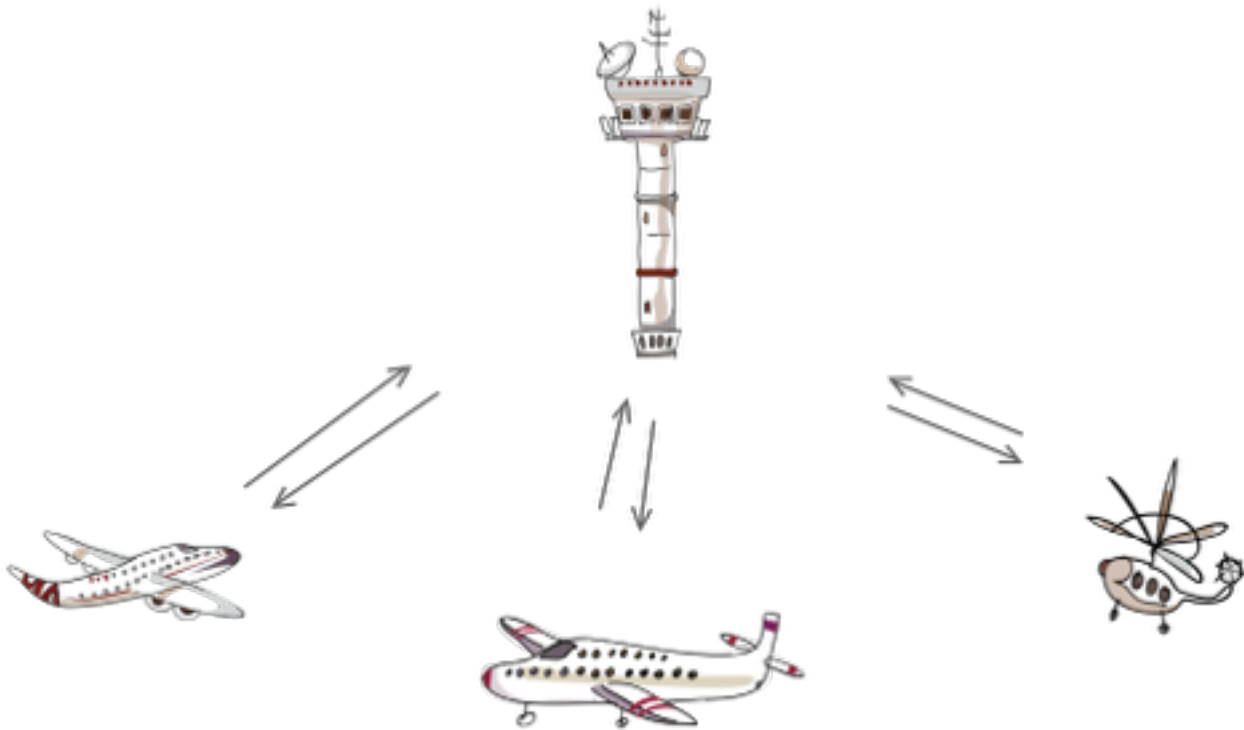


Mediator Pattern



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Introduction

Mediator pattern is used to reduce communication complexity. It allows to communicate between different classes through a mediator class. This pattern use mediator to handles all communications. Mediator pattern is used a lot in chat applications. In our case we will present a presenter chat.

Problem

The mediator pattern is reusable in a lot of situation. You can always make a class to handle the communication between different elements, whatever those elements are.

Every class is separate, it made it easy to maintain. Most of the issues will be treated in the mediator class.

Finally it is easily extendable, you can add as many users you want and any kind of user by implementing a new frame and his interaction with the others. Those changes will mainly concern the mediator.

Presenter Chat

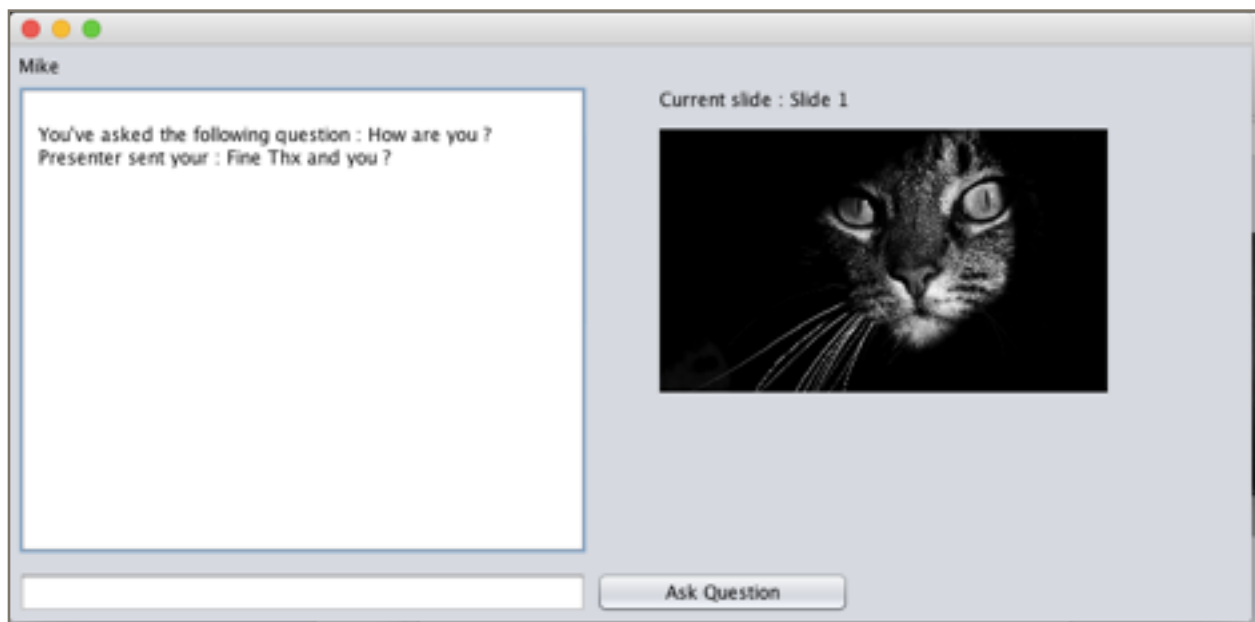
In order to apply the mediator pattern, we decided to develop a presenter chat. This chat contains a mediator where we can add attendees, a presenter frame where the presenter can choose between different slides and an attendee frame where attendees can ask questions to the presenter. The presenter can send his answer to one or to every attendees.

