



Design Patterns

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Reusable Ideas

Developers **reuse** knowledge, experience, & code

Application Level

reuse a project **design** & **code** of a similar project

Design Level

apply known **design principles** and **design patterns**

Logic Level

apply ***algorithms*** to implement some behavior

Code Statement Level

use **programming idioms** for common tasks

A Programming Idiom

Task: process every element of an array...

Idiom:

1. initialize result
2. loop over the array
3. process each element of the array

```
// add the values of all the coupons we have sold...
```

```
Coupon [ ] coupons = ...
```

```
double total = 0;           // initialize
```

```
for( int k=0; k<coupons.length; k++ ) { // loop
```

```
    total += coupons[k].getTotal(); // process each one
```

```
}
```

An Algorithm

Task:

find the **shortest path** from node A to node B in a graph

Algorithm:

apply Dykstra's Shortest Path algorithm

Reusable Code

Requirement:

record activity & events **in a file**,
so we have a record of what the program has done
and any problems that occur.

Solution:

Use the open-source Log4J framework.

```
public class Purse {  
    private static final Logger log =  
        Logger.getLogger(Purse.class);  
    public boolean insert(Money m) {  
        if (m == null) log.error("argument is null");  
        else log.info("inserting " + m);  
    }  
}
```

Logging Output

Log File:

You control where logging is output, and how much detail is recorded. Config file: log4j.properties.

Example:

```
6:02:27 Purse insert INFO inserting 10 Baht
6:03:00 Purse insert INFO inserting 20 Baht
6:03:10 Purse insert ERROR argument is null
6:03:14 Purse withdraw INFO withdraw 10 Baht
```

Class and Method

Severity

message

Reusable Applications

Requirement:

Write a web application to manage appointments at a beauty shop.

Solution:

Modify the SpringFramework JPetStore sample application.

SpringFramework and AppFuse have sample applications you can adopt to your project.

The sample apps generally have *good design* and use *best practices* from experienced developers.

What is a Design Pattern?

A *situation* that occurs over and over,
along with *forces* that motivate design of a *solution*,
leading to
a *reusable pattern* for the design of a solution

Format for Describing a Pattern

Pattern Name: **Iterator**

Context

We need to access elements of a collection.

Motivation (Forces)

We want to access elements of a collection without the need to know the **underlying structure** of the collection.

Solution

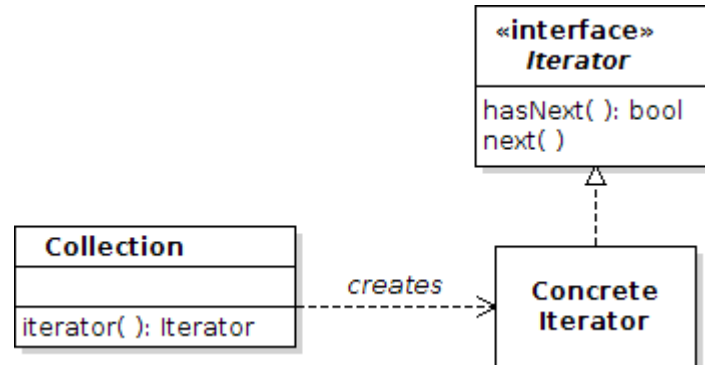
Each collection provides an **iterator** with methods to get the next element without exposing *how* it is done.

Consequences

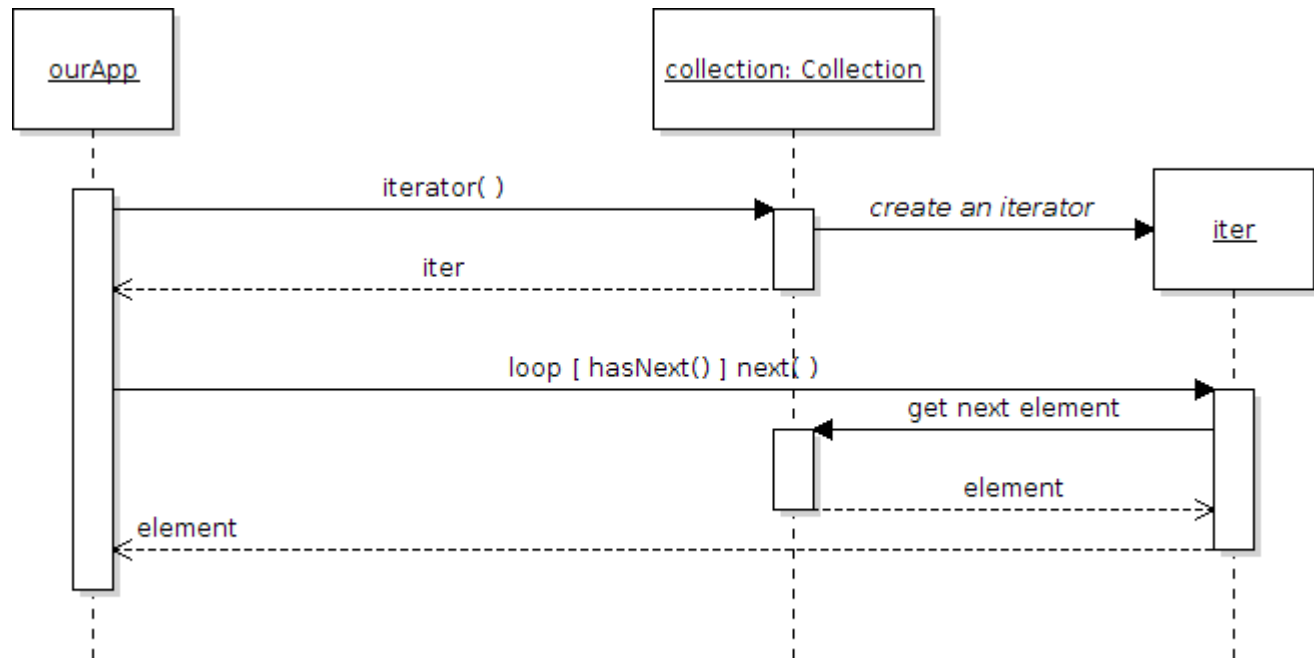
Application is not coupled to the collection. Collection type can be changed w/o changing the application.

Diagram of Iterator Pattern

Structure:



Behavior:



Example Code

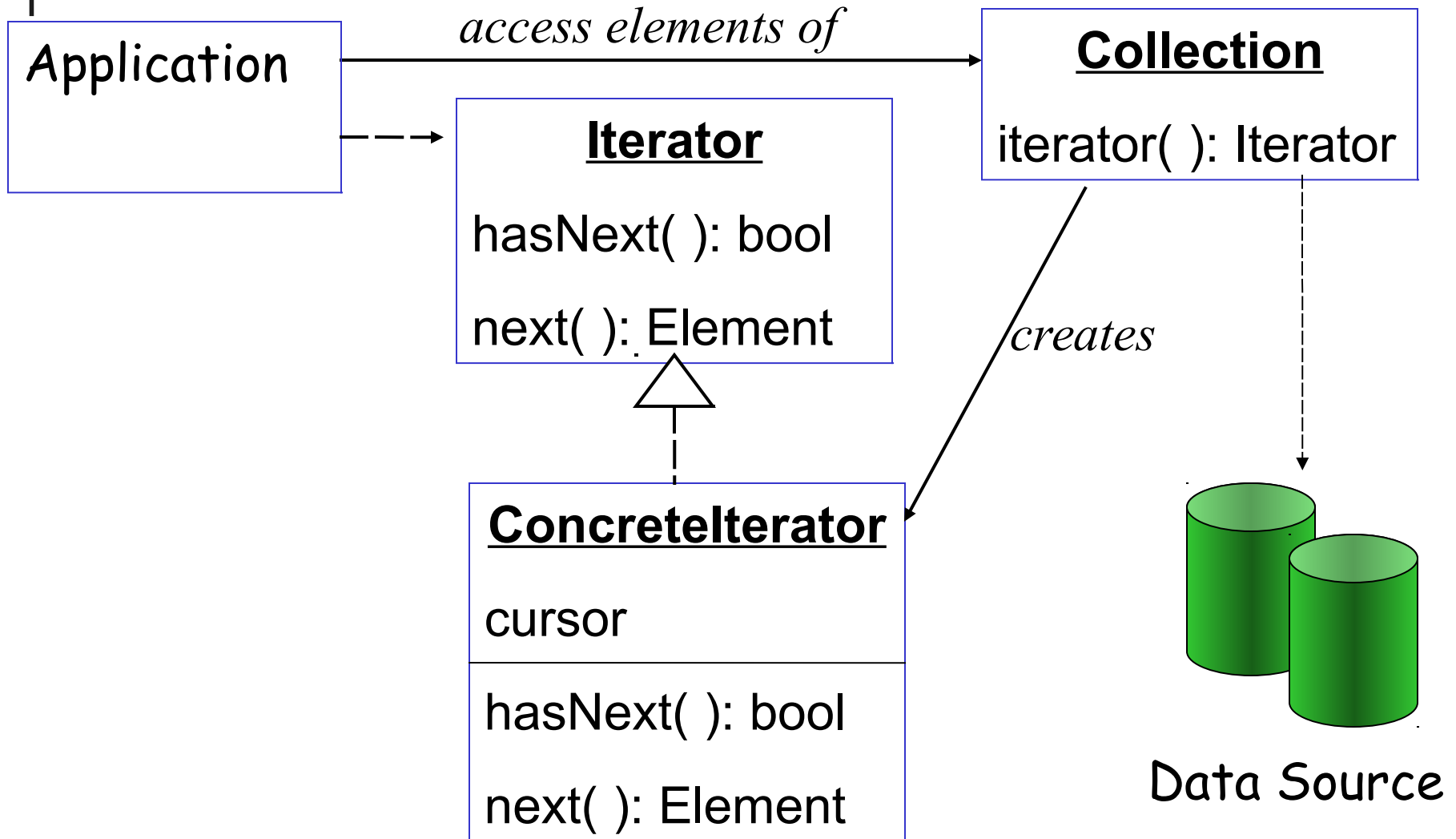
The Purse has a collection of Coin objects.

