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# 实物类面向对象设计

文泰来 老师



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# 课程大纲

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- 实物类OOD题型
- 实物类OOD解题思路
- Vending machine
- Coffee maker
- Kindle

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# 实物类OOD题型

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- Vending machine
- Jukebox
- CD Player
- Coffee maker
- Kindle

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# 实物类OOD题型

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- 频率：中高      + 微信study322  
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# 实物类OOD题型

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- 频率：中高
  - 难度：中低
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# 实物类OOD解题技巧

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- 考虑对于实物的输入输出

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# 实物类OOD解题技巧

---

- 考虑对于实物的输入输出

例子: Coffee maker

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# 实物类OOD解题技巧

---

- 考虑对于实物的输入输出

例子: Coffee maker

CofferMaker

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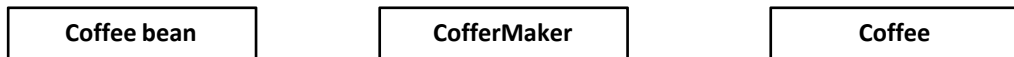


# 实物类OOD解题技巧

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- 考虑对于实物的输入输出

例子: Coffee maker



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# 实物类OOD解题技巧

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- Design pattern的运用

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# 实物类OOD解题技巧

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- Design pattern的运用

State pattern Decorate  
pattern Factory pattern

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# Vending Machine

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- Can you design a vending machine?



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# Clarify

---

- What
- How

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# Clarify

---

- What                      + 微信study322  
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关键字: Vending machine

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# Clarify

---

- What
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关键字: Vending machine



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# Clarify

---

- What + 微信study322  
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关键字: Vending machine



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# Clarify

---

- What                      + 微信study322  
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关键字:    Vending machine, Payment, Item

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# Clarify

---

- 关键字: Vending machine

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# Clarify

---

- 关键字: Vending machine

厂家, 重量, 颜色...

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# Clarify

---

- 关键字: Vending machine

厂家, 重量, 颜色...

VendingMachine
- String manufacture
+ String getManufacture()

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# Clarify

---

- 关键字: Vending machine

大小: Vending machine的大小是否有限制?

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# Clarify

---

- 关键字: **Item**      + 微信study322  
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# Clarify

---

- 关键字: Item      + 微信study322  
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What items does this vending machine sell?



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# Clarify

---

- 关键字: Item      + 微信study322  
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What items does this vending machine sell?

Naïve design approach: each item matches a class



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# Clarify

---

- 关键字: Item      + 微信study322  
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What to do when an item sold out?



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# Clarify

- 关键字: Item + 微信study322  
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What to do when an item sold out?



Design: Might need to support refill use case

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# Clarify

---

- 关键字: **Payment** 加微信study322  
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# Clarify

- 关键字: Payment + 微信study322  
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What are the supported payment methods?

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# Clarify

---

- Payment
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- Coin
- Paper money
- Credit card

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# Clarify

---

- Payment
  - + 微信study322  
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- Coin/Paper money : 知道当前收了多少钱，找零
- Credit card: 直接当前Item的价格

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# Clarify

---

- 对于本题：  
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- 假设Vending machine的大小没有限制
- 假设目前只卖三种产品：Coke, Sprite和Mountain Dew
- 假设目前只接受硬币

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# Clarify

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- How

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# Clarify

- How



# Clarify

---

- How to select item to purchase?

Design: selectItem(?)

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# Clarify

---

- 对于本题：  
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- 假设输入一个input代表一种Item (e.g. A1 -> Coke)

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# Core Object

---

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VendingMachine

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# Core Object

---

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Coin

VendingMachine

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# Core Object

---

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Coin

VendingMachine

Coke

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# Core Object

---

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Coin

VendingMachine

Sprite

Coke

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# Core Object

---

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# Core Object

---

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**Coin**

**VendingMachine**

**Sprite**

**Coke**

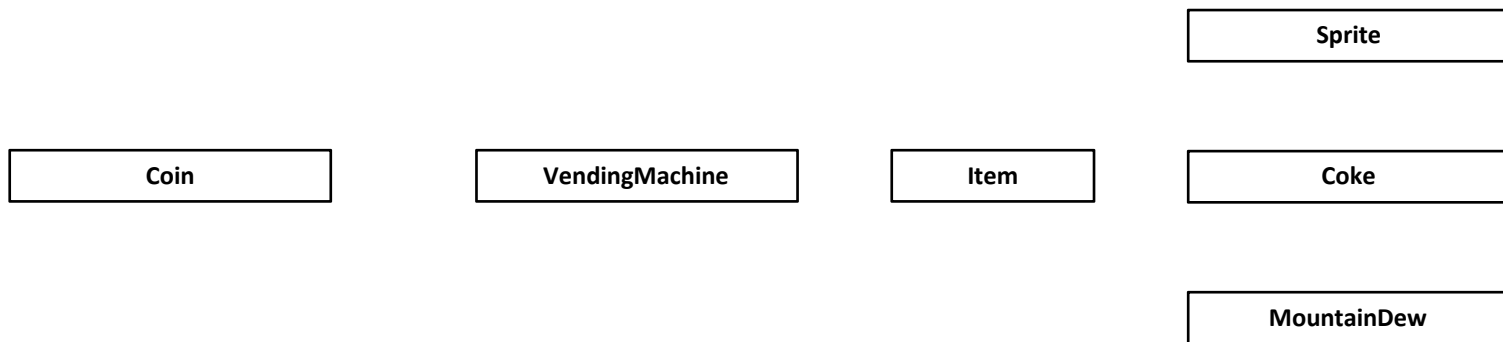
**MountainDew**

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# Core Object

---

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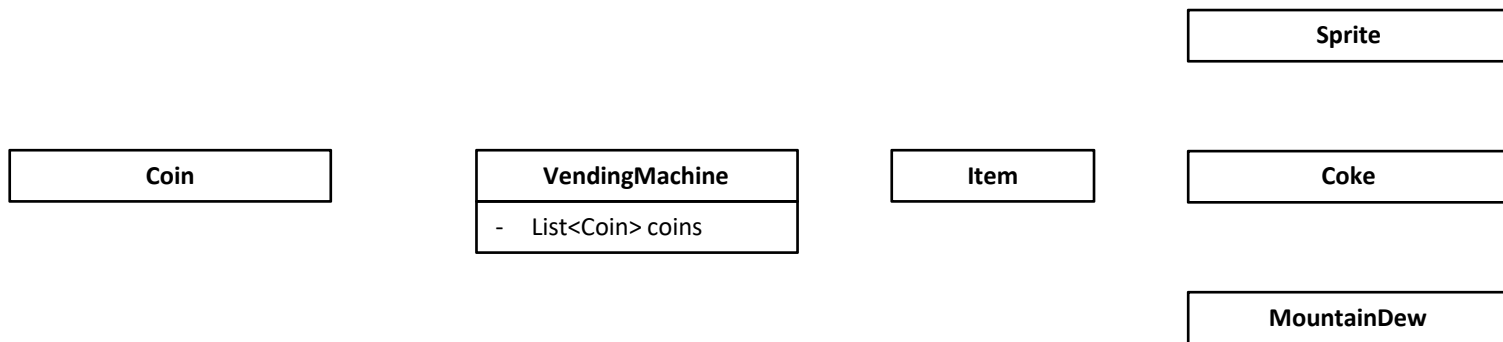


