

Design Pattern Lab Manual

Name: Jaivik Jariwala

Roll No.: 21BCP004

Division: 1

Group: 1

Structural Design Pattern

Sr. No	Name
1	Adapter
2	Composite
3	Façade
4	Decorator
5	Flyweight

Adapter Structural Design Pattern

Example 1: AdvancedMedia Player

MediaPlayer.java

```
public interface MediaPlayer {  
    public void play(String audioType, String fileName);  
}
```

AdvancedMediaPlayer.java

```
public interface AdvancedMediaPlayer {  
    public void playVlc(String fileName);  
    public void playMp4(String fileName);  
}
```

VlcPlayer.java

```
public class VlcPlayer implements AdvancedMediaPlayer{  
    @Override  
    public void playVlc(String fileName) {  
        System.out.println("Playing vlc file. Name: "+ fileName);  
    }  
  
    @Override  
    public void playMp4(String fileName) {  
        //do nothing  
    }  
}
```

Mp4Player.java

```
public class Mp4Player implements AdvancedMediaPlayer{  
  
    @Override  
    public void playVlc(String fileName) {  
        //do nothing  
    }  
  
    @Override  
    public void playMp4(String fileName) {  
        System.out.println("Playing mp4 file. Name: "+ fileName);  
    }  
}
```

MediaAdapter.java

```
public class MediaAdapter implements MediaPlayer {  
  
    AdvancedMediaPlayer advancedMusicPlayer;
```

```

public MediaAdapter(String audioType) {

    if(audioType.equalsIgnoreCase("vlc") ){
        advancedMusicPlayer = new VlcPlayer();

    }else if (audioType.equalsIgnoreCase("mp4")){
        advancedMusicPlayer = new Mp4Player();
    }

}

@Override
public void play(String audioType, String fileName) {

    if(audioType.equalsIgnoreCase("vlc")){
        advancedMusicPlayer.playVlc(fileName);
    }
    else if(audioType.equalsIgnoreCase("mp4")){
        advancedMusicPlayer.playMp4(fileName);
    }

}

}

```

AudioPlayer.java

```

public class AudioPlayer implements MediaPlayer {
    MediaAdapter mediaAdapter;

    @Override
    public void play(String audioType, String fileName) {

        //inbuilt support to play mp3 music files
        if(audioType.equalsIgnoreCase("mp3")){
            System.out.println("Playing mp3 file. Name: " + fileName);
        }

        //mediaAdapter is providing support to play other file formats
        else if(audioType.equalsIgnoreCase("vlc") ||
audioType.equalsIgnoreCase("mp4")){
            mediaAdapter = new MediaAdapter(audioType);
            mediaAdapter.play(audioType, fileName);
        }

        else{
            System.out.println("Invalid media. " + audioType + " format not
supported");
        }

    }

}

```

AdapterPatternDemo.java

```

public class AdapterPatternDemo {
    public static void main(String[] args) {
        AudioPlayer audioPlayer = new AudioPlayer();
    }
}

```

```

        audioPlayer.play("mp3", "beyond the horizon.mp3");
        audioPlayer.play("mp4", "alone.mp4");
        audioPlayer.play("vlc", "far far away.vlc");
        audioPlayer.play("avi", "mind me.avi");
    }
}

```

Output

The screenshot displays the IntelliJ IDEA IDE with the `AdapterPatternDemo` class open. The class contains a `main` method that demonstrates the Adapter Pattern by playing various audio files. The output window shows the execution results, including the file names being played and an error message for an unsupported format.

Code Snippet:

```

public class AdapterPatternDemo {
    public static void main(String[] args) {
        AudioPlayer audioPlayer = new AudioPlayer();

        audioPlayer.play(audioType: "mp3", fileName: "beyond the horizon.m
        audioPlayer.play(audioType: "mp4", fileName: "alone.mp4");
        audioPlayer.play(audioType: "vlc", fileName: "far far away.vlc");
        audioPlayer.play(audioType: "avi", fileName: "mind me.avi");
    }
}

```

Run Output:

```

"C:\Program Files\Java\jdk-19\bin\java.exe" "-javaagent:C:\Program Files\JetBrains\IntelliJ IDEA 2022.3\lib\idea_
Playing mp3 file. Name: beyond the horizon.mp3
Playing mp4 file. Name: alone.mp4
Playing vlc file. Name: far far away.vlc
Invalid media. avi format not supported
Process finished with exit code 0

```

Example 2: Bank-Access

CreditCard.java

```
public interface CreditCard {  
    public void giveBankDetails();  
    public String getCreditCard();  
}
```

BankDetails.java

```
public class BankDetails{  
    private String bankName;  
    private String accHolderName;  
    private long accNumber;  
  
    public String getBankName() {  
        return bankName;  
    }  
    public void setBankName(String bankName) {  
        this.bankName = bankName;  
    }  
    public String getAccHolderName() {  
        return accHolderName;  
    }  
    public void setAccHolderName(String accHolderName) {  
        this.accHolderName = accHolderName;  
    }  
    public long getAccNumber() {  
        return accNumber;  
    }  
    public void setAccNumber(long accNumber) {  
        this.accNumber = accNumber;  
    }  
}
```