We want to get the value of each coin in the collection.

```
// get the coins from the Purse
Collection<Coin> coins = purse.getCoins();
Iterator<Coin> iter = coins.iterator();

while( iter.hasNext() ) {
    Coin c = iter.next();
    sum = sum + c.getValue();
}
```

Iterator for Data Source



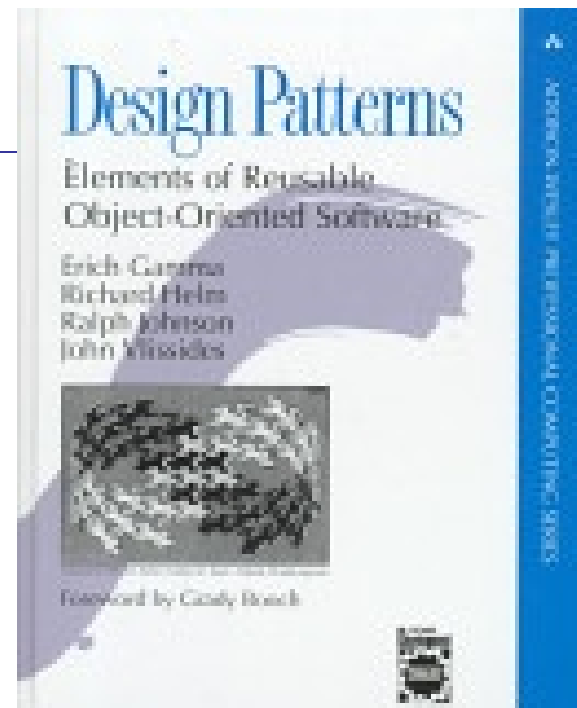
Design Patterns - Gang of Four book

The "Gang of Four"

The first book to popularize the idea of software patterns:

Gamma, Helm, Johnson, Vlissides

Design Patterns: Elements of Reusable Object-Oriented Software. (1995)



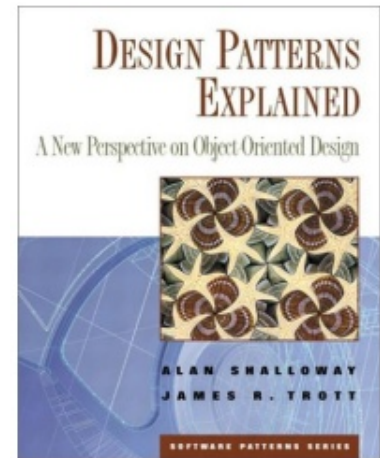
Other Good Design Patterns Books

Good for Java programmers

Design Patterns Explained, 2E (2004)

by Allan Shallow & James Trott

also wrote: *Pattern Oriented Design*.



Head First Design Patterns (2004)

by Eric & Elizabeth Freeman

Visual, memorable examples,
too simple code.



Structure of Patterns in Gang of Four book

Name of Pattern

Intent

what the pattern does.

Motivation

Why use this pattern? When to apply this pattern

Structure

Logical structure of the pattern. UML diagrams.

Participants and Collaborators

What are the elements of the pattern? What do they do?

Consequences

The benefits and disadvantages of using the pattern.

Singleton Pattern

Pattern Name: Singleton Pattern

Context

We want to ensure there is only **one instance of a class**. All parts of the application should share this instance.

Motivation (Forces)

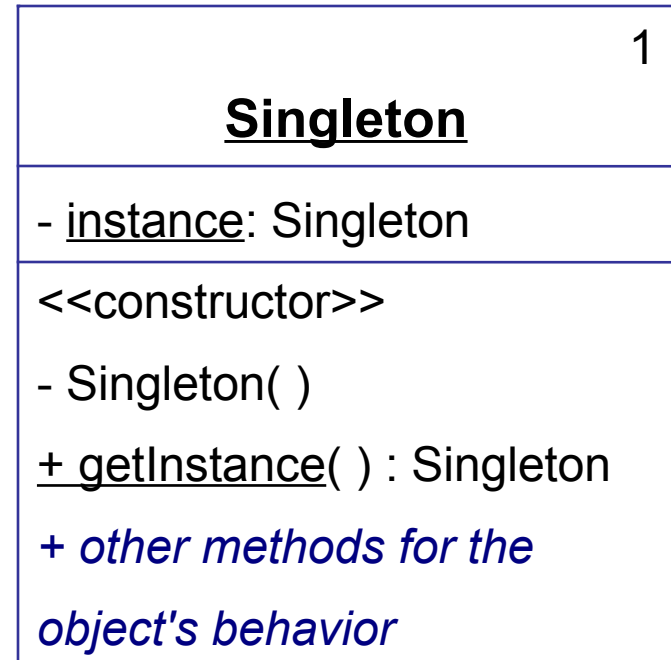
Several objects need to access the same resource, or we want objects to share a resource that is "expensive". Many parts of the program need to access this shared resource.

Solution

Prevent direct instantiation by making the constructor private.

Provide a static accessor method that always returns the same instance of this class (same object).

Singleton Pattern



Single instance of this class ----->

Static accessor for instance ----->

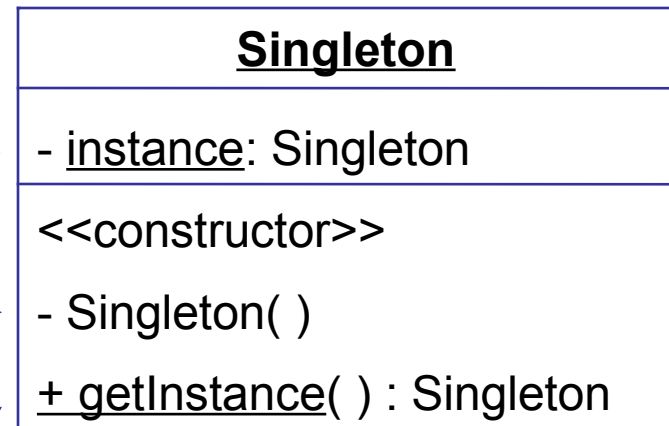
Singleton Pattern

Singleton has 3 elements:

(1) private static attribute that is the only instance of this class

(2) constructor is private to prevent other classes from creating objects

(3) public static accessor returns the single instance of this class.



Example of Singleton Pattern

A Store that has only one instance.

```
public class Store {  
    // (1) the single static instance  
    private static Store theStore = null;  
    private List<Transaction> transactions;  
    // (2) private constructor  
    private Store( ) {  
        transactions = new ArrayList<Transaction>( );  
    }  
    // (3) static accessor method also creates singleton  
    public static Store getInstance() {  
        if ( theStore == null ) theStore = new Store( );  
        return theStore;  
    }  
}
```

lazy instantiation

Getting the Singleton object

How do other objects get the Store?

```
// in your application use:
```

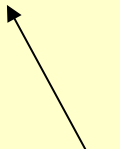
```
Store store = Store.getInstance( );
```

Lazy Instantiation

Means that you create a resource only when it is needed.

