



# Builder

*Compositional Design – with a twist...*



Consider your favorite

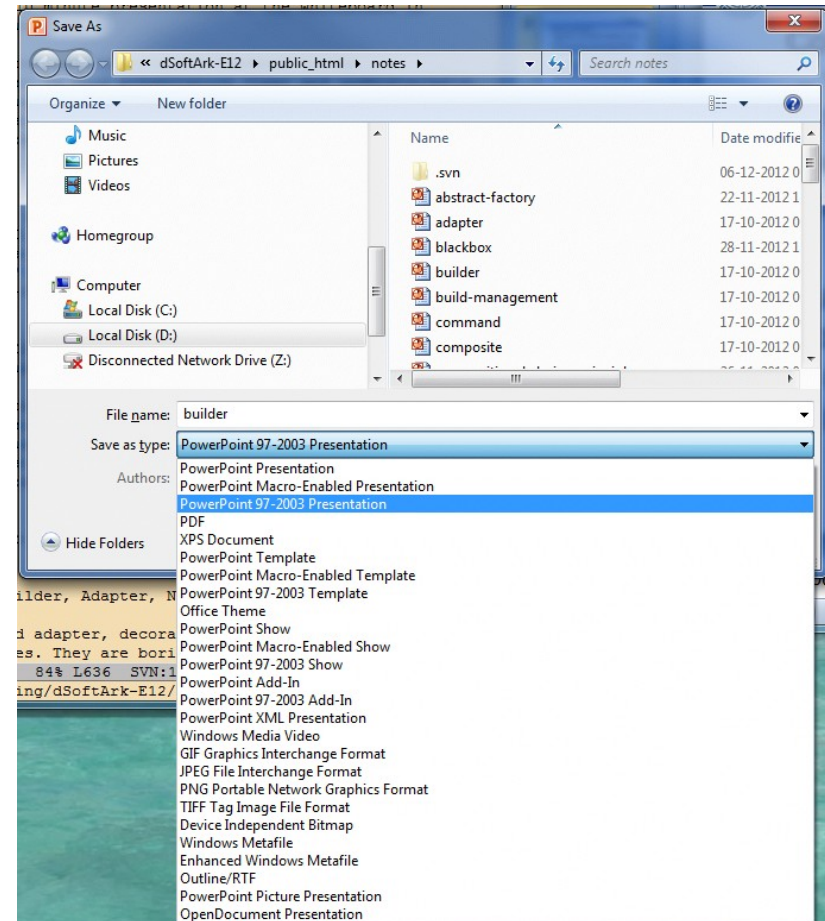
- Text editor, word processor, spreadsheet, drawing tool

They allow editing *a complex data structure* representing a document, spreadsheet, etc.

# Problem

But they also need to *save* it to a persistent store, typically a hard disk.

- Converting internal data structure to external format
- Ex: Binary encoding, XML, HTML, RTF, PDF, ...



# Example

A document consists of

- Sections, subsections
- paragraphs

We like to output in formats:

HTML

```
private String section = "The Builder Pattern";
private String subsection1 = "Intent";
private String paragraph1 =
    "Separate the construction of a complex object\n"+
    "from its representation so that the same construction\n"+
    "process can create different representations.";
private String subsection2 = "Problem";
private String paragraph2 = "(The problem goes here)";
```

```
<H1>The Builder Pattern</H1>
<H2>Intent</H2>
<P>
Separate the construction of a complex object
from its representation so that the same construction
process can create different representations.
</P>
<H2>Problem</H2>
<P>
(The problem goes here)|
</P>
```

Or ASCII

```
1. The Builder Pattern
=====
1.1 Intent
Separate the construction of a complex object
from its representation so that the same construction
process can create different representations.
1.2 Problem
(The problem goes here)
```



## A classic variability problem

- ③ All outputs consist of the same set of “parts” (section, subsection, paragraphs, etc.) but how the parts are built varies. That is, concrete construction of the individual node is variable.
- ① I encapsulate the “construction of parts” in a **builder** interface. A builder interface must have methods to build each unique part: in our case methods like `buildSection`, `buildQuote`, etc. Instances realizing this interface must be able to construct concrete parts to be used in the data structure.
- ② I write the data structure iterator algorithm once, the **director**, and let it request a delegate builder to make the concrete parts as it encounters them.

