

Java Design Patterns

Design Patterns

Java object create
method create
2nd (1st 2nd 3rd 4th)
star star star

Java Enterprise
Edition
(J2EE)

Creational
Patterns

Behavioral
Patterns

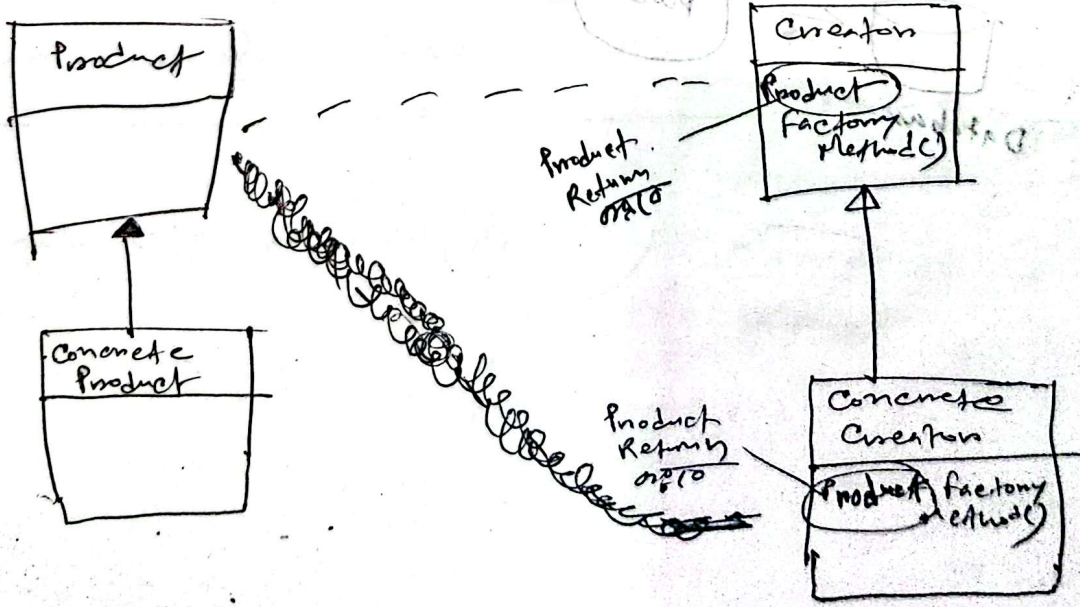
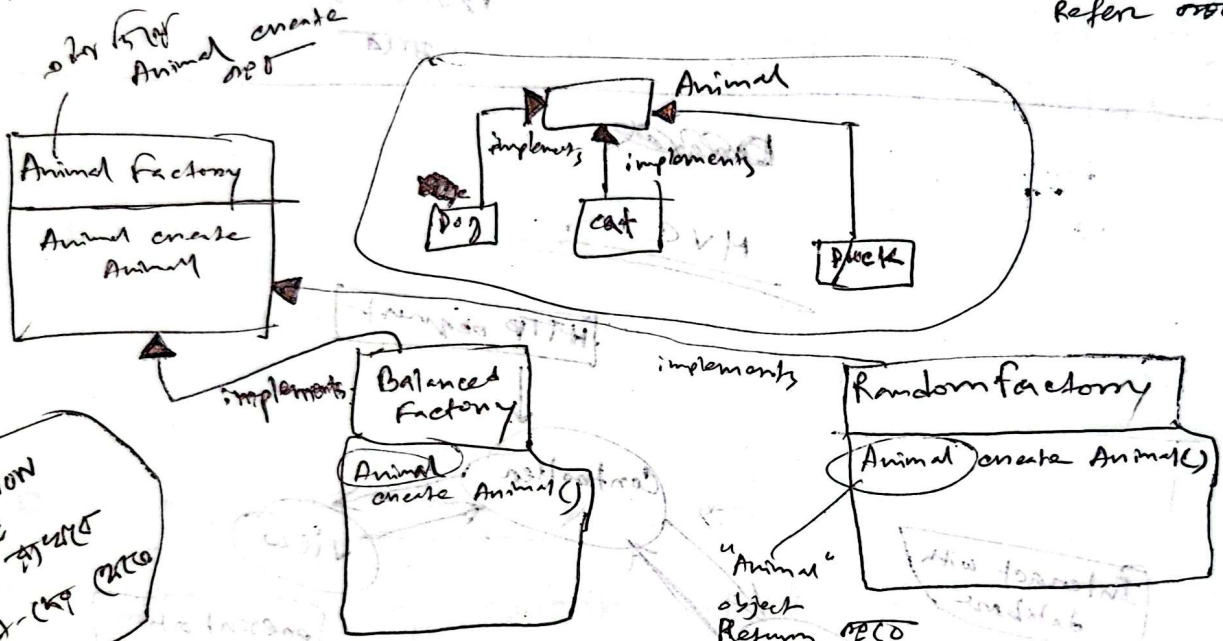
Structural
Patterns

