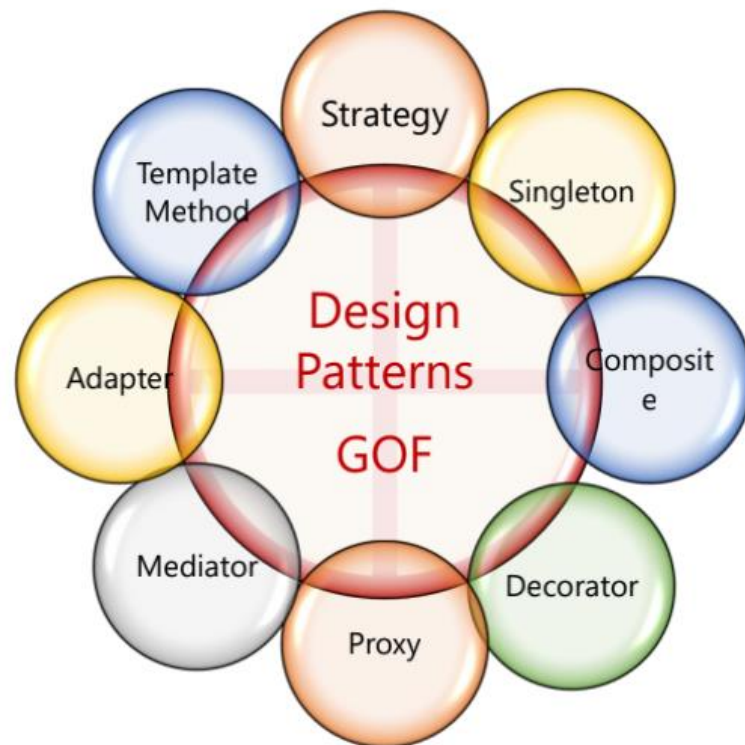


Template Method Pattern



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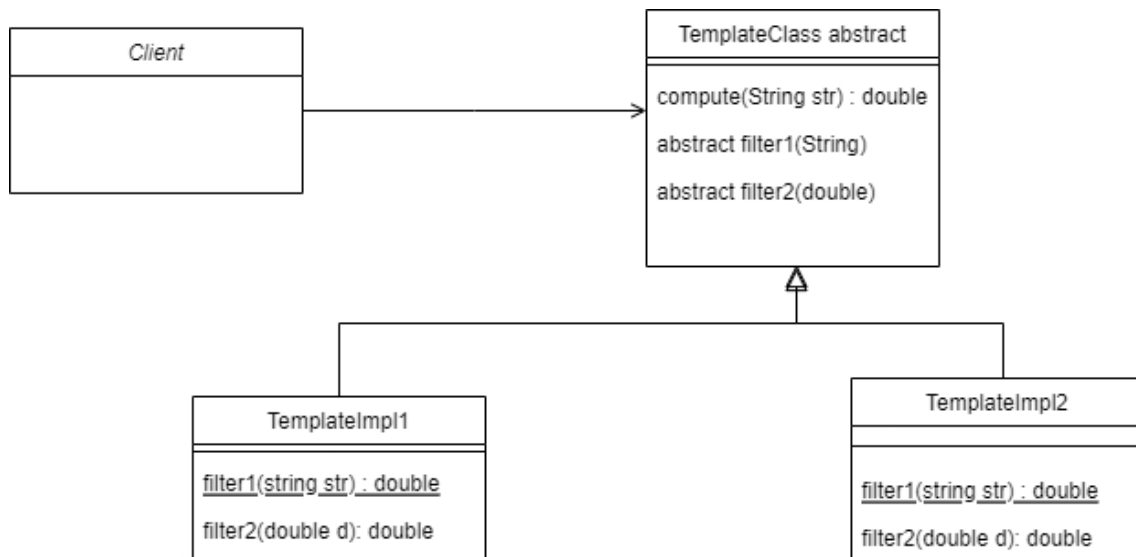
Catégorie :

Comportement

Objectif :

Définir le squelette d'un algorithme en déléguant certaines étapes à des sous-classes.

Diagramme de Classe :



Template class :

```
package template;

public abstract class TemplateClass {
    public double compute(String str){
        int size=str.length();
        double resultat=0;
        for(int i=0;i<size;i++){
            double x=filter1(str);
            resultat+=i*x;
            double y=filter2(resultat);
            resultat+=y*resultat;
        }
        return resultat;
    }

    protected abstract double filter1(String str);
    protected abstract double filter2(double d);
}
```

TemplateImpl1 :

```
package template;

public class TemplateImpl1 extends TemplateClass{
    @Override
    protected double filter1(String str) {
```

```

        return Math.pow(str.length(),4);
    }

    @Override
    protected double filter2(double d) {
        return 2*d;
    }
}

```

TemplateImpl2 :

```

public class TemplateImpl2 extends TemplateClass{
    @Override
    protected double filter1(String str) {
        return Math.pow(str.length(),2);
    }

    @Override
    protected double filter2(double d) {
        return 9*d;
    }
}

```

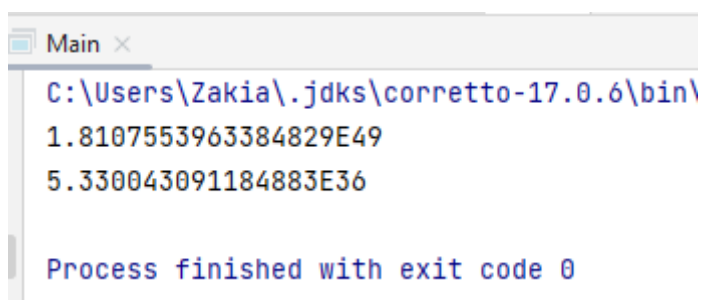
Main

```

public class Main {
    public static void main(String[] args) {
        TemplateClass templateClass=new TemplateImpl1();
        System.out.println(templateClass.compute("hello"));
        templateClass=new TemplateImpl2();
        System.out.println(templateClass.compute("hello"));
    }
}

```

Affichage :



```

Main x
C:\Users\Zakia\.jdk\corretto-17.0.6\bin\
1.8107553963384829E49
5.330043091184883E36

Process finished with exit code 0

```