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# Core Object

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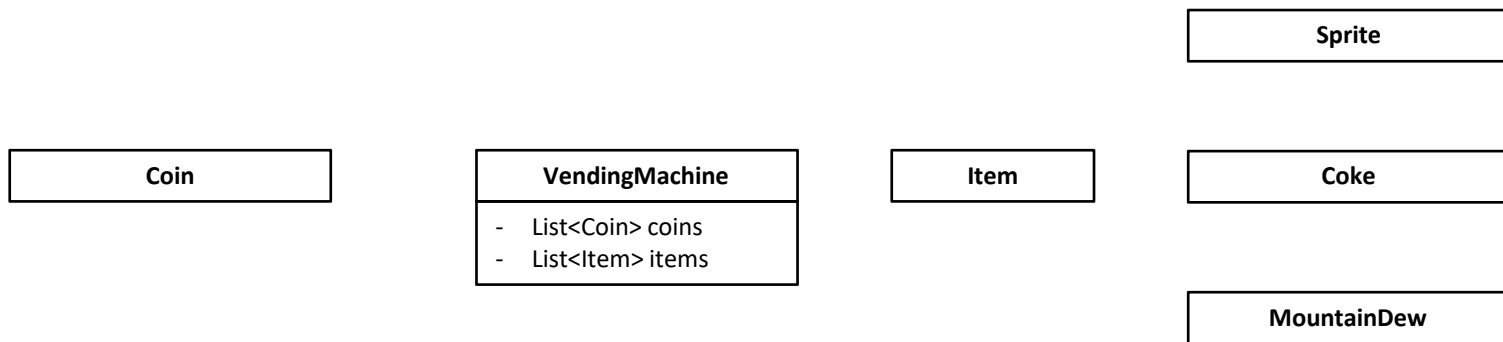


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# Core Object

---

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# Use cases

---

Vending machine

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# Use cases

---

Vending machine:      + 微信study322  
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- Select item

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# Use cases

---

Vending machine:      + 微信study322  
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- Select item
- Insert coin

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# Use cases

---

Vending machine:      + 微信study322  
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- Select item
- Insert coin
- Execute transaction

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# Use cases

---

Vending machine:      + 微信study322  
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- Select item
- Insert coin
- Execute transaction
- Cancel transaction

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# Use cases

---

Vending machine:      + 微信study322  
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- Select item
- Insert coin
- Execute transaction
- Cancel transaction
- Refill items

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# Classes

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VendingMachine
<ul style="list-style-type: none"><li>- List&lt;Coin&gt; coins</li><li>- List&lt;Item&gt; items</li></ul>

Coin
------

Item
------

Sprite
--------

Coke
------

MountainDew
-------------

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Use cases
Select item
Insert coin
Execute transaction
Cancel transaction
Refill items

# Classes

---

Use case: Select item

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- Vending machine takes an external input, shows the price of that item

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# Classes

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VendingMachine
<ul style="list-style-type: none"><li>- List&lt;Coin&gt; coins</li><li>- List&lt;Item&gt; items</li></ul>

Coin
------

Item
------

Sprite
--------

Coke
------

MountainDew
-------------

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Use cases
Select item
Insert coin
Execute transaction
Cancel trans
Refill items

# Classes

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VendingMachine
<ul style="list-style-type: none"><li>- List&lt;Coin&gt; coins</li><li>- List&lt;Item&gt; items</li></ul>
+ float selectItem(String selection)

Coin
------

Item
------

Sprite
--------

Coke
------

MountainDew
-------------

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Use cases
Select item
Insert coin
Execute transaction
Cancel transaction
Refill items

# Classes

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VendingMachine
<ul style="list-style-type: none"><li>- List&lt;Coin&gt; coins</li><li>- List&lt;Item&gt; items</li><li>- Map&lt;String, Item&gt; itemIdentifiers</li></ul>
+ float selectItem(String selection)

Coin
------

Item
------

Sprite
--------

Coke
------

MountainDew
-------------

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Use cases
Select item
Insert coin
Execute transaction
Cancel trans
Refill items

# Challenge

---

“A1” ->



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Vending machine:



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# Classes

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VendingMachine
<ul style="list-style-type: none"><li>- List&lt;Coin&gt; coins</li><li>- List&lt;Item&gt; items</li><li>- Map&lt;String, Item&gt; itemIdentifiers</li></ul>
+ float selectItem(String selection)

Coin
------

ItemInfo
----------

Item
------

Sprite
--------

Coke
------

MountainDew
-------------

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Use cases
Select item
Insert coin
Execute transaction
Cancel transaction
Refill items

# Classes

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VendingMachine
- List<Coin> coins
- List<Item> items
- Map<String, Item> itemIdentifiers
+ float selectItem(String selection)

Coin
------

ItemInfo
- Float price
+ float getPrice()

Item
------

Sprite
--------

Coke
------

MountainDew
-------------

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Use cases
Select item
Insert coin
Execute transaction
Cancel trans
Refill items

# Classes

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VendingMachine
<ul style="list-style-type: none"><li>- List&lt;Coin&gt; coins</li><li>- Map&lt;ItemInfo, List&lt;Item&gt;&gt; items</li><li>- Map&lt;String, Item&gt; itemIdentifiers</li></ul>
+ float selectItem(String selection)

Coin
------

ItemInfo
- Float price
+ float getPrice()

Item
------

Sprite
--------

Coke
------

MountainDew
-------------

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Use cases
Select item
Insert coin
Execute transaction
Cancel trans
Refill items

# Classes

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VendingMachine
<ul style="list-style-type: none"><li>- List&lt;Coin&gt; coins</li><li>- Map&lt;ItemInfo, List&lt;Item&gt;&gt; items</li><li>- Map&lt;String, ItemInfo&gt; itemIdentifiers</li></ul>
+ float selectItem(String selection)

Coin
------

ItemInfo
- Float price
+ float getPrice()

Item
------

Sprite
--------

Coke
------

MountainDew
-------------

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Use cases
Select item
Insert coin
Execute transaction
Cancel transac60
Refill items

# Classes

---

Use case: Insert coin

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- Insert a list of coins into vending machine

