

Service Locator

Design Patterns



Creational Pattern

*Service
Locator*

- **Gang of Four**

- Abstract Factory
- Builder
- Factory Method
- Prototype
- Singleton

- **Core J2EE – Business Tier**

- Session Façade
- Service Locator
- Value List Handler

- **Inversion of Control Containers**

- Spring .NET
- Structure Map
- Ninject
- Castle Windsor

- **Implementation Method**

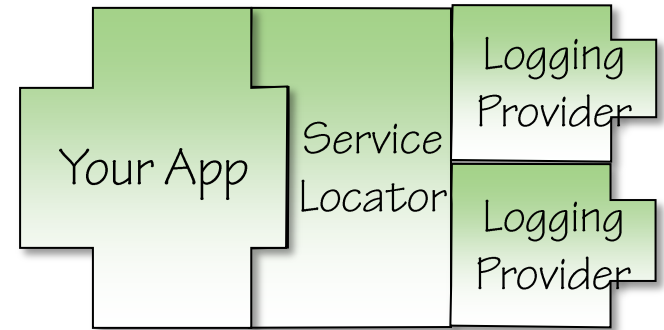
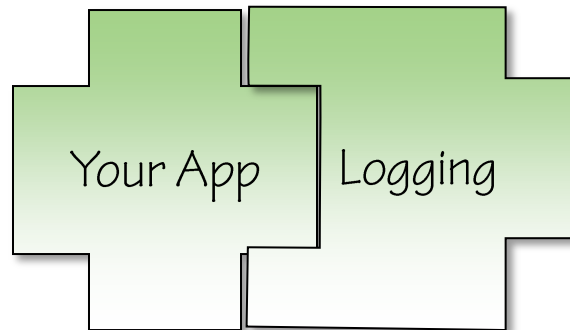
- Service Locator
- Dependency Injection
- Factory Pattern

Motivating Example

Service
Locator

■ Logging

- Used throughout the application
- Independent of any particular business function
- Easy to implement for each application for simple needs
- Often is changed based on environment or deployment needs



Intent

*Service
Locator*

Abstract the application from the services it uses

Play the Middleman

Change the service without recompilation

Identify the service through configuration

Non-Programmers

Real World Examples

*Service
Locator*

Operator

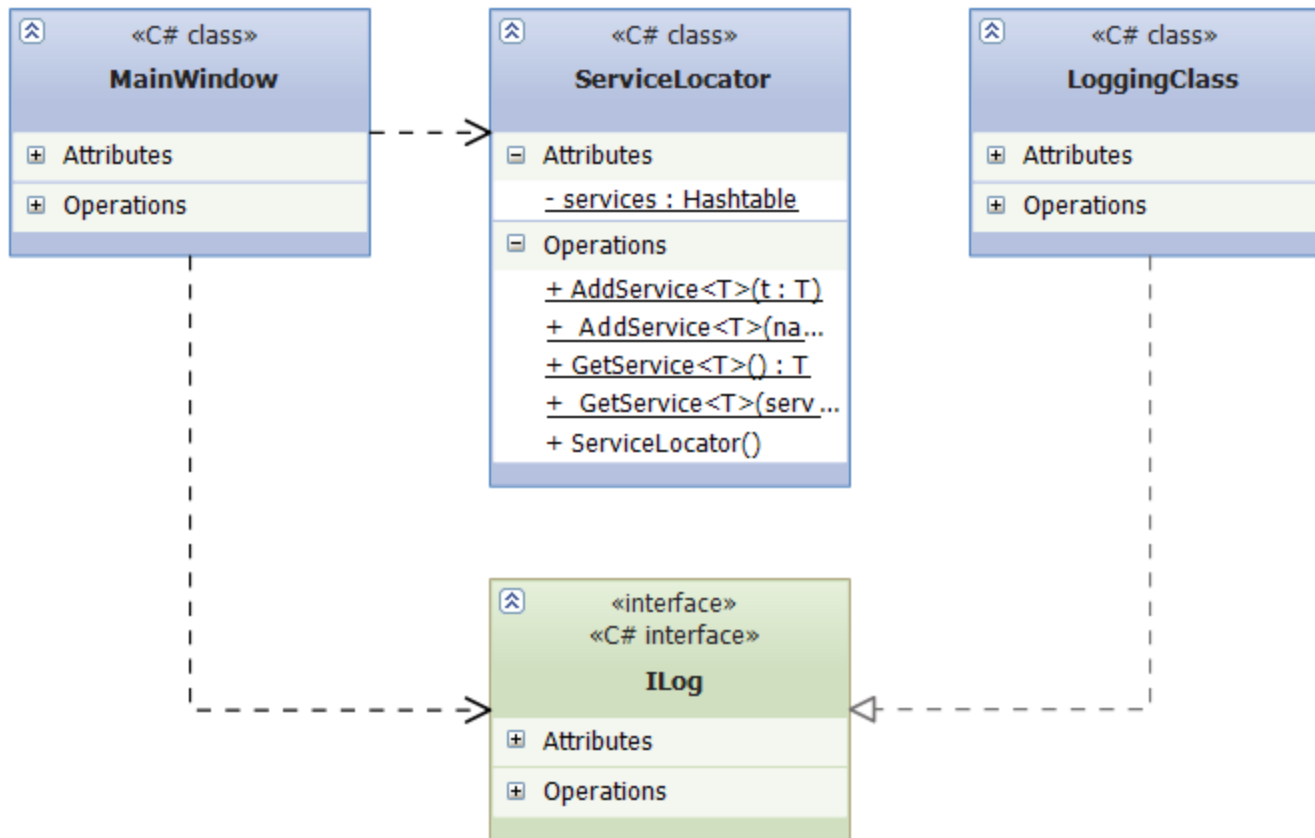
- Ask for Information
- Given a name, receive a telephone #
- Places a call