This avoids creating something that may never be used.

```
// (3) static accessor method creates the singleton
public static Store getInstance() {
    if ( theStore == null ) theStore = new Store();
    return theStore;
}
```



The store instance is created the **first time** that `getInstance()` is called, but not before.

If `getInstance` is never called, no `Store` is created.

Lazy Instantiation of Loggers

Using Log4J you will see a lot of code like this:

```
// Create the logger for this class
private static Logger log = Logger.getLogger(...);
```

What if this class never logs any messages?

We wasted time and memory creating the logger.

So many apps use *lazy* instantiation:

```
// Don't create logger yet
private static Logger log = null;

private static Logger getLogger() {
    if (log == null) log = Logger.getLogger(...);
    return log;
}
```

Consequences of Using Singleton

Benefits

- ❑ control access to a single instance
- ❑ reduce name space pollution - better than using a global variable (in languages with global variables)
- ❑ permits a variable number of instances - you can modify the singleton to produce more than one instance, w/o changing other parts of application

Disadvantages

- ❑ Singleton cannot be subclassed, since the constructor is private and static getInstance() is not polymorphic.

Related patterns

- ❑ Factory Method

Observer Pattern

Context:

An object (the *Subject*) is the source of interesting events. Other objects (*Observers*) want to know when an event occurs.

Solution:

- (1) Subject provides a method for Observers to register themselves as interested in the event.
- (2) Subject calls a known method (*notify*) of each Observer when event occurs.

Observer Pattern

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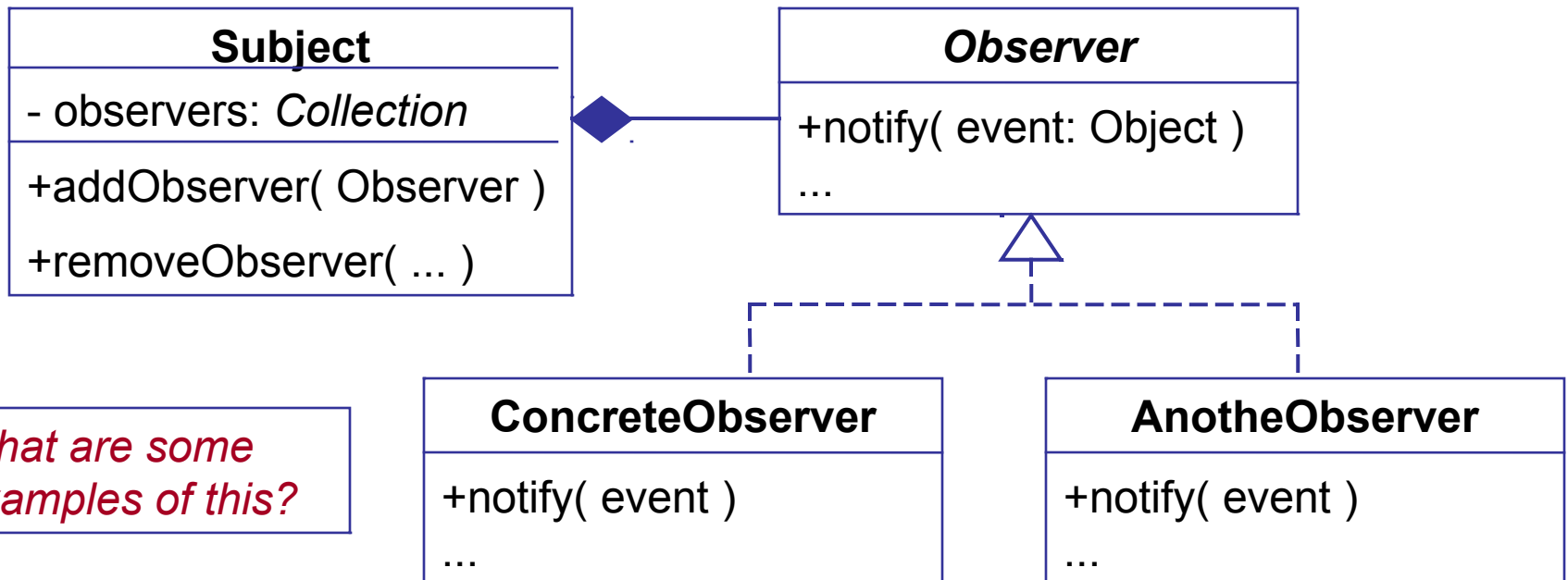
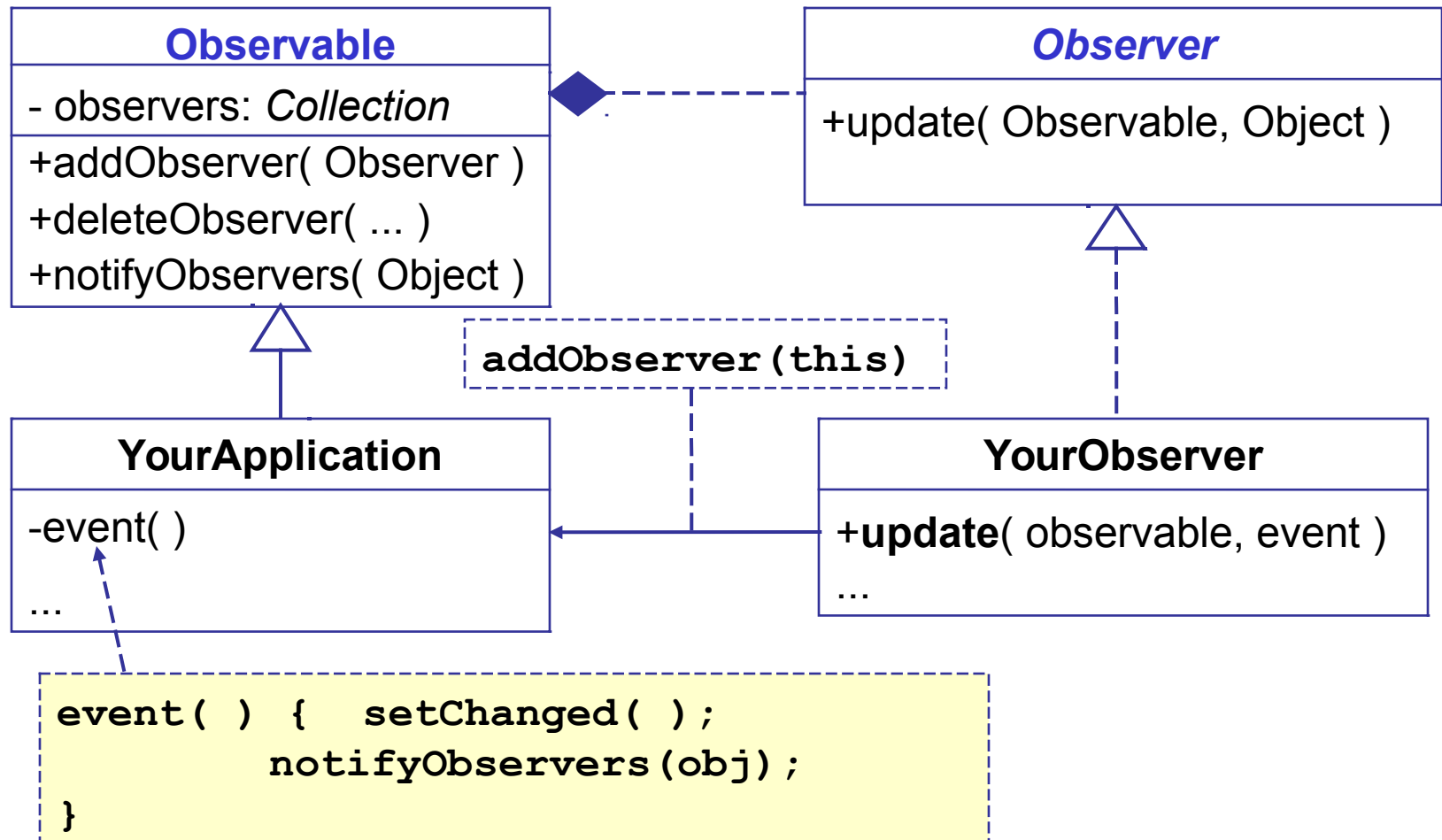


Table for Identifying a Pattern

Name In Pattern	Name in Application: this is for a JButton
Subject	JButton
<i>Observer</i>	<i>ActionListener</i>
Concrete Observer	a class that implements <i>ActionListener</i>
addObserver(Observer)	addActionListener()
notify(Event) [in the observer]	actionPerformed((ActionEvent))
notifyObservers [in Subject]	fireActionPerformed()

Observer Pattern in Java

Java provides an **Observable** class and **Observer** interface that make it easy to use the Observer pattern..