BankCustomer.java

```
public class BankDetails{  
    private String bankName;  
    private String accHolderName;  
    private long accNumber;  
  
    public String getBankName() {  
        return bankName;  
    }  
    public void setBankName(String bankName) {  
        this.bankName = bankName;  
    }  
    public String getAccHolderName() {  
        return accHolderName;  
    }  
    public void setAccHolderName(String accHolderName) {  
        this.accHolderName = accHolderName;  
    }  
    public long getAccNumber() {  
        return accNumber;  
    }  
}
```

```

    }
    public void setAccNumber(long accNumber) {
        this.accNumber = accNumber;
    }
}

```

AdapterPatternDemo.java

```

public class AdapterPatternDemo {
    public static void main(String args[]) {
        CreditCard targetInterface=new BankCustomer();
        targetInterface.giveBankDetails();
        System.out.print(targetInterface.getCreditCard());
    }
}

```

Output

The screenshot shows the IntelliJ IDEA IDE with the `AdapterPatternDemo.java` file open. The code in the file is as follows:

```

1  public class AdapterPatternDemo {
2      public static void main(String args[]){
3          CreditCard targetInterface=new BankCustomer();
4          targetInterface.giveBankDetails();
5          System.out.print(targetInterface.getCreditCard());
6      }
7  }

```

The IDE's interface includes a Project View on the left showing the file structure, a central editor for the code, and a Run window at the bottom. The Run window shows the execution of the program with the following output:

```

Run: AdapterPatternDemo
"C:\Program Files\Java\jdk-19\bin\java.exe" "-javaagent:C:\Program Files\JetBrains\IntelliJ IDEA 2022.3\lib\idea_
Enter the account holder name :jaivik
Enter the account number:1612
Enter the bank name :bob
The Account number 1612 of jaivik in bob bank is valid and authenticated for issuing the credit card.
Process finished with exit code 0

```

Composite Structural Design Pattern

Example 1: EmployeeField data

Employee.java

```
import java.util.ArrayList;
import java.util.List;

public class Employee {
    private String name;
    private String dept;
    private int salary;
    private List<Employee> subordinates;

    // constructor
    public Employee(String name, String dept, int sal) {
        this.name = name;
        this.dept = dept;
        this.salary = sal;
        subordinates = new ArrayList<Employee>();
    }

    public void add(Employee e) {
        subordinates.add(e);
    }

    public void remove(Employee e) {
        subordinates.remove(e);
    }

    public List<Employee> getSubordinates() {
        return subordinates;
    }

    public String toString() {
        return ("Employee :[ Name : " + name + ", dept : " + dept + ", salary : " + salary + " ]");
    }
}
```

CompositePatternDemo.java

```
public class CompositePatternDemo {
    public static void main(String[] args) {

        Employee CEO = new Employee("Jaivik", "CEO", 30000);

        Employee headSales = new Employee("lone wolf", "HO", 20000);
        Employee headMarketing = new Employee("White Wolf", "HR", 20000);

        Employee clerk1 = new Employee("Lekha", "bf", 10000);
        Employee clerk2 = new Employee("jatan", "bf", 10000);

        Employee salesExecutive1 = new Employee("jay", "Sales", 10000);
        Employee salesExecutive2 = new Employee("bob", "Sales", 10000);
    }
}
```

```

        CEO.add(headSales);
        CEO.add(headMarketing);

        headSales.add(salesExecutive1);
        headSales.add(salesExecutive2);

        headMarketing.add(clerk1);
        headMarketing.add(clerk2);

        //print all employees of the organization
        System.out.println(CEO);

        for (Employee headEmployee : CEO.getSubordinates()) {
            System.out.println(headEmployee);

            for (Employee employee : headEmployee.getSubordinates()) {
                System.out.println(employee);
            }
        }
    }
}

```

Output

The screenshot shows the IntelliJ IDEA IDE with the `CompositePatternDemo.java` file open. The code defines a `CompositePatternDemo` class with a `main` method that creates a hierarchy of `Employee` objects. The hierarchy starts with `CEO` (Jaivik), which has subordinates `headSales` (lone wolf) and `headMarketing` (White Wolf). `headSales` has subordinates `salesExecutive1` (jay) and `salesExecutive2` (bob). `headMarketing` has subordinates `clerk1` (Lekha) and `clerk2` (jatan). The `main` method prints the entire organization structure.