J2EE
Patterns

Client ~~create~~ object create
At method error
idea onto at

Factory Pattern

Parent class - of
object first child class
Refer onto



Singleton Pattern

```
class Singleton {
```

```
    static private Singleton instance;
```

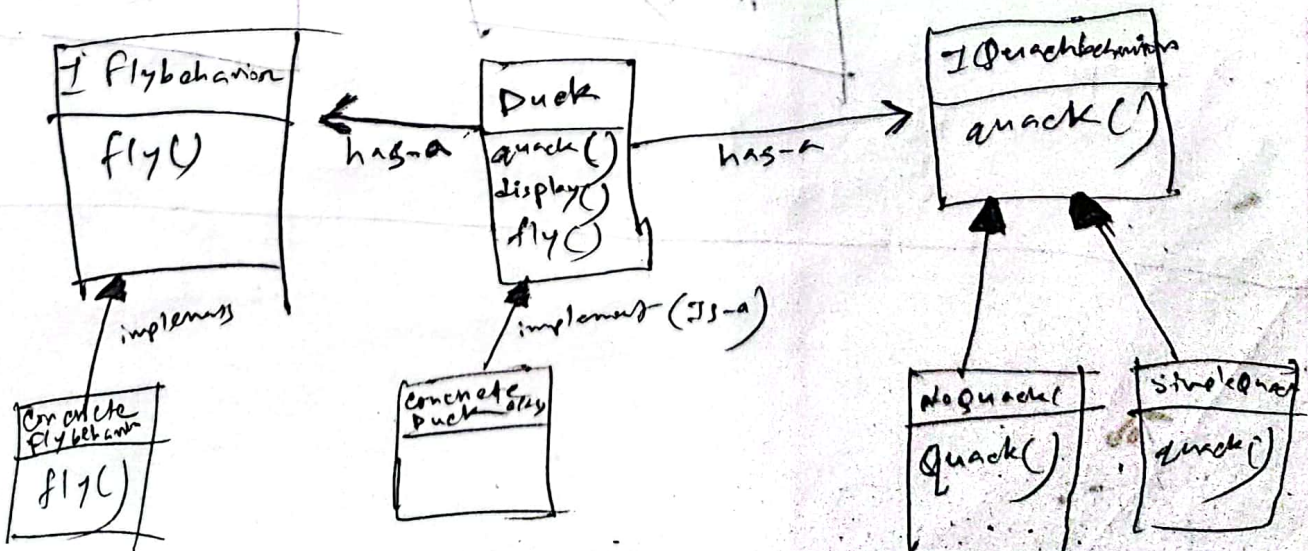
```
    private Singleton() {  
        .....  
    }
```

```
    public static Singleton getInstance()  
    {  
        if (instance == null) {  
            instance = new Singleton();  
        }  
        return instance;  
    }
```

```
class Main {  
    public static void main (
```

```
        args) {  
            Singleton.getInstance();  
        }
```