Using the Observable class

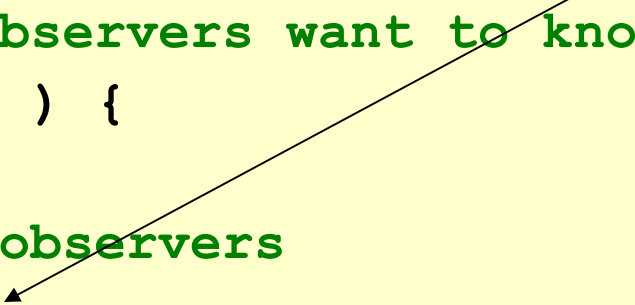
(1) Declare that your class extends Observable

```
public class MySubject extends Observable
{
```

```
    Object myinfo;
```

(2) When an event occurs, invoke
setChanged() and notifyObservers()

```
    /** An event the observers want to know about */
    public void event( ) {
        doSomeWork( );
        // now notify the observers
        setChanged( );
        notifyObservers( ); // can include a parameter
    }
```



Writing an Observer

(3) Declare that observers *implement* the Observer interface.

```
public class MyObserver implements Observer {  
    /* This method receives notification from the  
     * subject (Observable) when something happens  
     * @param message is value of parameter sent  
     *    by subject in notifyObservers. May be null.  
     */  
    public void update( Observable subject,  
                       Object message ) {  
        info = ((MySubject)subject).getInfo( );  
        ...  
        ...  
    }  
}
```

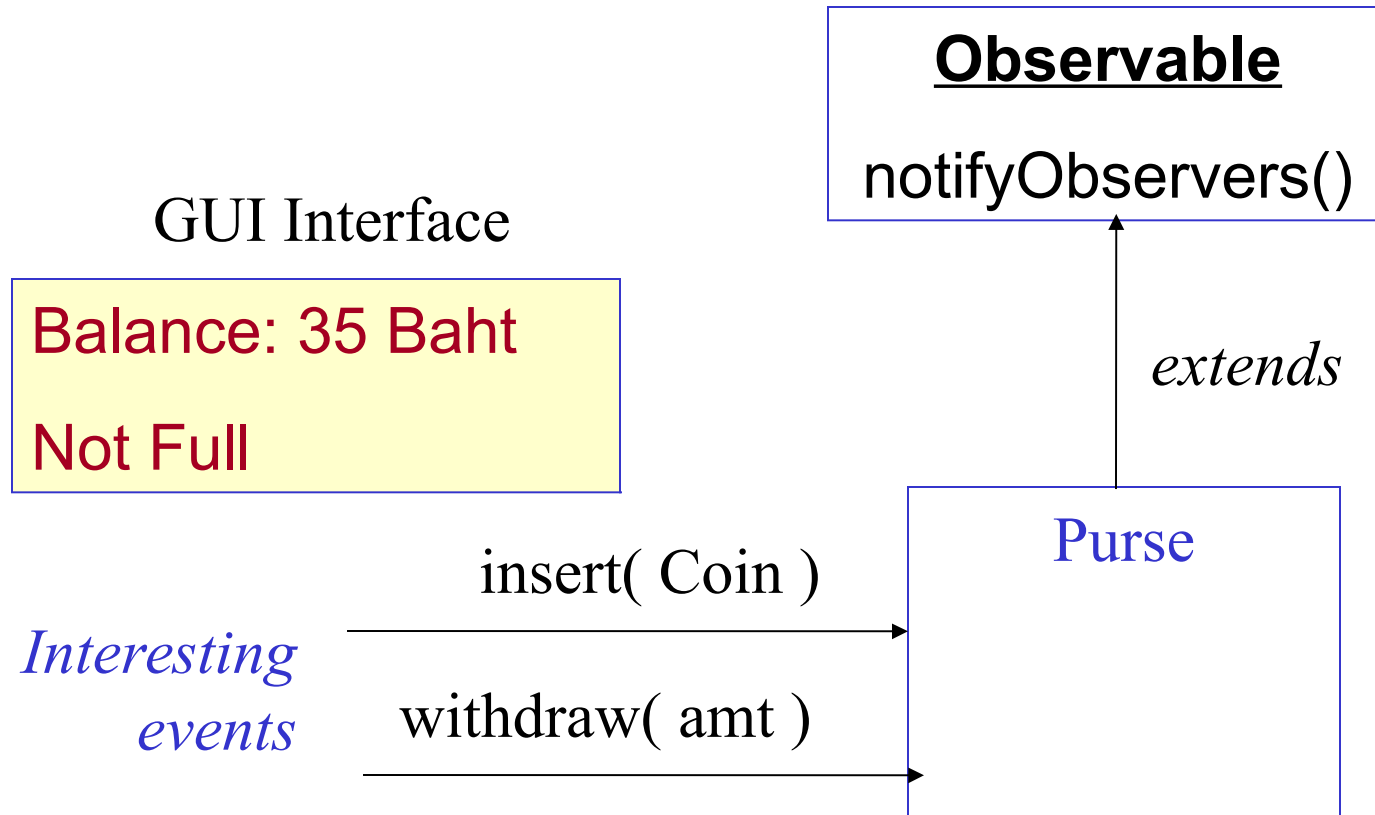
(4) update takes action using notification from the Subject.

Connecting Observer to Subject

Call `addObserver()` to add Observers to the subject.
You can have many Observers.

```
public static void main(String [] args) {  
    Observable subject = new MySubject( );  
    MyObserver observer = new MyObserver( );  
  
    subject.addObserver( observer );  
  
    subject.run( );  
  
}
```

Example for Coin Purse



C# Delegates as Observers

- Delegate is a type in the C# type system.
- It describes a group of functions with same parameters.
- Delegate can act as a collection for observers.

```
/** define a delegate that accepts a string **/  
public delegate void WriteTo( string msg );
```

```
/** create some delegates **/  
WriteTo observers = new WriteTo( out.WriteLine );  
observers += new WriteTo( button.setText );  
observers += new WriteTo( textarea.append );  
/** call all the observers at once! **/  
observers( "Wake Up!" );
```


Design Patterns We Studied

□ What design patterns have already been used in the text book?

1. Iterator
2. Observer
3. Command
4. Strategy - Layout Manager, used in a Container
5. State
6. Adapter



Categories of Patterns

Creational - how to create objects

Structural - relationships between objects

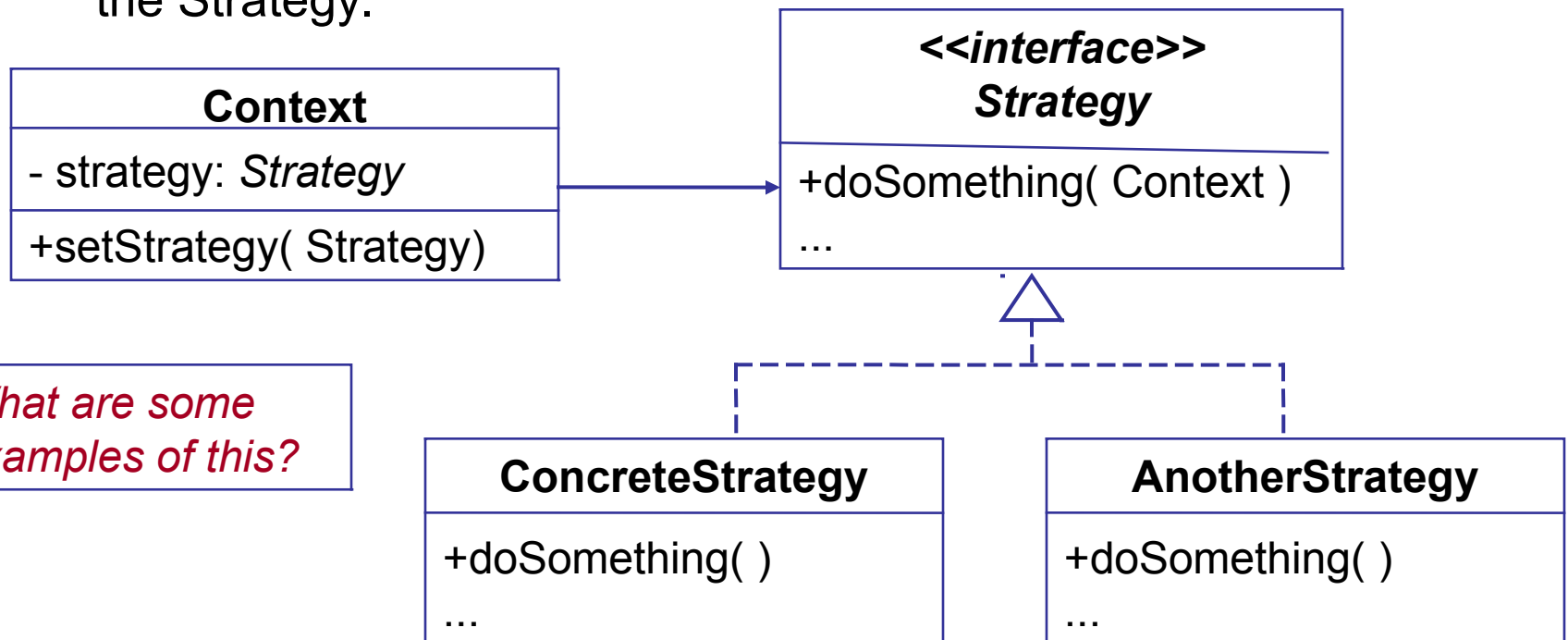
Behavioral - how to implement some behavior

Strategy Pattern

Context: A class requires some behavior, but there are many ways that this behavior can be implemented.