The Run console at the bottom shows the output of the program, displaying the details of each employee in a structured format:

```

Run: CompositePatternDemo
"C:\Program Files\Java\jdk-19\bin\java.exe" "-javaagent:C:\Program Files\JetBrains\IntelliJ IDEA 2022.3\lib\idea_
Employee : [ Name : Jaivik, dept : CEO, salary : 30000 ]
Employee : [ Name : lone wolf, dept : H0, salary : 20000 ]
Employee : [ Name : jay, dept : Sales, salary : 10000 ]
Employee : [ Name : bob, dept : Sales, salary : 10000 ]
Employee : [ Name : White Wolf, dept : HR, salary : 20000 ]
Employee : [ Name : Lekha, dept : bf, salary : 10000 ]
Employee : [ Name : jatan, dept : bf, salary : 10000 ]

Process finished with exit code 0

```


Example : 2 DrawShapeswithColour

Shape.java

```
public interface Shape {  
    public void draw(String fillColor);  
}
```

Circle.java

```
public class Circle implements Shape {  
  
    @Override  
    public void draw(String fillColor) {  
        System.out.println("Drawing Circle with color "+fillColor);  
    }  
  
}
```

Triangle.java

```
public class Triangle implements Shape{  
    @Override  
    public void draw(String fillColor) {  
        System.out.println("Drawing Triangle with color "+fillColor);  
    }  
}
```

Drawing.java

```
import java.util.ArrayList;  
import java.util.List;  
  
public class Drawing implements Shape{  
  
    //collection of Shapes  
    private List<Shape> shapes = new ArrayList<Shape>();  
  
    @Override  
    public void draw(String fillColor) {  
        for(Shape sh : shapes)  
        {  
            sh.draw(fillColor);  
        }  
    }  
  
    //adding shape to drawing  
    public void add(Shape s){  
        this.shapes.add(s);  
    }  
  
    //removing shape from drawing  
    public void remove(Shape s){  
        shapes.remove(s);  
    }  
}
```

```

    //removing all the shapes
    public void clear() {
        System.out.println("Clearing all the shapes from drawing");
        this.shapes.clear();
    }
}

```

CompositePatternDemo.java

```

public class CompositePatternDemo {

    public static void main(String[] args) {
        Shape tri = new Triangle();
        Shape tri1 = new Triangle();
        Shape cir = new Circle();

        Drawing drawing = new Drawing();
        drawing.add(tri1);
        drawing.add(tri1);
        drawing.add(cir);

        drawing.draw("jade blue");

        drawing.clear();

        drawing.add(tri);
        drawing.add(cir);
        drawing.draw("jade Green");
    }
}

```

Output

The screenshot shows an IDE with the CompositePatternDemo.java file open. The code is as follows:

```

1
2 public class CompositePatternDemo {
3
4     public static void main(String[] args) {
5         Shape tri = new Triangle();
6         Shape tri1 = new Triangle();
7         Shape cir = new Circle();
8
9         Drawing drawing = new Drawing();
10        drawing.add(tri1);
11        drawing.add(tri1);
12        drawing.add(cir);
13
14        drawing.draw( fillColor: "jade blue");
15
16        drawing.clear();
17
18        drawing.add(tri);
19        drawing.add(cir);
20        drawing.draw( fillColor: "jade Green");
21    }
22 }
23

```

The console output at the bottom shows the following sequence of messages:

```

Run: CompositePatternDemo
  Drawing Triangle with color jade blue
  Drawing Triangle with color jade blue
  Drawing Circle with color jade blue
  Clearing all the shapes from drawing
  Drawing Triangle with color jade Green
  Drawing Circle with color jade Green
  Process finished with exit code 0

```

Facade Structural Design Pattern

Example: 1 Draw shapes

Shape.java

```
public interface Shape {  
    void draw();  
}
```

Rectangle.java

```
public class Rectangle implements Shape {  
    @Override  
    public void draw() {  
        System.out.println("Rectangle::draw()");  
    }  
}
```

Square.java

```
public class Square implements Shape {  
    @Override  
    public void draw() {  
        System.out.println("Square::draw()");  
    }  
}
```

Circle.java

```
public class Circle implements Shape {  
    @Override  
    public void draw() {  
        System.out.println("Circle::draw()");  
    }  
}
```

ShapeMaker.java

```
public class ShapeMaker {  
    private Shape circle;  
    private Shape rectangle;  
    private Shape square;  
  
    public ShapeMaker() {  
        circle = new Circle();  
        rectangle = new Rectangle();  
        square = new Square();  
    }  
  
    public void drawCircle() {  
        circle.draw();  
    }  
  
    public void drawRectangle() {
```

```

        rectangle.draw();
    }
    public void drawSquare() {
        square.draw();
    }
}