Strategy Pattern



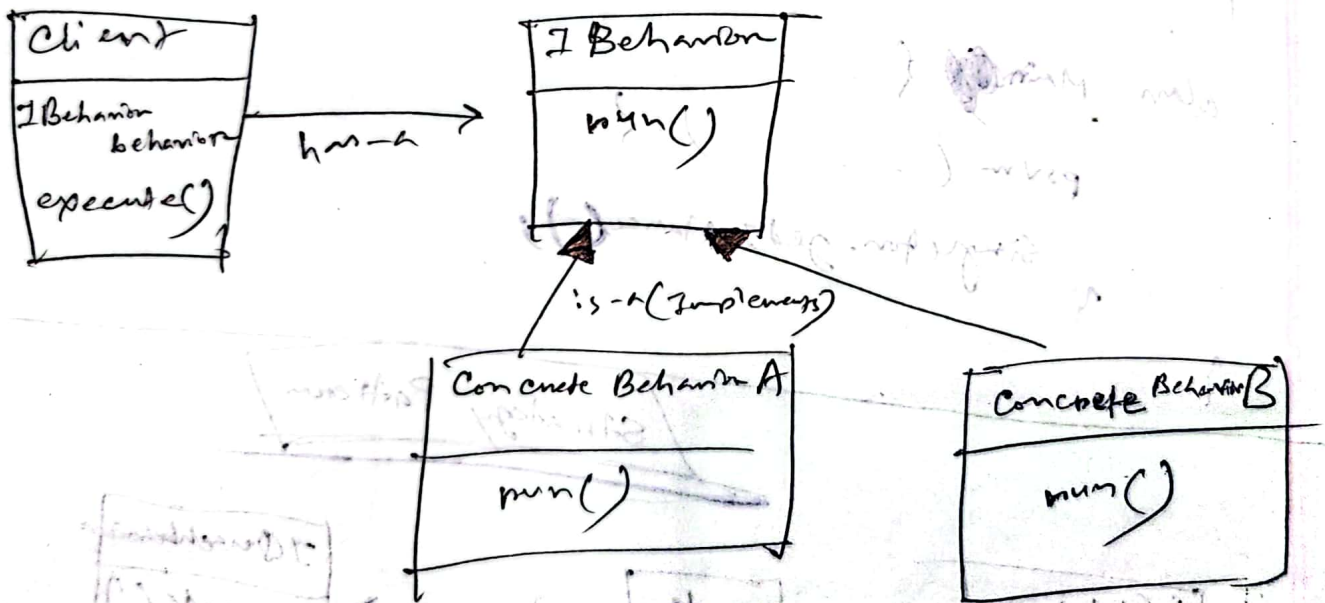
Strategy Pattern

abstract class Duck {

 I FlyBehavior fb;
 I QuackBehavior qb;

 public Duck(FlyBehavior fb, QuackBehavior qb)
 {
 this.fb = fb;
 this.qb = qb;
 }