Application of the Mediator Pattern

Our application uses two different clients for the chat. One is the Presenter Frame allowing to choose and display a new slide and to answer attendees' questions.

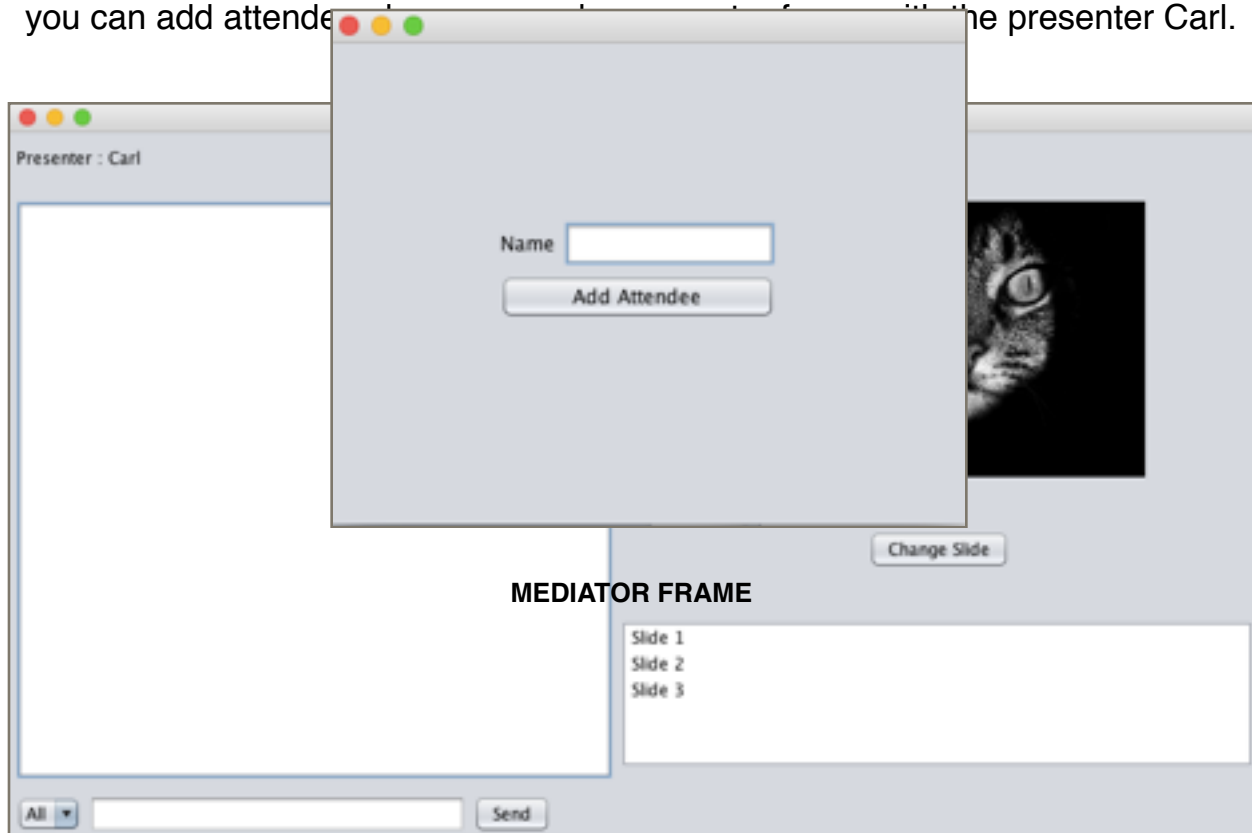
The Attendee class can send a question and receive answers and messages from the presenter. Attendee also display the image from the Presenter Frame.

All of those communications pass through the mediator class. Our mediator receive each action and transfer them to the target.



ATTENDEE FRAME

By running the application, two frames will open. A mediator frame where you can add attendees and a presenter frame with the presenter Carl.



MEDIATOR FRAME

PRESENTER FRAME

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UML Diagram