```

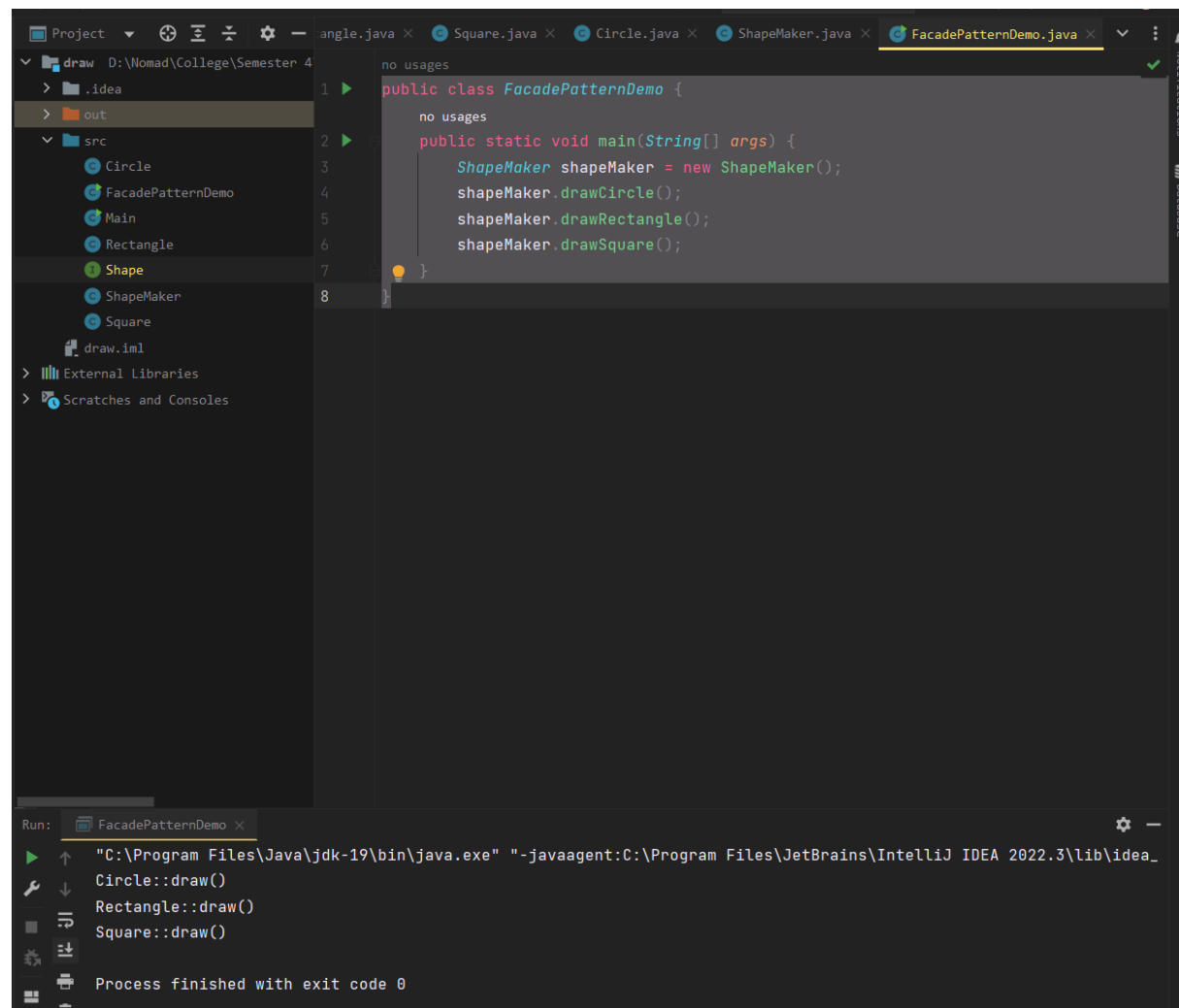
FacadeDemoPattern.java

```

public class FacadePatternDemo {
    public static void main(String[] args) {
        ShapeMaker shapeMaker = new ShapeMaker();
        shapeMaker.drawCircle();
        shapeMaker.drawRectangle();
        shapeMaker.drawSquare();
    }
}

```

Output



Example: 2 Server-based System

Subsystem1.java

```
class Subsystem1 {  
    public void operation1() {  
        System.out.println("Subsystem1 operational");  
    }  
}
```

Subsystem2.java

```
class Subsystem2 {  
    public void operation2() {  
        System.out.println("Subsystem2 operational");  
    }  
}
```