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# Classes

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VendingMachine
<ul style="list-style-type: none"><li>- List&lt;Coin&gt; coins</li><li>- Map&lt;ItemInfo, List&lt;Item&gt;&gt; items</li><li>- Map&lt;String, ItemInfo&gt; itemIdentifiers</li></ul>
<ul style="list-style-type: none"><li>+ float selectItem(String selection)</li><li>+ void insertCoins(List&lt;Coin&gt; coins)</li></ul>

Coin
------

ItemInfo
<ul style="list-style-type: none"><li>- Float price</li></ul>
<ul style="list-style-type: none"><li>+ float getPrice()</li></ul>

Item
------

Sprite
--------

Coke
------

MountainDew
-------------

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Use cases
Select item
Insert coin
Execute transaction
Cancel transaction
Refill items

# Classes

---

Use case: Execute transaction

- Get the current selected item
- Compare the item price and inserted coins
- If not enough money, throw an exception
- Else, return the item purchased
- Refund if any

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# Classes

---

Use case: Execute transaction

- Get the current selected item

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# Classes

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VendingMachine
<ul style="list-style-type: none"><li>- List&lt;Coin&gt; coins</li><li>- Map&lt;ItemInfo, List&lt;Item&gt;&gt; items</li><li>- Map&lt;String, ItemInfo&gt; itemIdentifiers</li><li>- ItemInfo currentSelection</li></ul>
<ul style="list-style-type: none"><li>+ float selectItem(String selection)</li><li>+ void insertCoins(List&lt;Coin&gt; coins)</li></ul>

Coin
------

ItemInfo
<ul style="list-style-type: none"><li>- Float price</li></ul>
<ul style="list-style-type: none"><li>+ float getPrice()</li></ul>

Item
------

Sprite
--------

Coke
------

MountainDew
-------------

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Use cases
Select item
Insert coin
Execute transaction
Cancel transaction
Refill items

# Classes

---

Use case: Execute transaction

- Get the current selected item
- Compare the item price and inserted coins

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# Classes

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VendingMachine
<ul style="list-style-type: none"><li>- List&lt;Coin&gt; coins</li><li>- Map&lt;ItemInfo, List&lt;Item&gt;&gt; items</li><li>- Map&lt;String, ItemInfo&gt; itemIdentifiers</li><li>- ItemInfo currentSelection</li><li>- List&lt;Coin&gt; currentCoins</li></ul>
<ul style="list-style-type: none"><li>+ float selectItem(String selection)</li><li>+ void insertCoins(List&lt;Coin&gt; coins)</li></ul>

Coin
------

ItemInfo
<ul style="list-style-type: none"><li>- Float price</li></ul>
<ul style="list-style-type: none"><li>+ float getPrice()</li></ul>

Item
------

Sprite
--------

Coke
------

MountainDew
-------------

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Use cases
Select item
Insert coin
Execute transaction
Cancel transaction
Refill items

# Classes

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VendingMachine
<ul style="list-style-type: none"><li>- List&lt;Coin&gt; coins</li><li>- Map&lt;ItemInfo, List&lt;Item&gt;&gt; items</li><li>- Map&lt;String, ItemInfo&gt; itemIdentifiers</li><li>- ItemInfo currentSelection</li><li>- List&lt;Coin&gt; currentCoins</li></ul>
<ul style="list-style-type: none"><li>+ float selectItem(String selection)</li><li>+ void insertCoins(List&lt;Coin&gt; coins)</li></ul>

<<enumeration>> Coin
<ul style="list-style-type: none"><li>PENNY(1)</li><li>NICKLE(5)</li><li>DIME(10)</li><li>QUARTER(25)</li></ul>
<ul style="list-style-type: none"><li>- Float value</li></ul>

ItemInfo
<ul style="list-style-type: none"><li>- Float price</li></ul>
<ul style="list-style-type: none"><li>+ float getPrice()</li></ul>

Item
------

Sprite
--------

Coke
------

MountainDew
-------------

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Use cases
Select item
Insert coin
Execute transaction
Cancel trans
Refill items

# Classes

---

Use case: Execute transaction

- Get the current selected item
- Compare the item price and inserted coins
- If not enough money, throw an exception

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# Classes

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VendingMachine
<ul style="list-style-type: none"><li>- List&lt;Coin&gt; coins</li><li>- Map&lt;ItemInfo, List&lt;Item&gt;&gt; items</li><li>- Map&lt;String, ItemInfo&gt; itemIdentifiers</li><li>- ItemInfo currentSelection</li><li>- List&lt;Coin&gt; currentCoins</li></ul>
<ul style="list-style-type: none"><li>+ float selectItem(String selection)</li><li>+ void insertCoins(List&lt;Coin&gt; coins)</li></ul>

<<enumeration>> Coin
PENNY(1) NICKLE(5) DIME(10) QUARTER(25)
- Float value

ItemInfo
- Float price
+ float getPrice()

Item
------

Sprite
--------

Coke
------

MountainDew
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NotEnoughMoneyException
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Use cases
Select item
Insert coin
Execute transaction
Cancel transaction
Refill items

# Classes

---

Use case: Execute transaction

- Get the current selected item
- Compare the item price and inserted coins
- If not enough money, throw an exception
- Else, return the item purchased

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# Classes

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VendingMachine
<ul style="list-style-type: none"><li>- List&lt;Coin&gt; coins</li><li>- Map&lt;ItemInfo, List&lt;Item&gt;&gt; items</li><li>- Map&lt;String, ItemInfo&gt; itemIdentifiers</li><li>- ItemInfo currentSelection</li><li>- List&lt;Coin&gt; currentCoins</li></ul>
<ul style="list-style-type: none"><li>+ float selectItem(String selection)</li><li>+ void insertCoins(List&lt;Coin&gt; coins)</li><li>+ Item executeTransaction()</li></ul>

<<enumeration>> Coin
<ul style="list-style-type: none"><li>PENNY(1)</li><li>NICKLE(5)</li><li>DIME(10)</li><li>QUARTER(25)</li></ul>
<ul style="list-style-type: none"><li>- Float value</li></ul>

ItemInfo
<ul style="list-style-type: none"><li>- Float price</li></ul>
<ul style="list-style-type: none"><li>+ float getPrice()</li></ul>

Item
------

Sprite
--------

Coke
------

MountainDew
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NotEnoughMoneyException
-------------------------

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Use cases
Select item
Insert coin
Execute transaction
Cancel transaction
Refill items



# Classes

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Use case: Execute transaction

- Get the current selected item
- Compare the item price and inserted coins
- If not enough money, throw an exception
- Else, return the item purchased
- Refund if any