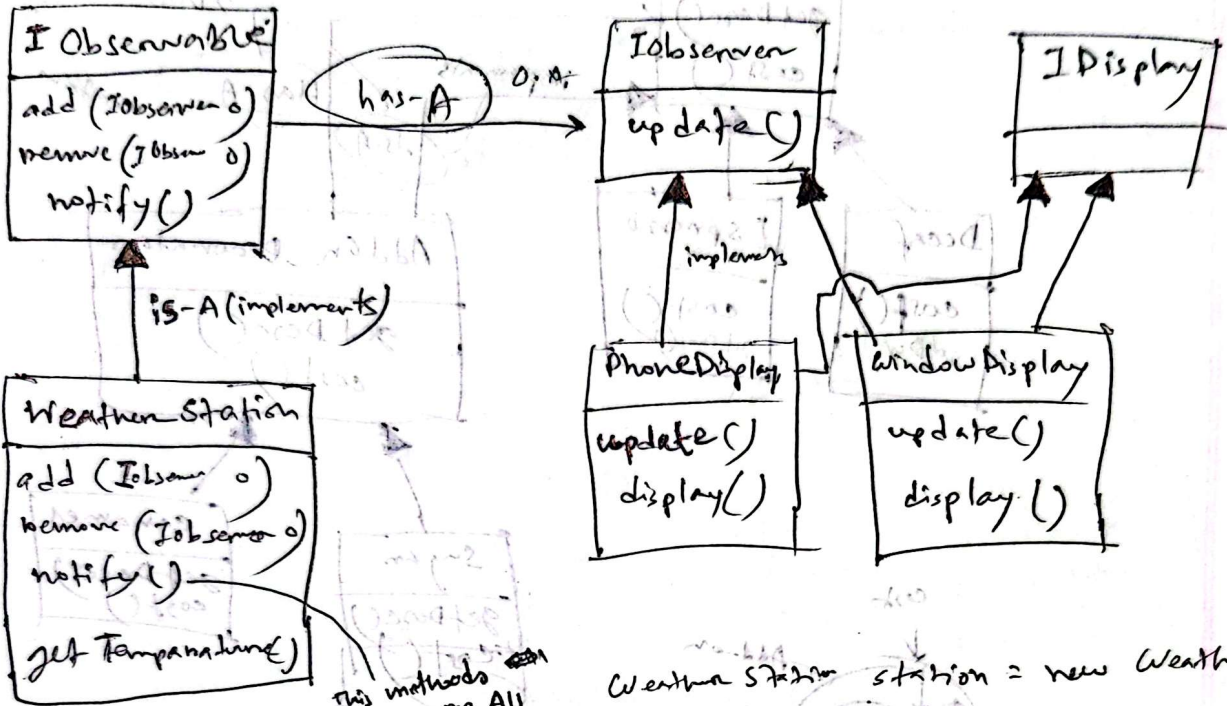
 public void fly() {
 this.fb.fly();
 }
}



Observer Pattern

observable - which change

2nd part of ~~code~~ Notify() method if change state



this methods loops over All I Observable & calls I Observable.update()

Weather Station

station = new Weather Station

Phone Display

display = ~~new Phone Display~~

new Phone Display (new station)

station

pass station

instance of

show

state

state

state

state

state

state

state

state

state

state

Weather Station - 1st part

I Observer - 2nd part

Weather Station change 2nd

I Observer - Notify()