Solution: implement the behavior in a separate class, called the *Strategy*.

Create a Strategy interface to de-couple the context class from the Strategy.

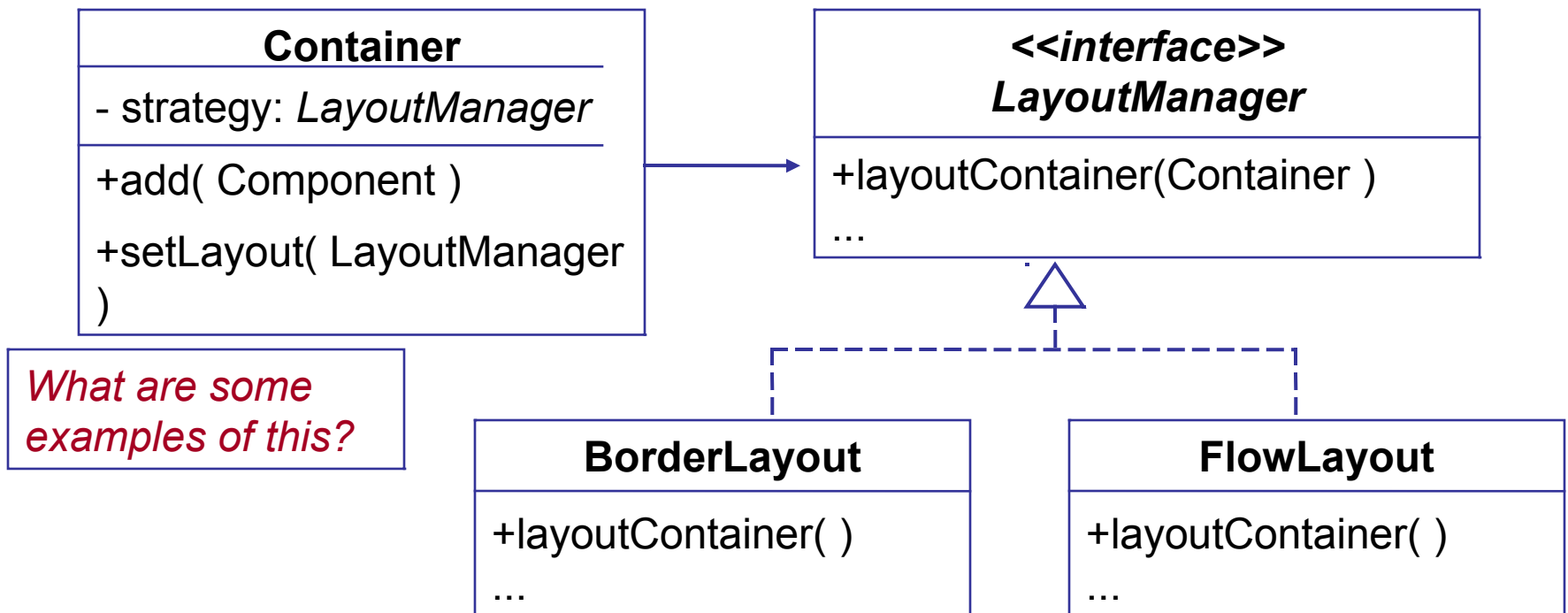


Container uses Strategy Pattern

Context: Swing container.

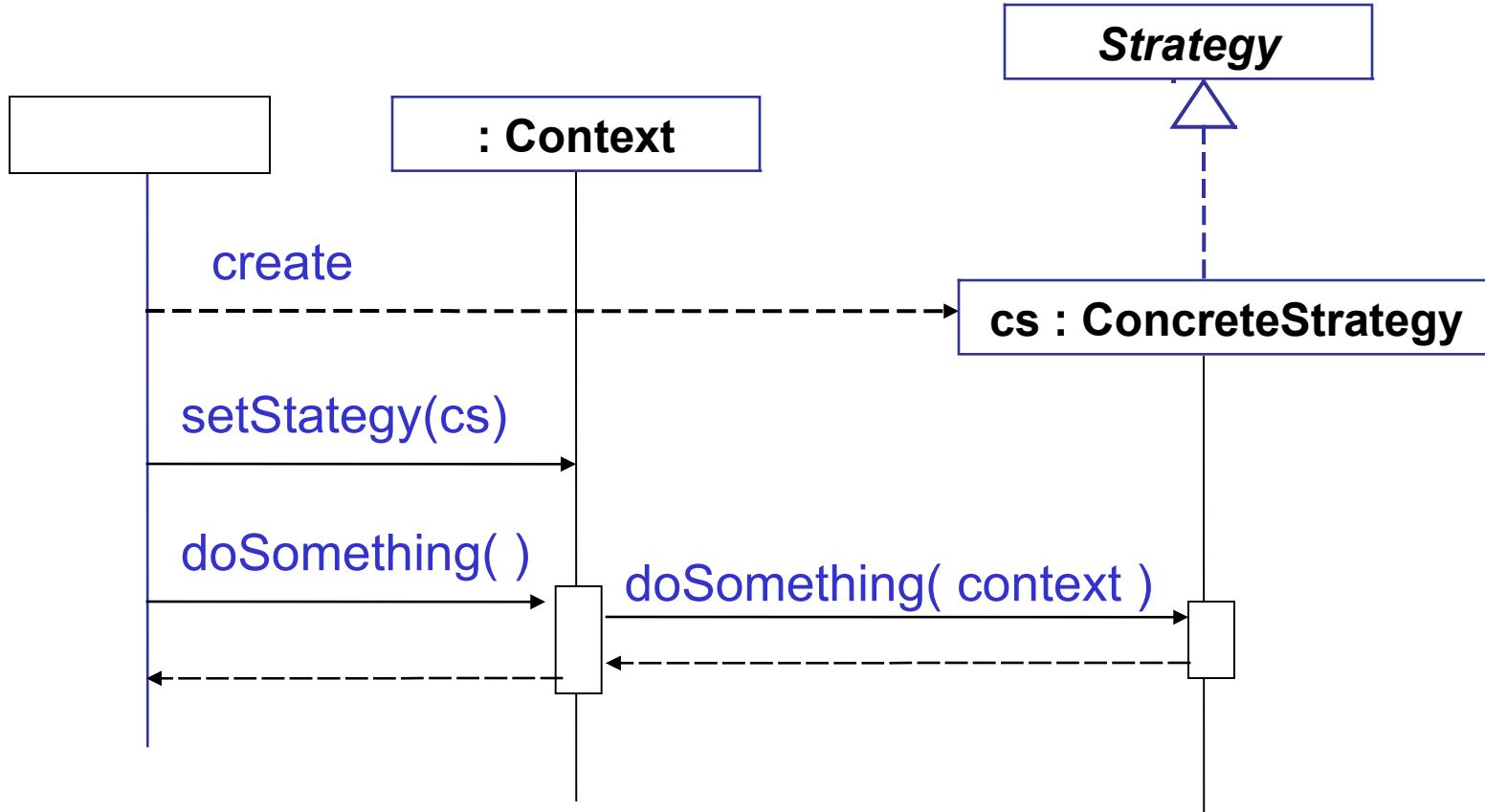
Strategy: *LayoutManager*.

Create a Strategy interface to de-couple the context class from the Strategy.