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# Classes

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VendingMachine
<ul style="list-style-type: none"><li>- List&lt;Coin&gt; coins</li><li>- Map&lt;ItemInfo, List&lt;Item&gt;&gt; items</li><li>- Map&lt;String, ItemInfo&gt; itemIdentifiers</li><li>- ItemInfo currentSelection</li><li>- List&lt;Coin&gt; currentCoins</li></ul>
<ul style="list-style-type: none"><li>+ float selectItem(String selection)</li><li>+ void insertCoins(List&lt;Coin&gt; coins)</li><li>+ Item executeTransaction()</li><li>- List&lt;Coin&gt; refund()</li></ul>

<<enumeration>> Coin
PENNY(1) NICKLE(5) DIME(10) QUARTER(25)
- Float value

ItemInfo
- Float price
+ float getPrice()

Item
------

Sprite
--------

Coke
------

MountainDew
-------------

NotEnoughMoneyException
-------------------------

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Use cases
Select item
Insert coin
Execute transaction
Cancel transaction
Refill items

# Classes

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VendingMachine
<ul style="list-style-type: none"><li>- List&lt;Coin&gt; coins</li><li>- Map&lt;ItemInfo, List&lt;Item&gt;&gt; items</li><li>- Map&lt;String, ItemInfo&gt; itemIdentifiers</li><li>- ItemInfo currentSelection</li><li>- List&lt;Coin&gt; currentCoins</li></ul>
<ul style="list-style-type: none"><li>+ float selectItem(String selection)</li><li>+ void insertCoins(List&lt;Coin&gt; coins)</li><li>+ Pair&lt;Item, List&lt;Coin&gt;&gt; executeTransaction()</li><li>- List&lt;Coin&gt; refund()</li></ul>

<<enumeration>> Coin
PENNY(1) NICKLE(5) DIME(10) QUARTER(25)
- Float value

ItemInfo
- Float price
+ float getPrice()

Item
------

Sprite
--------

Coke
------

MountainDew
-------------

NotEnoughMoneyException
-------------------------

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Use cases
Select item
Insert coin
Execute transaction
Cancel transaction
Refill items

# Coin change

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- <http://www.cnblogs.com/grandyang/p/4840713.html>

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# Classes

---

Use case: Cancel transaction

- Return the current coins that has been inserted

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# Classes

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VendingMachine
<ul style="list-style-type: none"><li>- List&lt;Coin&gt; coins</li><li>- Map&lt;ItemInfo, List&lt;Item&gt;&gt; items</li><li>- Map&lt;String, ItemInfo&gt; itemIdentifiers</li><li>- ItemInfo currentSelection</li><li>- List&lt;Coin&gt; currentCoins</li></ul>
<ul style="list-style-type: none"><li>+ float selectItem(String selection)</li><li>+ void insertCoins(List&lt;Coin&gt; coins)</li><li>+ Pair&lt;Item, List&lt;Coin&gt;&gt; executeTransaction()</li><li>+ List&lt;Coin&gt; cancelTranscation()</li><li>- List&lt;Coin&gt; refund()</li></ul>

<<enumeration>> Coin
PENNY(1) NICKLE(5) DIME(10) QUARTER(25)
- Float value

ItemInfo
- Float price
+ float getPrice()

Item
------

Sprite
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Coke
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MountainDew
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NotEnoughMoneyException
-------------------------

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Use cases
Select item
Insert coin
Execute transaction
Cancel transaction
Refill items

# Classes

---

Use case: Refill items

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- Refill items on top of current stock

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# Classes

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VendingMachine
<ul style="list-style-type: none"><li>- List&lt;Coin&gt; coins</li><li>- Map&lt;ItemInfo, List&lt;Item&gt;&gt; items</li><li>- Map&lt;String, ItemInfo&gt; itemIdentifiers</li><li>- ItemInfo currentSelection</li><li>- List&lt;Coin&gt; currentCoins</li></ul>
<ul style="list-style-type: none"><li>+ float selectItem(String selection)</li><li>+ void insertCoins(List&lt;Coin&gt; coins)</li><li>+ Pair&lt;Item, List&lt;Coin&gt;&gt; executeTransaction()</li><li>+ List&lt;Coin&gt; cancelTransection()</li><li>+ void refillItems(List&lt;Item&gt; items)</li><li>- List&lt;Coin&gt; refund()</li></ul>

<<enumeration>> Coin
PENNY(1) NICKLE(5) DIME(10) QUARTER(25)
- Float value

ItemInfo
- Float price
+ float getPrice()

Item
- ItemInfo info

Sprite
--------

Coke
------

MountainDew
-------------

NotEnoughMoneyException
-------------------------

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Use cases
Select item
Insert coin
Execute transaction
Cancel transaction
Refill items



# Classes

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VendingMachine
<ul style="list-style-type: none"><li>- List&lt;Coin&gt; coins</li><li>- Map&lt;String, ItemInfo&gt; itemIdentifiers</li><li>- ItemInfo currentSelection</li><li>- List&lt;Coin&gt; currentCoins</li><li>- Map&lt;ItemInfo, List&lt;Item&gt;&gt; stock</li></ul>
<ul style="list-style-type: none"><li>+ float selectItem(String selection)</li><li>+ void insertCoins(List&lt;Coin&gt; coins)</li><li>+ Pair&lt;Item, List&lt;Coin&gt;&gt; executeTransaction()</li><li>+ List&lt;Coin&gt; cancelTransection()</li><li>+ void refillItems(List&lt;Item&gt; items)</li><li>- List&lt;Coin&gt; refund()</li></ul>

<<enumeration>> Coin
PENNY(1) NICKLE(5) DIME(10) QUARTER(25)
- Float value

ItemInfo
- Float price
+ float getPrice()

Item
- ItemInfo info

Sprite
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Coke
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MountainDew
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NotEnoughMoneyException
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NotEnoughItemException
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Use cases
Select item
Insert coin
Execute transaction
Cancel transaction
Refill items

# Classes - Final view

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VendingMachine
<ul style="list-style-type: none"><li>- List&lt;Coin&gt; coins</li><li>- Map&lt;String, ItemInfo&gt; itemIdentifiers</li><li>- ItemInfo currentSelection</li><li>- List&lt;Coin&gt; currentCoins</li><li>- Map&lt;ItemInfo, List&lt;Item&gt;&gt; stock</li></ul>
<ul style="list-style-type: none"><li>+ float selectItem(String selection)</li><li>+ void insertCoins(List&lt;Coin&gt; coins)</li><li>+ Pair&lt;Item, List&lt;Coin&gt;&gt; executeTransaction()</li><li>+ List&lt;Coin&gt; cancelTransaction()</li><li>+ void refillItems(List&lt;Item&gt; items)</li><li>- List&lt;Coin&gt; refund()</li></ul>

<<enumeration>> Coin
PENNY(1) NICKLE(5) DIME(10) QUARTER(25)
- Float value

ItemInfo
- Float price
+ float getPrice()

Item
- ItemInfo info

Sprite
--------

Coke
------

MountainDew
-------------

NotEnoughMoneyException
-------------------------

NotEnoughItemException
------------------------

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Use cases
Select item
Insert coin
Execute transaction
Cancel transaction
Refill items