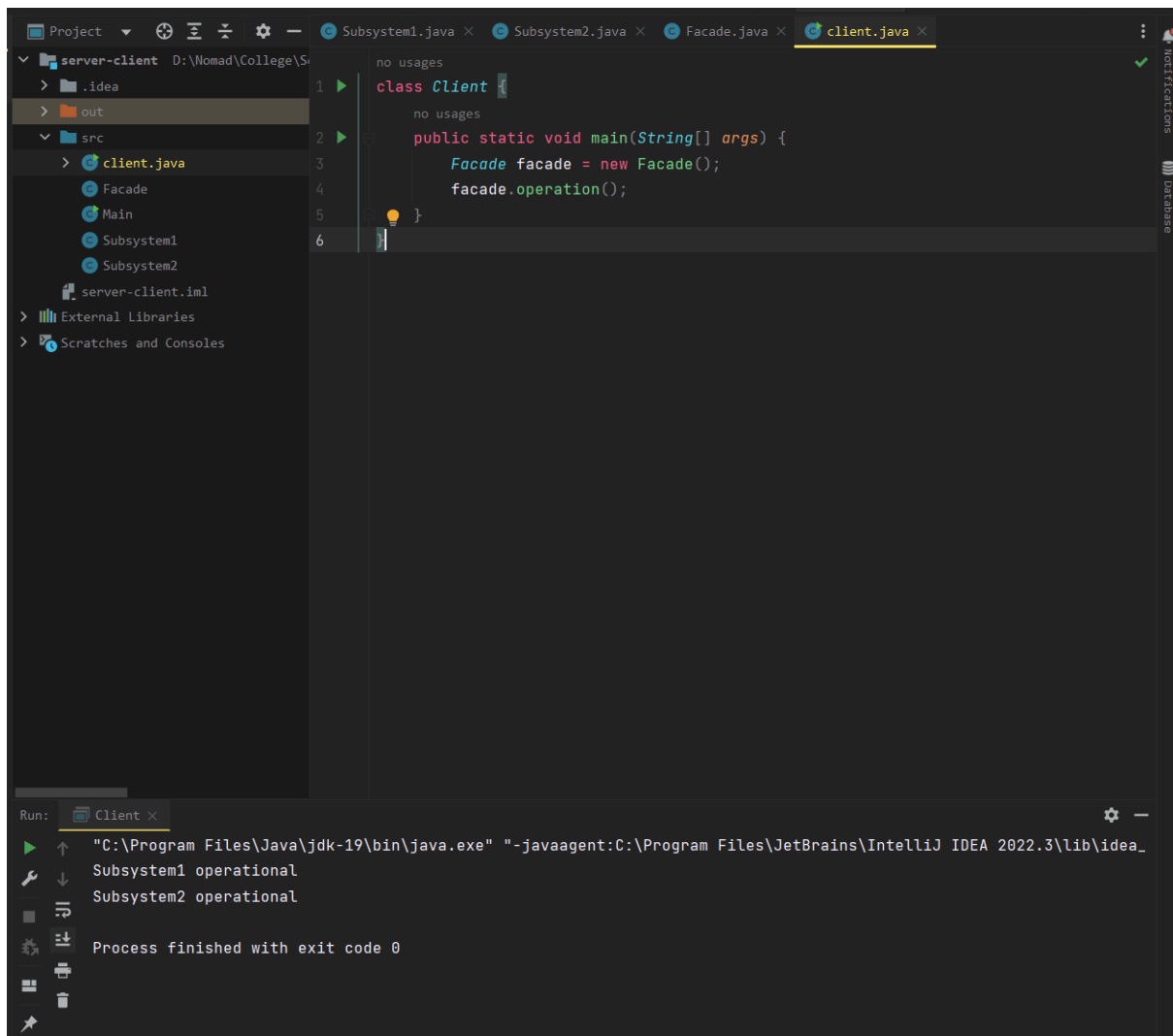
Façade.java

```
class Facade {  
    private Subsystem1 subsystem1;  
    private Subsystem2 subsystem2;  
  
    public Facade() {  
        subsystem1 = new Subsystem1();  
        subsystem2 = new Subsystem2();  
    }  
  
    public void operation() {  
        subsystem1.operation1();  
        subsystem2.operation2();  
    }  
}
```

Client.java

```
class Client {  
    public static void main(String[] args) {  
        Facade facade = new Facade();  
        facade.operation();  
    }  
}
```

Output



Decorator Structural Design Pattern

Example: 1 Draw

Shape.java

```
public interface Shape {  
    void draw();  
}
```

Rectangle.java

```
public class Rectangle implements Shape {  
    @Override  
    public void draw() {  
        System.out.println("Shape : rectangle");  
    }  
}
```

Circle.java

```
public class Circle implements Shape {  
    @Override  
    public void draw() {  
        System.out.println("Shape: Circle");  
    }  
}
```

ShapeDecorator.java

```
public abstract class ShapeDecorator implements Shape {  
    protected Shape decoratedShape;  
    public ShapeDecorator(Shape decoratedShape) {  
        this.decoratedShape = decoratedShape;  
    }  
    public void draw() {  
        decoratedShape.draw();  
    }  
}
```

BlueShapeDecorator.java

```
public class BlueShapeDecorator extends ShapeDecorator {  
  
    public BlueShapeDecorator(Shape decoratedShape) {  
        super(decoratedShape);  
    }  
  
    @Override  
    public void draw() {  
        decoratedShape.draw();  
        setBlueBorder(decoratedShape);  
    }  
  
    private void setBlueBorder(Shape decoratedShape) {
```

```

        System.out.println("Border Color: blue");
    }
}

```

DecoratorPatternDemo.java

```

public class DecoratorPatternDemo {
    public static void main(String[] args) {

        Shape circle = new Circle();

        Shape blueCircle = new BlueShapeDecorator(new Circle());

        Shape blueRectangle = new BlueShapeDecorator(new Rectangle());
        System.out.println("Circle with normal border");
        circle.draw();

        System.out.println("\nCircle of blue border");
        blueCircle.draw();

        System.out.println("\nRectangle of blue border");
        blueRectangle.draw();
    }
}

```

Output

The screenshot shows the IntelliJ IDEA IDE with the `DecoratorPatternDemo.java` file open. The code is identical to the one shown in the previous block. The `Run` tab at the bottom displays the output of the program:

```

Run: DecoratorPatternDemo
"C:\Program Files\Java\jdk-19\bin\java.exe" "-javaagent:C:\Program Files\JetBrains\IntelliJ IDEA 2022.3\lib\idea_
Circle with normal border
Shape: Circle

Circle of blue border
Shape: Circle
Border Color: blue

Rectangle of blue border
Shape : rectangle
Border Color: blue

Process finished with exit code 0