Using the Strategy Pattern

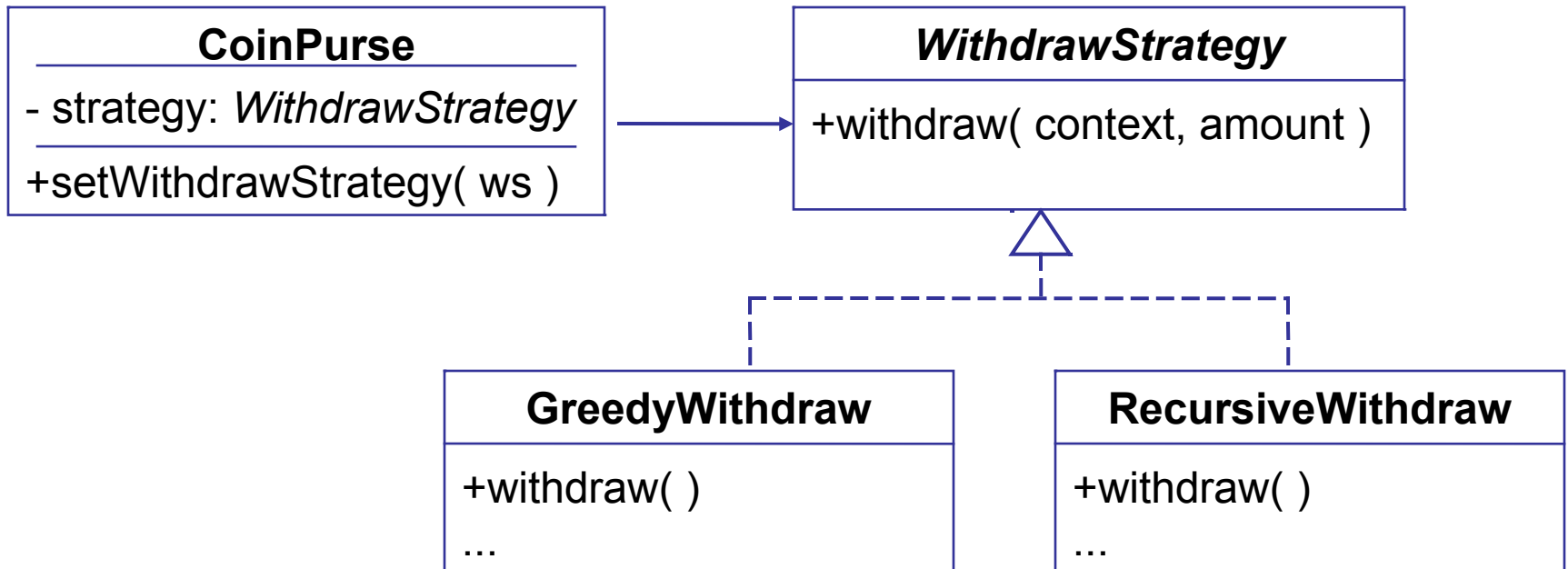
- (1) The application creates a **concrete strategy** and assigns it to the context.
- (2) The context **delegates** some work to the Strategy.



Strategy Pattern for Coin Purse

Context: A coin purse must decide what coins to withdraw; there are many ways to do this and we may want to change strategies.

Solution: Separate the `withdraw()` method from the Purse. Define a *WithdrawStrategy* interface for the withdraw operation, and modify the purse to *delegate* the withdraw operation to a concrete instance of *WithdrawStrategy*.



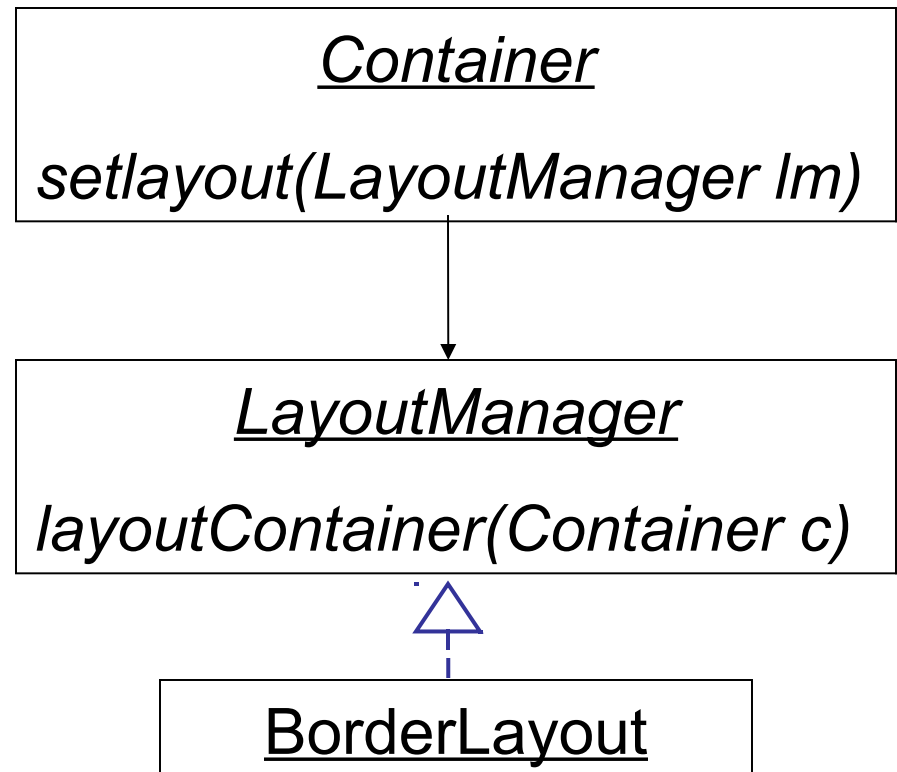
Strategy needs access to Context

To do its job, the Strategy usually needs a **reference** to the Context or some data of the Context.

Context: AWT/Swing
Container (JPanel ...) contains components.

Strategy: A LayoutManager
arranges and resizes components.

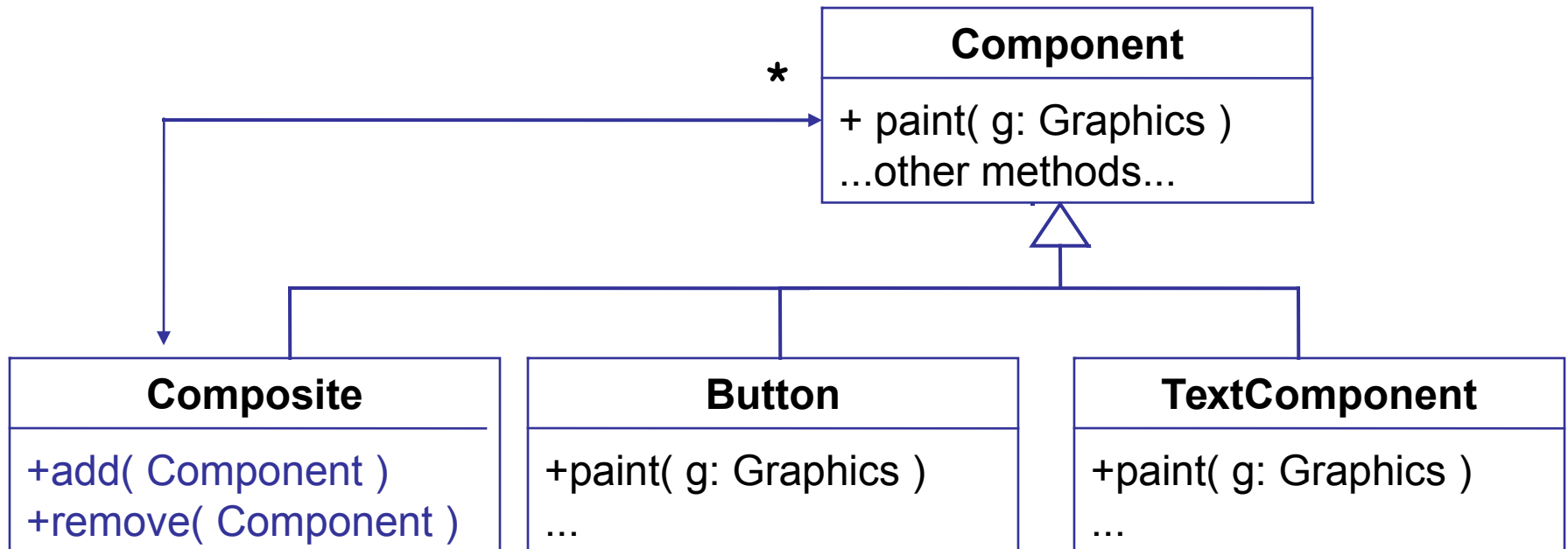
LayoutManager **needs a reference** to Container to get size and list of Components.