## Good practice

---

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```
stock = new HashMap<ItemInfo, List<Item>>();
```

```
public void refillItem(List<Item> items)
{
    for(Item item : items)
    {
        ItemInfo info = item.getInfo();
        List<Item> itemsInStock = stock.get(info);
        itemsInStock.add(item);
        stock.put(info, itemsInStock);
    }
}
```

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# Good practice

---

```
class Stock
{
    private HashMap<ItemInfo, List<Item>> stock;

    public void add(Item item)
    {
        ItemInfo info = item.getInfo();
        List<Item> itemsInStock = stock.get(info);
        itemsInStock.add(item);
        stock.put(info, itemsInStock);
    }
}

stock = new Stock();

public void refillItem(List<Item> items)
{
    for(Item item : items)
    {
        stock.add(item);
    }
}
```

# Good practice

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VendingMachine
<ul style="list-style-type: none"><li>- List&lt;Coin&gt; coins</li><li>- List&lt;Item&gt; items</li><li>- Map&lt;String, ItemInfo&gt; itemIdentifiers</li><li>- ItemInfo currentSelection</li><li>- List&lt;Coin&gt; currentCoins</li><li>- Map&lt;ItemInfo, List&lt;Item&gt;&gt; stock</li></ul>
<ul style="list-style-type: none"><li>+ float selectItem(String selection)</li><li>+ void insertCoins(List&lt;Coin&gt; coins)</li><li>+ Pair&lt;Item, List&lt;Coin&gt;&gt; executeTransaction()</li><li>+ List&lt;Coin&gt; cancelTransection()</li><li>+ void refillItems(List&lt;Item&gt; items)</li><li>- List&lt;Coin&gt; refund()</li></ul>

<<enumeration>> Coin
PENNY(1) NICKLE(5) DIME(10) QUARTER(25)
- Float value

Stock
- Map<ItemInfo, List<Item>> stock
+ int getQuantity(ItemInfo info) + void add(Item t) + void deduct(ItemInfo info)

ItemInfo
- Float price
+ float getPrice()

Item
- ItemInfo info

Sprite
--------

Coke
------

MountainDew
-------------

NotEnoughMoneyException
-------------------------

NotEnoughItemException
------------------------

Use cases
Select item
Insert coin
Execute transaction
Cancel transaction
Refill items

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# Good practice

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VendingMachine
<ul style="list-style-type: none"><li>- List&lt;Coin&gt; coins</li><li>- List&lt;Item&gt; items</li><li>- Map&lt;String, ItemInfo&gt; itemIdentifiers</li><li>- ItemInfo currentSelection</li><li>- List&lt;Coin&gt; currentCoins</li><li>- Stock stock</li></ul>
<ul style="list-style-type: none"><li>+ float selectItem(String selection)</li><li>+ void insertCoins(List&lt;Coin&gt; coins)</li><li>+ Pair&lt;Item, List&lt;Coin&gt;&gt; executeTransaction()</li><li>+ List&lt;Coin&gt; cancelTransection()</li><li>+ void refillItems(List&lt;Item&gt; items)</li><li>- List&lt;Coin&gt; refund()</li></ul>

<<enumeration>> Coin
PENNY(1) NICKLE(5) DIME(10) QUARTER(25)
- Float value

Stock
- Map<ItemInfo, List<Item>> stock
+ int getQuantity(ItemInfo info) + void add(Item t) + void deduct(ItemInfo info)

ItemInfo
- Float price
+ float getPrice()

Item
- ItemInfo info

Sprite
--------

Coke
------

MountainDew
-------------

NotEnoughMoneyException
-------------------------

NotEnoughItemException
------------------------

Use cases
Select item
Insert coin
Execute transaction
Cancel transaction
Refill items

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# Challenge

---

- For these use cases:
  - Select item
  - Insert coin
  - Execute transaction
  - Cancel transaction

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# Challenge

---

- For these use cases! 加微信study322 获取全新2022版
  - Select item
  - Insert coin
  - Execute transaction
  - Cancel transaction

What will happen if some item has been selected?

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# Challenge

---

- For these use cases:
  - Select item : throws a selections has already been made
  - Insert coin
  - Execute transaction
  - Cancel transaction

What will happen if some item has been selected?

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# Challenge

---

- For these use cases:
  - Select item : throws a selections has already been made
  - Insert coin : update current inserted value
  - Execute transaction
  - Cancel transaction

What will happen if some item has been selected?

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# Challenge

---

- For these use cases:
  - Select item : throws a selections has already been made
  - Insert coin : update current inserted value
  - Execute transaction : Get selected item if money is enough
  - Cancel transaction

What will happen if some item has been selected?

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# Challenge

---

- For these use cases:
  - Select item : throws a selections has already been made
  - Insert coin : update current inserted value
  - Execute transaction : Get selected item if money is enough
  - Cancel transaction : return money and empty selected item

What will happen if some item has been selected?

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# Challenge

---

- For these use cases! 加微信study322 获取全新2022版
  - Select item
  - Insert coin
  - Execute transaction
  - Cancel transaction

What will happen if none item has been selected?

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# Challenge

---

- For these use cases!  
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- Select item : make a selection
- Insert coin
- Execute transaction
- Cancel transaction

What will happen if none item has been selected?

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# Challenge

---

- For these use cases! 加微信study322 获取全新2022版
  - Select item : make a selection
  - Insert coin : throws to ask user make a selection first
  - Execute transaction
  - Cancel transaction

What will happen if none item has been selected?

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# Challenge

---

- For these use cases: 加微信study322 获取全新2022版
  - Select item : make a selection
  - Insert coin : throws to ask user make a selection first
  - Execute transaction : throws to ask user to make a selection first
  - Cancel transaction

What will happen if none item has been selected?

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# Challenge

---

- For these use cases! 加微信study322 获取全新2022版
  - Select item : make a selection
  - Insert coin : throws to ask user make a selection first
  - Execute transaction : throws to ask user to make a selection first
  - Cancel transaction : maybe not doing anything or throw

What will happen if none item has been selected?

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# Challenge

---

- Insert coin

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```
public void insertCoin(List<Coin> coins)
{
    if(selectedItem == null)
    {
        throw new Exception("You need to make a selection first");
    }
    else if(selectedItem != null)
    {
        currentCoins.add(coins);
    }
}
```

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# Challenge

---

- 我们刚刚考虑了HAS\_SELECTION 和 NO\_SELECTION 的情况

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# Challenge

---

- 我们刚刚考虑了HAS\_SELECTION 和 NO\_SELECTION 的情况
- 那么对于：
  - COINS\_INSERTED
  - VENDING