# Dynamics

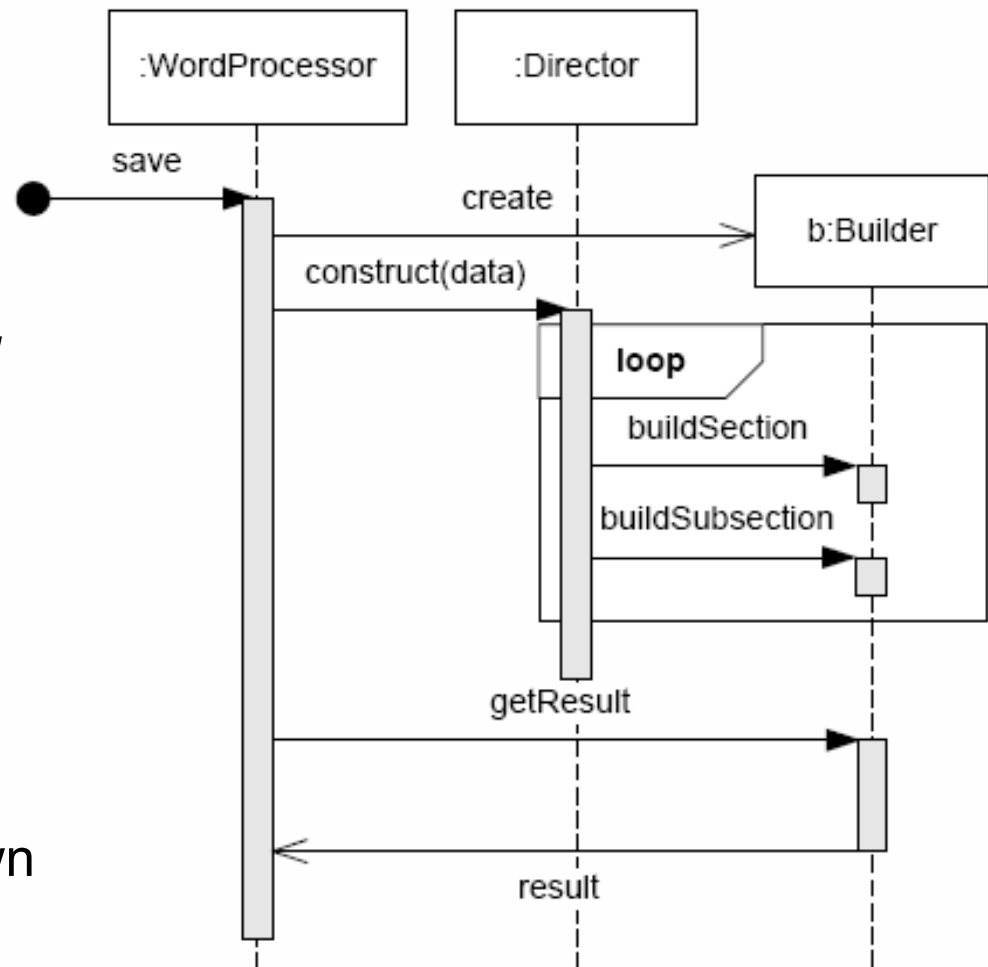
## Create the builder

- User chose 'html' or 'ascii'

The common part is the **director** that knows the *structure and iterates over all its parts*.

The **builder** handles building each part for the particular output format

Output data structure is known to the client





# Demo Code

```
public class BuilderDemo {
    public static void main(String[] args) {
        System.out.println( "=====Demonstration of Builder =====");
        WordProcessor wp = new WordProcessor();

        // This code act as the client role that
        // creates the concrete builders and instruct
        // the director to construct objects.
        AsciiBuilder asciiBuilder;
        asciiBuilder = new AsciiBuilder();
        wp.construct(asciiBuilder);
        System.out.println( "---- The ASCII Builder output ----");
        System.out.println( asciiBuilder.getResult() );

        HTMLBuilder htmlBuilder;
        htmlBuilder = new HTMLBuilder();
        wp.construct(htmlBuilder);
        System.out.println( "---- The HTML Builder ----");
        System.out.println( htmlBuilder.getResult() );

        CountBuilder countBuilder;
        countBuilder = new CountBuilder();
        wp.construct(countBuilder);
        System.out.println( "---- Counting types ----");
        System.out.println( "Sections : "+countBuilder.getSectionCount() );
        System.out.println( "Subsections: "+countBuilder.getSubSectionCount() );
        System.out.println( "Paragraphs : "+countBuilder.getParagraphCount() );
    }
}
```

```
D:\proj\Book\src\chapter\builder>java BuilderDemo
=====Demonstration of Builder =====
--- The ASCII Builder output ---
1. The Builder Pattern
=====
1.1 Intent
Separate the construction of a complex object
from its representation so that the same construction
process can create different representations.
1.2 Problem
<The problem goes here>

--- The HTML Builder ---
<H1>The Builder Pattern</H1>
<H2>Intent</H2>
<P>
Separate the construction of a complex object
from its representation so that the same construction
process can create different representations.
</P>
<H2>Problem</H2>
<P>
<The problem goes here>
</P>

--- Counting types ---
Sections : 1
Subsections: 2
Paragraphs : 2
```