Composite Pattern

Context: We have a generic component that our application uses. We'd like to group together multiple components so that they look and behave like a single component.

Solution: Create a *composite* that implements the component interface and contains a collection of components. The composite is responsible for managing components.



Situations (Context) not Patterns

Don't memorize pattern names.

Learn the **situation** and the **goals** (forces) that motivate the solution.

Adding New Behavior

Situation:

we want to add some new behavior to an existing class

Forces:

1. don't want to add more responsibility to the class
2. the behavior may apply to similar classes, too

Example:

Scrollbars

Changing the Interface

Situation:

we want to use a class in an application that requires interface A. But the class doesn't implement A.

Forces:

1. not appropriate to modify the existing class for the new application
2. we may have many classes we need to modify

Example:

change an Enumeration to look like an Iterator

Convenient Implementation

Situation:

some interfaces require implementing a *lot* of methods.
But most of the methods aren't usually required.

Forces:

1. how can we make it *easier to implement interface*?
2. how to supply default implementations for methods?

Example:

MouseListener (6 methods), List (24 methods)

A Group of Objects act as One

Situation:

we want to be able to use a Group of objects in an application.

But the application can treat the whole group like a single object.

Forces:

1. need many objects in a framework that one allows us to insert one object.

Example:

Keypad in a mobile phone app.

Creating Objects without Knowing Type

Situation:

we are using a framework like OCSF.

the framework needs to create objects.

how can we change the type of object that the framework creates?

Forces:

1. want the framework to be extensible.
2. using "new" means coupling between the class and the framework.

Example:

OCSF, JDBC DriverManager

Do Something *Later*

Situation:

we have a task that we want to run at a given time

Forces:

we don't want our "task" to be responsible for the schedule of when it gets run.

This problem occurs a lot, so let's write a **reusable** solution.

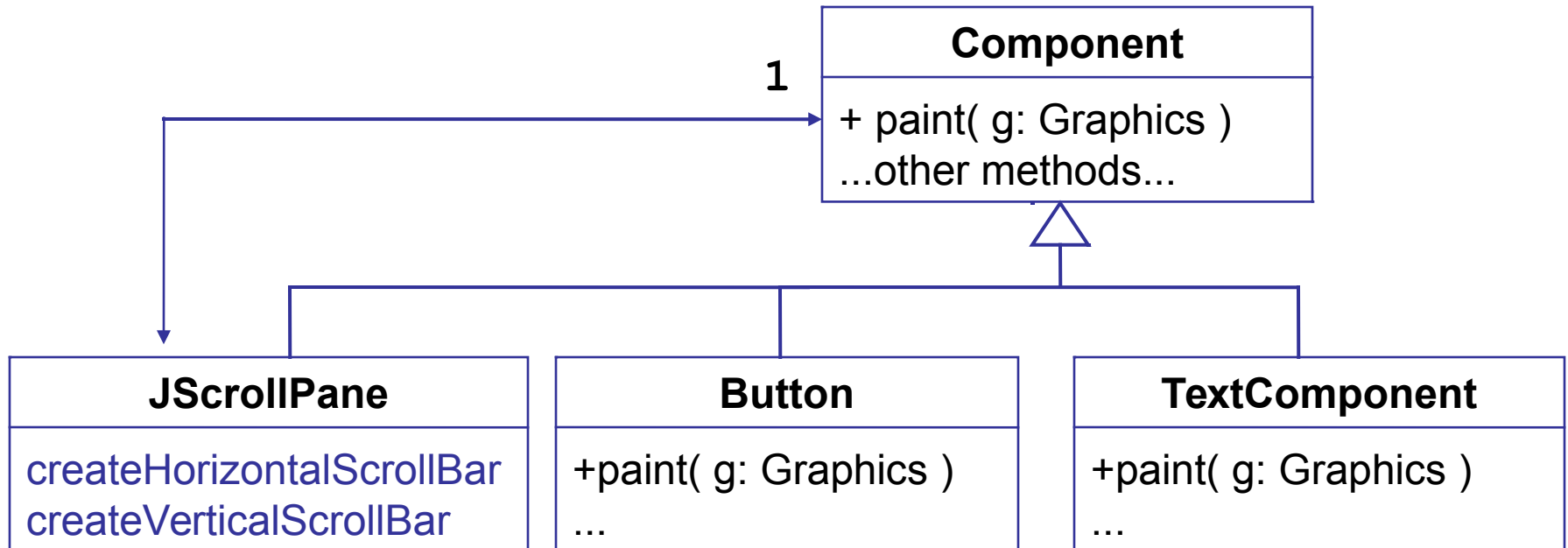
Example:

Decorator Pattern

Context: We want to *enhance* the behavior of a class, and there may be many (open-ended) ways of enhancing the class.

The *enhanced* class can be used the same as the base class.

Solution: Create an interface for the base class. The base class implements the interface. Create a *decorator* that implements the interface and wraps the plain class, "decorating" its behavior.



Decorator Example

Purpose: create a TextArea with scrollbars so that text will scroll when larger than the viewport.

```
// create TextArea with 5 rows, 40 columns
JTextArea textArea = new JTextArea( 5, 40 );
// decorate with JScrollPane to add scrollbars
JScrollPane pane = new JScrollPane( textArea );
pane.setVerticalScrollBarPolicy(
    JScrollPane.VERTICAL_SCROLLBAR_AS_NEEDED );

// Add the decorator to the contentpane.
// Don't add the textArea!
contentPane.add( pane );
```

Advantage of Using Decorators (1)

- We can write a behavior one time and apply it to many different kinds of objects.

Example: a JScrollPane can be applied to any component, not just JTextArea.

Advantage of Using Decorators (2)

- Improves the *cohesion* of objects, by not adding responsibility that isn't part of the object's main purpose.

Example: the purpose of a TextArea is to display text!
Not to manage scrolling.

Advantage of Using Decorators (3)

- New decorators can be added in the future, *extending* the behavior of the class.

Example: a *zoom decorator* to zoom a component.

Open-Closed Principle

A class should be **open** for extension but **closed** for modification.

Adapter Pattern

to be added.

Readers as Adapters

InputStream reads input as bytes.

```
int b = inputStream.read( );
```

InputStreamReader interprets the input as characters.

```
InputStreamReader reader  
    = new InputStreamReader( inputStream );  
char c = (char) reader.read( );
```

BufferedReader groups the characters into lines

```
BufferedReader bufReader  
    = new BufferedReader( reader );  
String line = bufReader.readLine( );
```

Adapter *wraps* a component

```
InputStream instream =  
    new FileInputStream( "filename" );  
  
InputStreamReader reader =  
    new InputStreamReader( instream );  
  
BufferedReader bufReader =  
    new BufferedReader( reader );  
  
String line = bufReader.readLine( );
```

BufferedReader (reads strings)

InputStreamReader (read chars)

InputStream (reads bytes)

Factory Method

Context:

One class (the **Factory**) creates objects of another type (the **Product**). But, different classes need to create different implementations of the Product.

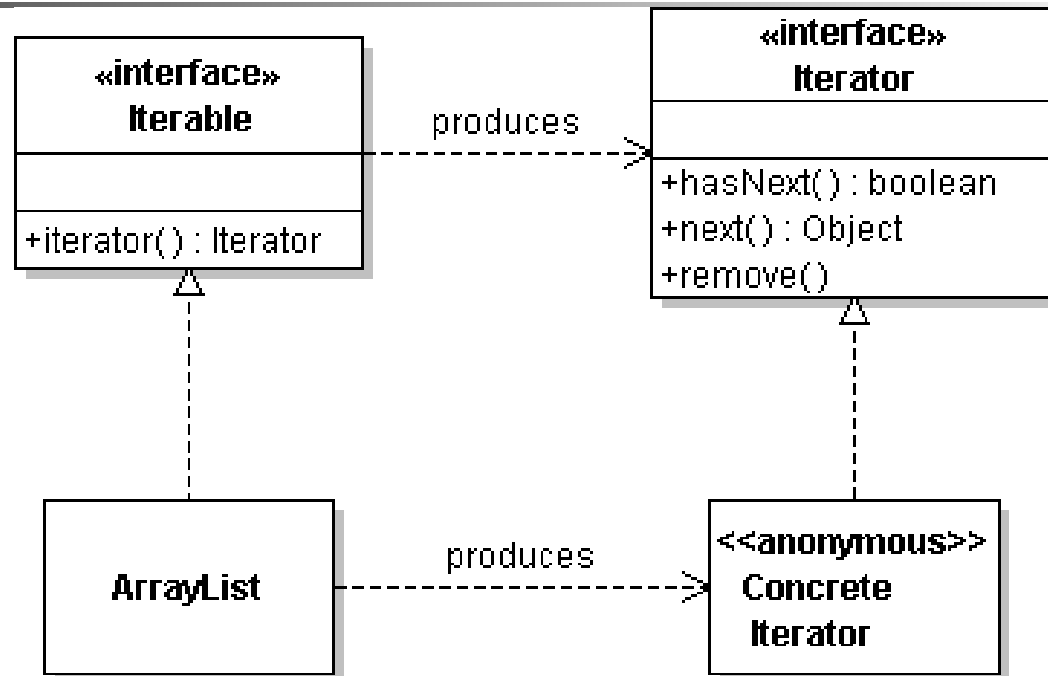
Example:

We need to access every item in a collection or other composite object, so we define an **iterator** that performs this job.

