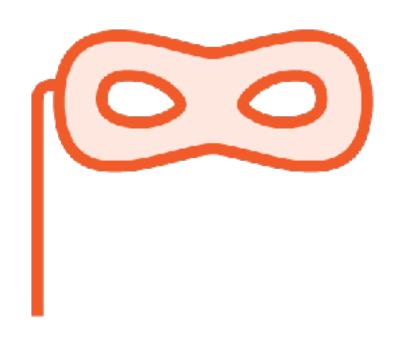
## Overview

#### **Motivation**

### ProxyDemo

- Access remote resources
- On-demand loading of complex objects
- Restrict access to complex resources

## Motivation



### Control object access

- Define a proxy, which references an underlying resource
- Clients use the proxy
- The proxy forwards and adapts client requests

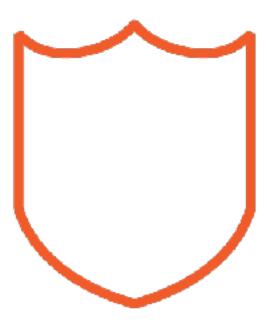
# Proxy Types



**Remote Proxy** 



**Virtual Proxy** 



**Protective Proxy** 

# Proxy

Provides a placeholder for another object to control the way the underlying resource is accessed.

## Demo

## ImageLoader Demo

- The brute-force approach
- Remote proxy in action

## Summary

### Use the Proxy to:

- Allow access to remote resources
- Manage the creation of expensive objects
- Control access to sensitive objects

#### **Pitfalls**

- Allow instantiation of "proxied" types