state

state

state

state

state

state

state

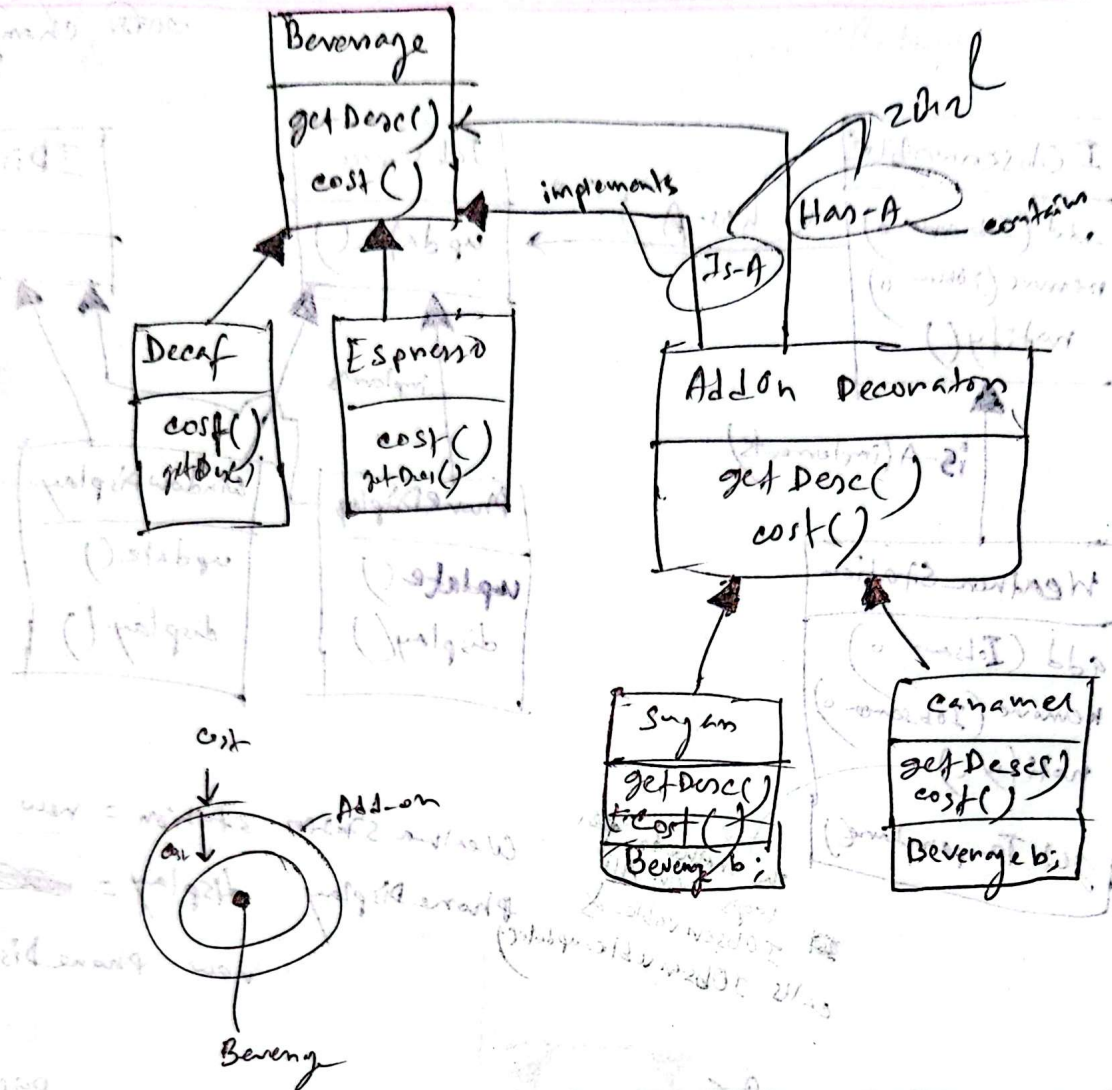
state

state

state

Design Patterns

Decorator Pattern



```

abstract class Beverage() {
    public abstract int cost();
}
    
```

```

class EspressoCoffee extends Beverage {
    public int cost() {
        return 10;
    }
}
    
```

Main class {

```

    Beverage b =
        new Caramel (new Espresso)
    } b.cost();
    
```

abstract class AddOn - Decorator

```

    {
        implements: Beverage
        int cost();
    }
    
```

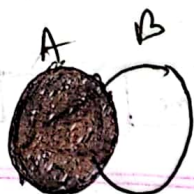
```

    class Caramel extends AddOnDecorator {
        Beverage b;
    }
    
```

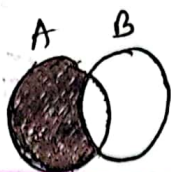
```

    Construction
    {
        Caramel (Beverage b)
        {
            this.b = b;
        }
        int cost() {
            return (this.b.cost() + 3);
        }
    }
    
```

coffee
can't afford
on cost



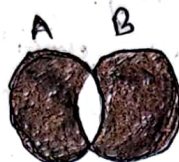
Select * from
A Left join B
on A.key = B.key



Select * from
A Left join B
on A.key = B.key
where, B.key IS NULL ***



Select * from
A Inner join B
on A.key = B.key
Join has same map



Select * from
A Full Outer join B
on A.key = B.key
where A.key ~~IS NULL~~ IS NULL ***
OR B.key IS NULL

Adapter Design Pattern