Domain Name Service

- Replace the hosts file
- Each producer independently registers
- Consumer trusts the DNS to resolve the request

Structure

Service
Locator



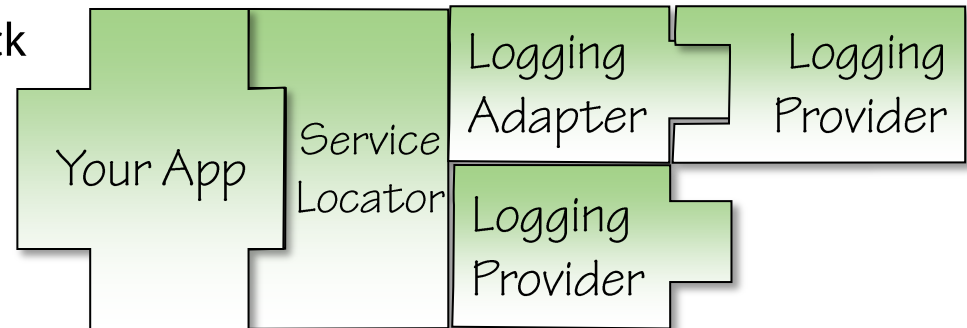
Other Providers

- **Why do we want other providers?**

- Leverage the work done by other groups
- Concentrate on our application and let other specialize in logging
- Choose a service provider that is specific to the deployed environment

- **Samples**

- Log4net
- NLOG
- Enterprise Application Block
- ...



Benefits

*Service
Locator*

SOLID Principles

Single Responsibility

- Each component can concentrate on the specific service

Open / Closed

- Modifications to the consumer is not necessary when the producer changes

Liskov Substitution

- Services can be reduced to their interfaces

Interface Segregation

- Each interface can be specific to the type of service

Dependency Inversion

- Consumer is only dependent on the service interfaces and the service locator, never the service

Consequences

*Service
Locator*

Global

- Any client can access

Availability

- Service may not be loaded

Failure

- Caller must know how to handle failure

Lifecycle

- Does not handle inherently the object lifecycle

Related Patterns

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Observer Design Pattern

- Locate new services when they become available

Proxy Design Pattern

- Will often use a service locator to match proxies to implementations

Adapter Design Pattern

- Used to adapt services to a common interface

Dependency Injection

- Pass in the services when we create the clients

Summary

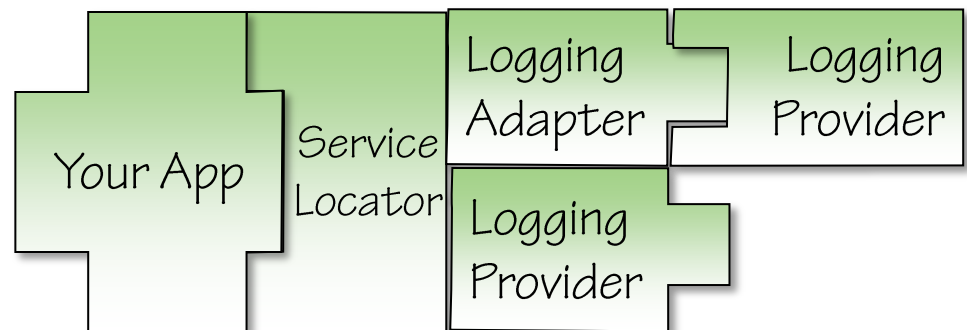
Service
Locator

■ Shown how

- Inject a service locator between the application and the logging services
- Use adapter pattern to allow an external library to be recognized

■ Other Methods

- IoC Container - Uses many design patterns to achieve robust object creation
- Managed Extensibility Framework - Create and bind the services as part of the class declaration



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