```


Example: 2 car driving

Car.java

```
public interface Car {  
    void drive();  
}
```

BasicCar.java

```
public class BasicCar implements Car{  
    public void drive() {  
        System.out.println("driving car");  
    }  
}
```

CarDecorator.java

```
public class CarDecorator implements Car{  
    protected Car car;  
    public CarDecorator(Car car) {  
        this.car = car;  
    }  
    public void drive() {  
        car.drive();  
    }  
}
```

Bugatti.java

```
public class bugatti extends CarDecorator{  
    public bugatti(Car car) {  
        super(car);  
    }  
    public void drive() {  
        car.drive();  
        System.out.println("driving bugatti");  
    }  
}
```

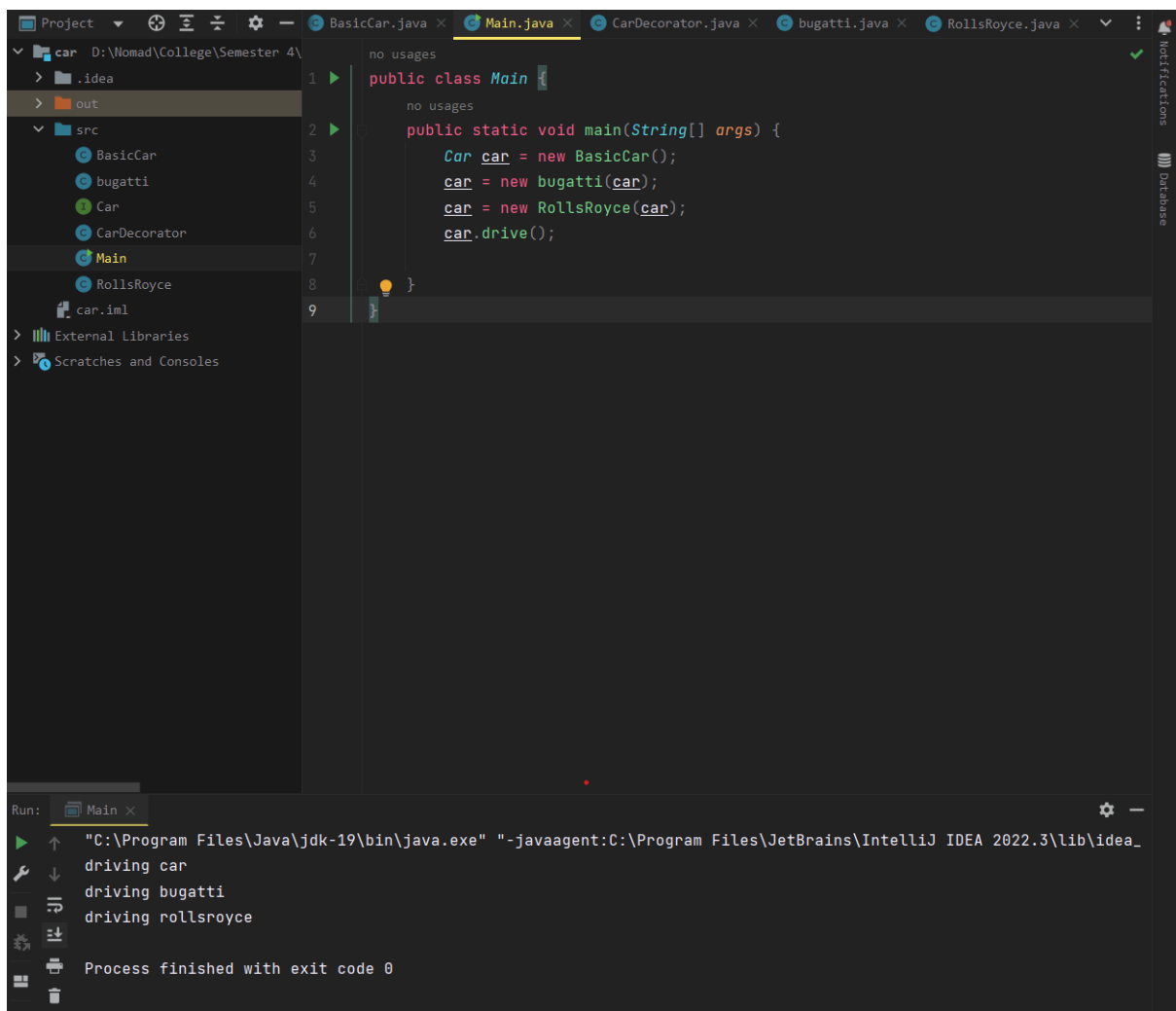
RollsRoyce.java

```
public class RollsRoyce extends CarDecorator{  
    public RollsRoyce(Car car) {  
        super(car);  
    }  
    public void drive() {  
        car.drive();  
        System.out.println("driving rollsroyce");  
    }  
}
```