应该怎么办？

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# Challenge

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```
public void insertCoin(List<Coin> coins)
{
    if(selectedItem == null)
    {
        throw new Exception("You need to make a selection first");
    }
    else if(selectedItem != null)
    {
        currentCoins.add(coins);
    }
    else if(VENDING)
    {
        throw new Exception("Be patient, item is coming out, dont need to pay once more");
    }
    ...
}
```

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# Challenge

---

- State Design Pattern

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# Challenge

---

- State Design Pattern

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States:

- HAS\_SELECTION
- NO\_SELECTION
- COINS\_INSERTED
- VENDING

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# Challenge

---

- State Design Pattern

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State related actions:

- select item
- insert coin
- execute transaction
- cancel transaction

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# Classes

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VendingMachine
<ul style="list-style-type: none"><li>- List&lt;Coin&gt; coins</li><li>- List&lt;Item&gt; items</li><li>- Map&lt;String, ItemInfo&gt; itemIdentifiers</li><li>- ItemInfo currentSelection</li><li>- List&lt;Coin&gt; currentCoins</li><li>- Map&lt;ItemInfo, List&lt;Item&gt;&gt; stock</li></ul>
<ul style="list-style-type: none"><li>+ float selectItem(String selection)</li><li>+ void insertCoins(List&lt;Coin&gt; coins)</li><li>+ Item executeTransaction()</li><li>+ List&lt;Coin&gt; cancelTransaction()</li><li>+ void refillItems(List&lt;Item&gt; items)</li><li>- List&lt;Coin&gt; refund()</li></ul>

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Use cases
Select item
Insert coin
Execute transaction
Cancel transaction
Refill items

# Classes

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VendingMachine
<ul style="list-style-type: none"><li>- List&lt;Coin&gt; coins</li><li>- List&lt;Item&gt; items</li><li>- Map&lt;String, ItemInfo&gt; itemIdentifiers</li><li>- ItemInfo currentSelection</li><li>- List&lt;Coin&gt; currentCoins</li><li>- Map&lt;ItemInfo, List&lt;Item&gt;&gt; stock</li></ul>
<ul style="list-style-type: none"><li>+ float selectItem(String selection)</li><li>+ void insertCoins(List&lt;Coin&gt; coins)</li><li>+ Item executeTransaction()</li><li>+ List&lt;Coin&gt; cancelTranscation()</li><li>+ void refillItems(List&lt;Item&gt; items)</li><li>- List&lt;Coin&gt; refund()</li></ul>

<<interface>> State
<ul style="list-style-type: none"><li>+ float selectItem(String selection)</li><li>+ void insertCoins(List&lt;Coin&gt; coins)</li><li>+ Item executeTransaction()</li><li>+ List&lt;Coin&gt; cancelTranscation()</li></ul>

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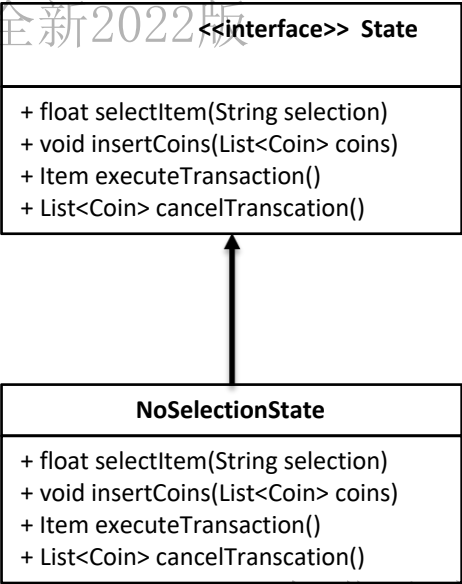
Use cases
Select item
Insert coin
Execute transaction
Cancel transaction
Refill items

# Classes

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VendingMachine