# Builder part

```
/** This is the Builder role, the interface that
 * defines the parts that can be built */
```

```
interface Builder {
    public void buildSection(String text);
    public void buildSubsection(String text);
    public void buildParagraph(String text);
}
```

```
/** A concrete builder implementing a HTML format */
```

```
class HTMLBuilder implements Builder {
    private String result;
    public HTMLBuilder() {
        result = new String();
    }
    public void buildSection(String text) {
        result += "<H1>" + text + "</H1>\n";
    }
    public void buildSubsection(String text) {
        result += "<H2>" + text + "</H2>\n";
    }
    public void buildParagraph(String text) {
        result += "<P>\n" + text + "\n</P>\n";
    }
    public String getResult() {
        return result;
    }
}
```

```
/** A concrete builder that simply counts parts */
```

```
class CountBuilder implements Builder {
    private int section, subsection, paragraph;
    public CountBuilder() {
        section = subsection = paragraph = 0;
    }

    public void buildSection(String text) { section++; }
    public void buildSubsection(String text) { subsection++; }
    public void buildParagraph(String text) { paragraph++; }

    public int getSectionCount() { return section; }
    public int getSubSectionCount() { return subsection; }
    public int getParagraphCount() { return paragraph; }
}
```



# Exercise

Why is there no *getResult* method defined in the interface???

```
/** This is the Builder role, the interface that
 * defines the parts that can be built */
interface Builder {
    public void buildSection(String text);
    public void buildSubsection(String text);
    public void buildParagraph(String text);
}
```



## [22.1] Design Pattern: Builder

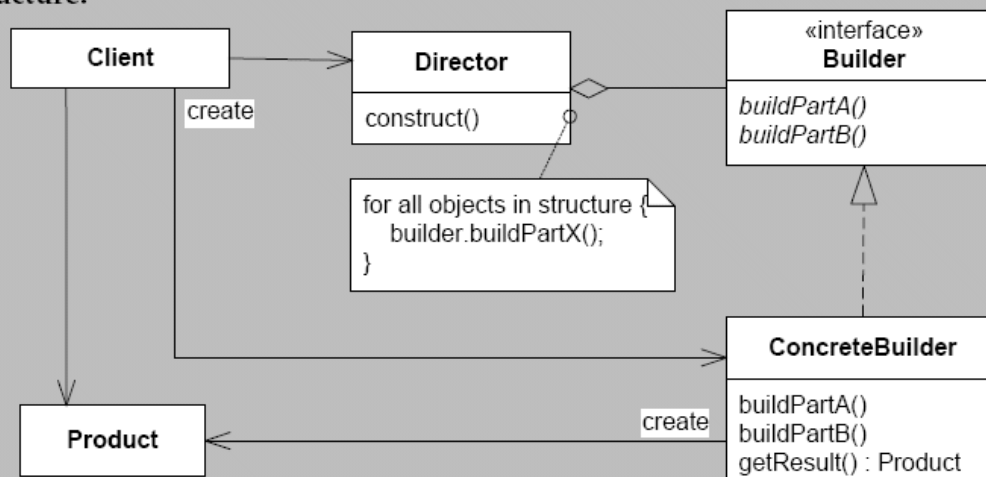
# The Pattern

**Intent** Separate the construction of a complex object from its representation so that the same construction process can create different representations.

**Problem** You have a single defined construction process but the output format varies.

**Solution** Delegate the construction of each part in the process to a builder object; define a builder object for each output format.

**Structure:**



**Roles** **Director** defines a building process but constructing the particular parts is delegated to a **Builder**. A set of **ConcreteBuilders** is responsible to building concrete **Products**.

**Cost - Benefit** It is *easy to define new products* as you can simply define a new builder. The *code for construction and representation is isolated*, and thus multiple directors can use builders and vice versa. Compared to other creational patterns (like ABSTRACT FACTORY) products are not produced in "one shot" but stepwise meaning you have *finer control over the construction process*.

## Benefits are

- Fine grained control over the building process
  - Compare to Abstract Factory
- Construction process and part construction decoupled
  - *Change by addition* to support new formats
  - Many-to-many relation between directors and builders
    - *Reuse the builders in other directors...*

## Liabilities

- Client must know the product of the builder as well as the concrete builder types