Main.java

```
public class Main {  
    public static void main(String[] args) {  
        Car car = new BasicCar();  
        car = new bugatti(car);  
        car = new RollsRoyce(car);  
        car.drive();  
    }  
}
```

Output



Flyweight Structural Design Pattern

Example: 1 Draw

Shape.java

```
public interface Shape {  
    void draw();  
}
```

Circle.java

```
public class Circle implements Shape {  
    private String color;  
    private int x;  
    private int y;  
    private int radius;  
  
    public Circle(String color) {  
        this.color = color;  
    }  
  
    public void setX(int x) {  
        this.x = x;  
    }  
  
    public void setY(int y) {  
        this.y = y;  
    }  
  
    public void setRadius(int radius) {  
        this.radius = radius;  
    }  
  
    @Override  
    public void draw() {  
        System.out.println("Circle: Draw() [Color : " + color + ", x : " +  
x + ", y : " + y + ", radius : " + radius);  
    }  
}
```

ShapeFactory.java

```
import java.util.HashMap;  
  
public class ShapeFactory {  
  
    private static final HashMap circleMap = new HashMap();  
  
    public static Shape getCircle(String color) {  
        Circle circle = (Circle)circleMap.get(color);  
  
        if(circle == null) {  
            circle = new Circle(color);  
            circleMap.put(color, circle);  
            System.out.println("Creating circle of color : " + color);  
        }  
    }  
}
```