<ul style="list-style-type: none"><li>- List&lt;Coin&gt; coins</li><li>- List&lt;Item&gt; items</li><li>- Map&lt;String, ItemInfo&gt; itemIdentifiers</li><li>- ItemInfo currentSelection</li><li>- List&lt;Coin&gt; currentCoins</li><li>- Map&lt;ItemInfo, List&lt;Item&gt;&gt; stock</li></ul>
<ul style="list-style-type: none"><li>+ float selectItem(String selection)</li><li>+ void insertCoins(List&lt;Coin&gt; coins)</li><li>+ Item executeTransaction()</li><li>+ List&lt;Coin&gt; cancelTranscation()</li><li>+ void refillItems(List&lt;Item&gt; items)</li><li>- List&lt;Coin&gt; refund()</li></ul>



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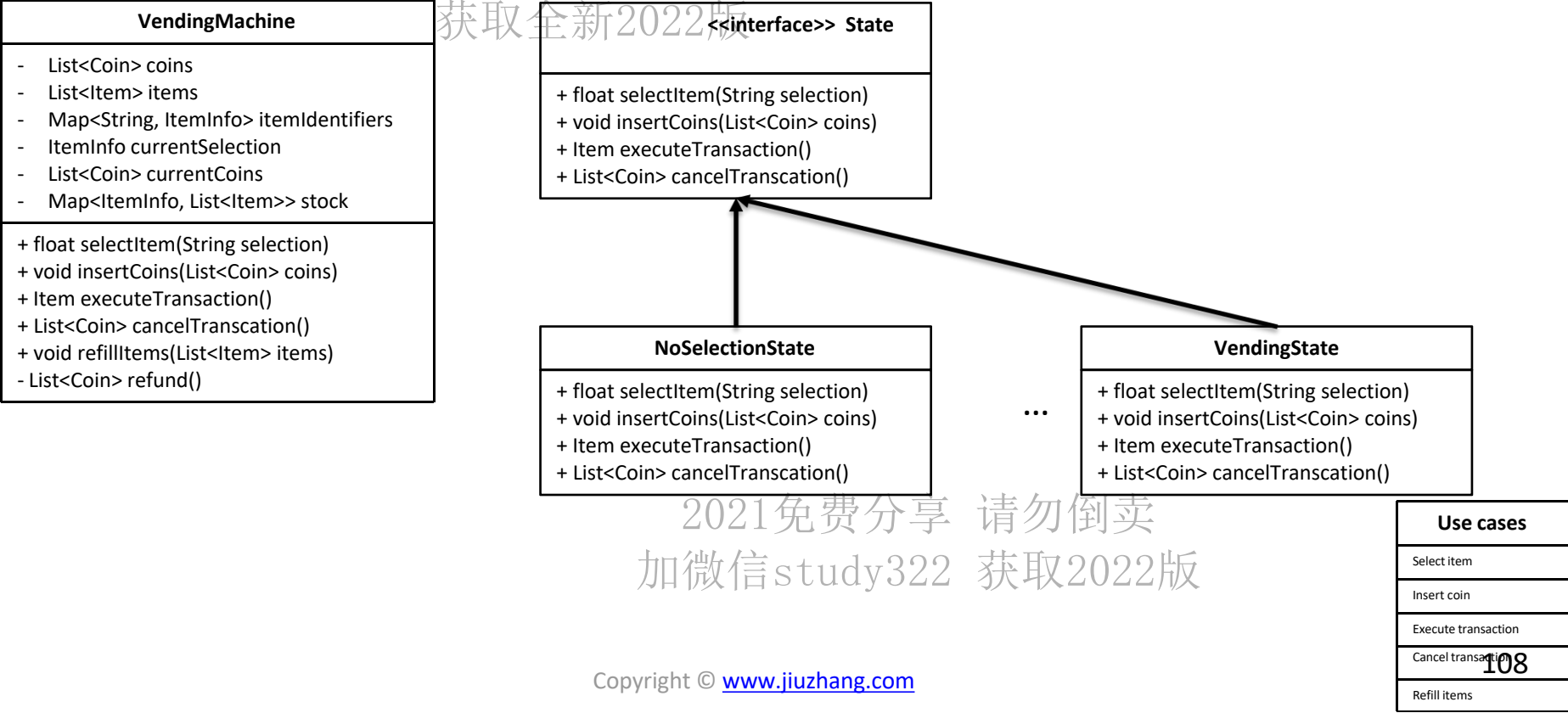
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Use cases
Select item
Insert coin
Execute transaction
Cancel transaction
Refill items

# Classes

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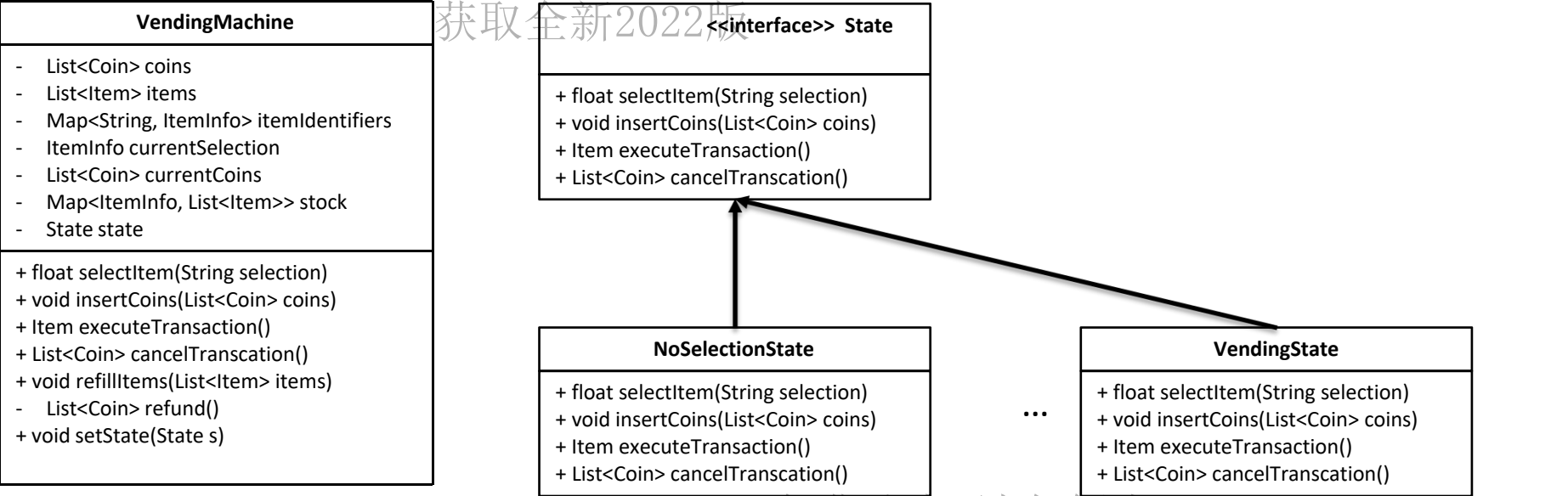


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# Classes

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Use cases
Select item
Insert coin
Execute transaction
Cancel transaction
Refill items

# Classes

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获取全新2022版

VendingMachine
<ul style="list-style-type: none"><li>- List&lt;Coin&gt; coins</li><li>- List&lt;Item&gt; items</li><li>- Map&lt;String, ItemInfo&gt; itemIdentifiers</li><li>- ItemInfo currentSelection</li><li>- List&lt;Coin&gt; currentCoins</li><li>- Map&lt;ItemInfo, List&lt;Item&gt;&gt; stock</li><li>- State state</li><li>- HasSelectionState hasSelectionState</li><li>- ...</li><li>- VendingState vendingState</li></ul>
<ul style="list-style-type: none"><li>+ float selectItem(String selection)</li><li>+ void insertCoins(List&lt;Coin&gt; coins)</li><li>+ Item executeTransaction()</li><li>+ List&lt;Coin&gt; cancelTransection()</li><li>+ void refillItems(List&lt;Item&gt; items)</li><li>- List&lt;Coin&gt; refund()</li><li>+ void setState(State s)</li></ul>

<<interface>> State
<ul style="list-style-type: none"><li>+ float selectItem(String selection)</li><li>+ void insertCoins(List&lt;Coin&gt; coins)</li><li>+ Item executeTransaction()</li><li>+ List&lt;Coin&gt; cancelTransection()</li></ul>

NoSelectionState
<ul style="list-style-type: none"><li>+ float selectItem(String selection)</li><li>+ void insertCoins(List&lt;Coin&gt; coins)</li><li>+ Item executeTransaction()</li><li>+ List&lt;Coin&gt; cancelTransection()</li></ul>

...

VendingState
<ul style="list-style-type: none"><li>+ float selectItem(String selection)</li><li>+ void insertCoins(List&lt;Coin&gt; coins)</li><li>+ Item executeTransaction()</li><li>+ List&lt;Coin&gt; cancelTransection()</li></ul>

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Use cases
Select item
Insert coin
Execute transaction
Cancel transaction
Refill items

# Vending machine

---

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```
public interface State {  
    public void selectItem(String selection);  
    public void insertMoney(int value);  
    public void executeTransaction();  
    public int cancelTransaction();  
}
```