Every collection must create an iterator, but the implementation of the iterator depends on the type of collection.

Factory Method

The Solution



Factory Interface

Iterable

Factory Method

iterator()

Product

Iterator

Concrete Product

class implementing Iterator

Model-View-Controller (MVC) Pattern

- An *architectural pattern* used to help separate the external *view* of an application from the logic
 - The **model** contains the underlying classes containing the logic and state of the application
 - The **view** contains objects used to render the appearance of the data from the model in the user interface
 - The **controller** handles the user's interaction with the view and the model

MVC Applications

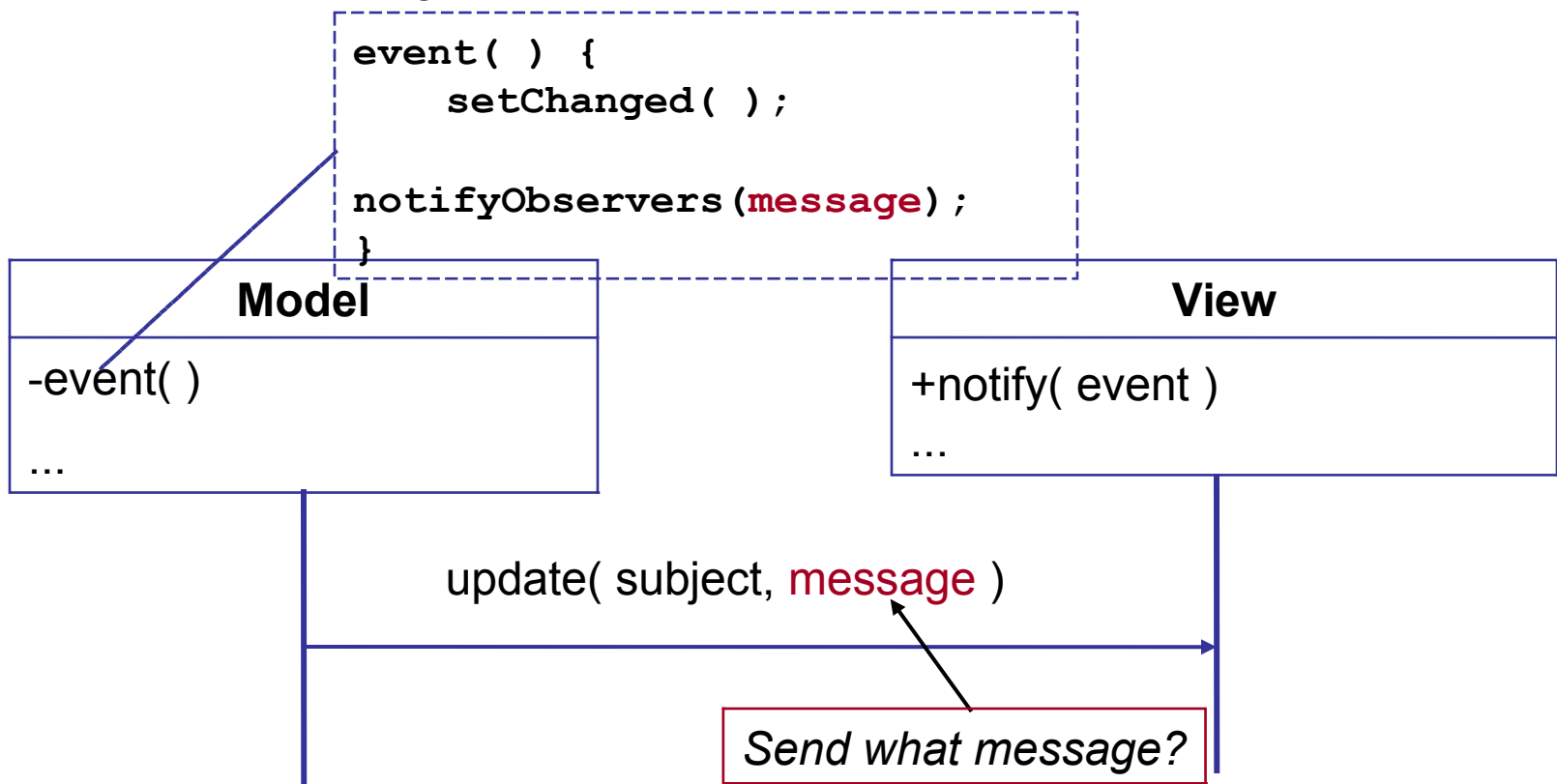
- GUI Interfaces, like *Swing* (see *Core Java*, p.339-345)
- Editors: *Dreamweaver*

Model and Views

The model and **view** relationship is often implemented as the Observable Pattern.

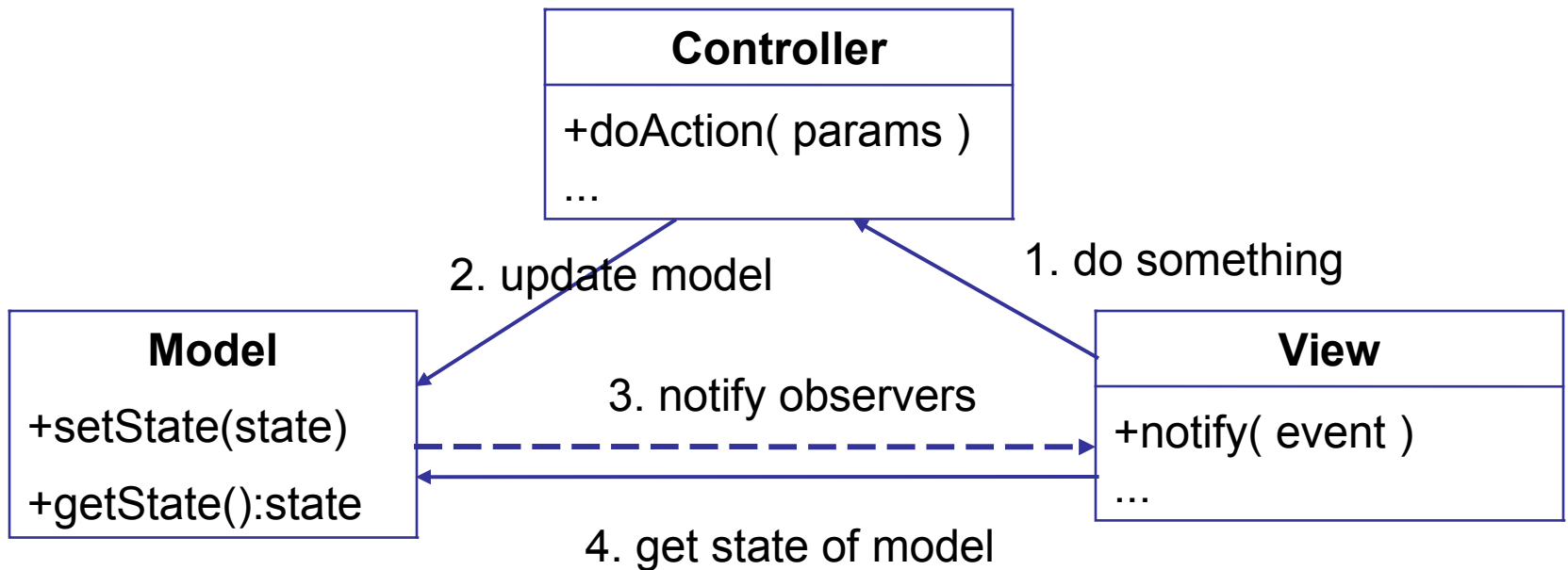
This lets the application have multiple views.

Reduces "coupling" between model and view.



View and Controller

The view calls the controller class when it wants to do something.



Guessing Game with UI