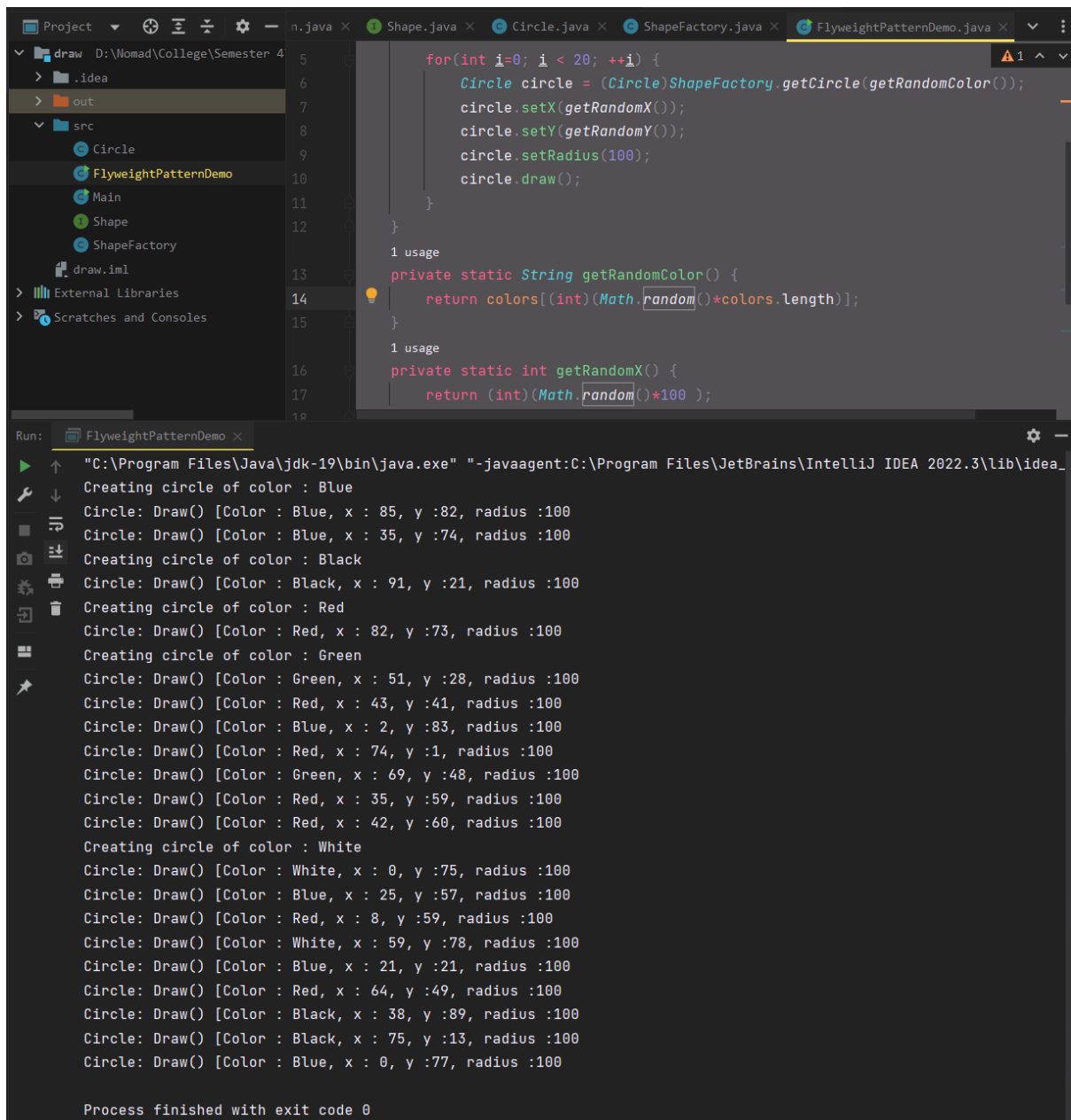
```
        return circle;
    }
}
```

FlyweightPatternDemo

```
public class FlyweightPatternDemo {
    private static final String colors[] = { "Red", "Green", "Blue",
"White", "Black" };
    public static void main(String[] args) {

        for(int i=0; i < 20; ++i) {
            Circle circle =
(Circle) ShapeFactory.getCircle(getRandomColor());
            circle.setX(getRandomX());
            circle.setY(getRandomY());
            circle.setRadius(100);
            circle.draw();
        }
    }
    private static String getRandomColor() {
        return colors[(int) (Math.random()*colors.length)];
    }
    private static int getRandomX() {
        return (int) (Math.random()*100 );
    }
    private static int getRandomY() {
        return (int) (Math.random()*100);
    }
}
```

Output



The screenshot displays the IntelliJ IDEA IDE with the `FlyweightPatternDemo.java` file open. The code implements the Flyweight pattern for circles, using a `ShapeFactory` to manage shared circle objects. The `draw` method iterates 20 times, creating or retrieving circles based on a random color. The output window shows the execution of the program, displaying the creation and drawing of 20 circles with various colors and coordinates.

```
Project ▾ n.java × Shape.java × Circle.java × ShapeFactory.java × FlyweightPatternDemo.java ×
D:\Nomad\College\Semester 4
> .idea
> out
src
  Circle
  FlyweightPatternDemo
  Main
  Shape
  ShapeFactory
draw.iml
External Libraries
Scratches and Consoles

5   for(int i=0; i < 20; ++i) {
6       Circle circle = (Circle)ShapeFactory.getCircle(getRandomColor());
7       circle.setX(getRandomX());
8       circle.setY(getRandomY());
9       circle.setRadius(100);
10      circle.draw();
11  }
12  }
13  1 usage
14  private static String getRandomColor() {
15      return colors[(int)(Math.random()*colors.length)];
16  }
17  1 usage
18  private static int getRandomX() {
19      return (int)(Math.random()*100 );
20  }
```

Run: FlyweightPatternDemo ×

"C:\Program Files\Java\jdk-19\bin\java.exe" "-javaagent:C:\Program Files\JetBrains\IntelliJ IDEA 2022.3\lib\idea_

Creating circle of color : Blue
Circle: Draw() [Color : Blue, x : 85, y :82, radius :100
Circle: Draw() [Color : Blue, x : 35, y :74, radius :100
Creating circle of color : Black
Circle: Draw() [Color : Black, x : 91, y :21, radius :100
Creating circle of color : Red
Circle: Draw() [Color : Red, x : 82, y :73, radius :100
Creating circle of color : Green
Circle: Draw() [Color : Green, x : 51, y :28, radius :100
Circle: Draw() [Color : Red, x : 43, y :41, radius :100
Circle: Draw() [Color : Blue, x : 2, y :83, radius :100
Circle: Draw() [Color : Red, x : 74, y :1, radius :100
Circle: Draw() [Color : Green, x : 69, y :48, radius :100
Circle: Draw() [Color : Red, x : 35, y :59, radius :100
Circle: Draw() [Color : Red, x : 42, y :60, radius :100
Creating circle of color : White
Circle: Draw() [Color : White, x : 0, y :75, radius :100
Circle: Draw() [Color : Blue, x : 25, y :57, radius :100
Circle: Draw() [Color : Red, x : 8, y :59, radius :100
Circle: Draw() [Color : White, x : 59, y :78, radius :100
Circle: Draw() [Color : Blue, x : 21, y :21, radius :100
Circle: Draw() [Color : Red, x : 64, y :49, radius :100
Circle: Draw() [Color : Black, x : 38, y :89, radius :100
Circle: Draw() [Color : Black, x : 75, y :13, radius :100
Circle: Draw() [Color : Blue, x : 0, y :77, radius :100

Process finished with exit code 0

Example: 2 learning to code this

Flyweight.java

```
public interface Flyweight {  
    public void operation();  
}
```

FlyweightFactory.java

```
import java.util.HashMap;  
  
public class FlyweightFactory {  
    private static final HashMap<String, Flyweight> flyweights = new  
HashMap<String, Flyweight>();  
  
    public static Flyweight getFlyweight(String key) {  
        Flyweight flyweight = flyweights.get(key);  
  
        if(flyweight == null) {  
            flyweight = new ConcreteFlyweight();  
            flyweights.put(key, flyweight);  
        }  
  
        return flyweight;  
    }  
}
```

ConcreteFlyweight.java

```
public class ConcreteFlyweight implements Flyweight {  
    public void operation() {  
        System.out.println("ConcreteFlyweight operation");  
    }  
}
```

Client.java

```
public class Client {  
    public static void main(String[] args) {  
        Flyweight flyweight = FlyweightFactory.getFlyweight("key");  
        flyweight.operation();  
    }  
}
```

Output