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# Vending machine

```
public class VendingMachine {  
  
    private AbstractState state;  
    private NoSelectionState noSelectionState;  
    private HasSelectionState hasSelectionState;  
    private InsertedMoneyState insertedMoneyState;  
  
    public VendingMachine()  
    {  
        noSelectionState = new NoSelectionState(this);  
        hasSelectionState = new HasSelectionState(this);  
        insertedMoneyState = new InsertedMoneyState(this);  
        state = noSelectionState;  
    }  
  
    public void changeToNoSelectionState()  
    {  
        state = noSelectionState;  
    }  
  
    public void changeToHasSelectionState()  
    {  
        state = hasSelectionState;  
    }  
  
    public void changeToInsertedMoneyState()  
    {  
        state = insertedMoneyState;  
    }  
  
    public void selectItem(String selection)  
    {  
        state.selectItem(selection);  
    }  
  
    public void addMoney(int value)  
    {  
        state.insertMoney(value);  
    }  
  
    public void executeTransaction()  
    {  
        state.executeTransaction();  
    }  
  
    public int cancelTransaction()  
    {  
        return state.cancelTransaction();  
    }  
}
```

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```
public class NoSelectionState implements AbstractState{  
  
    VendingMachine vendingMachine;  
  
    public NoSelectionState(VendingMachine vendingMachine) {  
        this.vendingMachine = vendingMachine;  
    }  
  
    @Override  
    public void selectItem(String selection) {  
        // TODO Auto-generated method stub  
        vendingMachine.setSelectedItem(selection);  
        vendingMachine.changeToHasSelectionState();  
    }  
  
    @Override  
    public void insertMoney(int value) {  
        // TODO Auto-generated method stub  
        System.out.println("Please make a selection first");  
    }  
  
    @Override  
    public void executeTransaction() {  
        // TODO Auto-generated method stub  
        System.out.println("Please make a selection first");  
    }  
  
    @Override  
    public int cancelTransaction() {  
        // TODO Auto-generated method stub  
        System.out.println("Please make a selection first");  
        return 0;  
    }  
}
```

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# Real life object

---

- 难度不大                      + 微信study322  
                                        获取全新2022版
- 从Input / Output 考虑
- 继承关系
- 考虑Exception
- Design pattern if possible

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# Coffee maker

---

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# Clarify

---

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关键字: Coffee maker

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# Clarify

---

- What + 微信study322  
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关键字: Coffee maker



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# Clarify

- Input

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# Clarify

- Output

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# Clarify

---

- 对于本题      + 微信study322  
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Input: Coffee packs

Output: Espresso

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# Clarify

---

- How

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# Clarify

- How



# Clarify

---

- What are the functions that our coffee maker supports?

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# Clarify

---

- 对于本题：  
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- Brew



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# Core object

---

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CoffeeMaker

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# Core object

---

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CoffeePack

CoffeeMaker

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# Core object

---

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CoffeePack

CoffeeMaker

Expresso

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# Use cases

---

- Coffee maker
  - + 微信study322  
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- Brew

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# Classes

---

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CoffeePack

CoffeeMaker

Espresso

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# Classes

---

- Use case: Brew    + 微信study322  
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Coffee machine expected to use a coffee pack to get espresso coffee

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# Classes

---

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<b>CoffeePack</b>
-------------------

<b>CoffeeMaker</b>
+ Espresso brewCoffee(CoffeePack pack)

<b>Espresso</b>
-----------------

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# Challenge

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如果需要能制作出多种咖啡  
(价格不同), 需要怎么做?

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# Classes

---

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<b>CoffeePack</b>
-------------------

<b>CoffeeMaker</b>
+ Espresso brewCoffee(CoffeePack pack)

<b>Espresso</b>
-----------------

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CoffeePack
------------

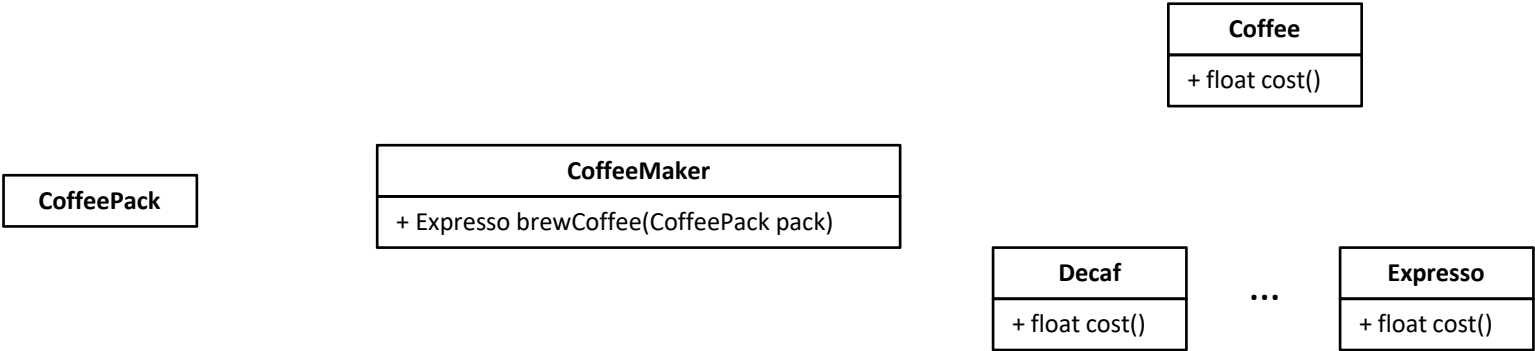
CoffeeMaker
+ Espresso brewCoffee(CoffeePack pack)

Coffee
+ float cost()

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# 继承

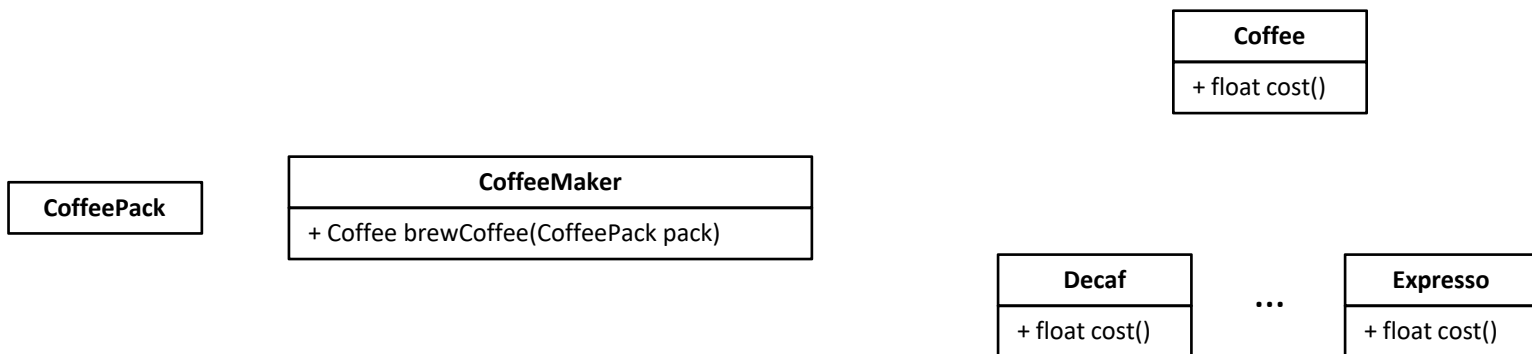
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# 继承

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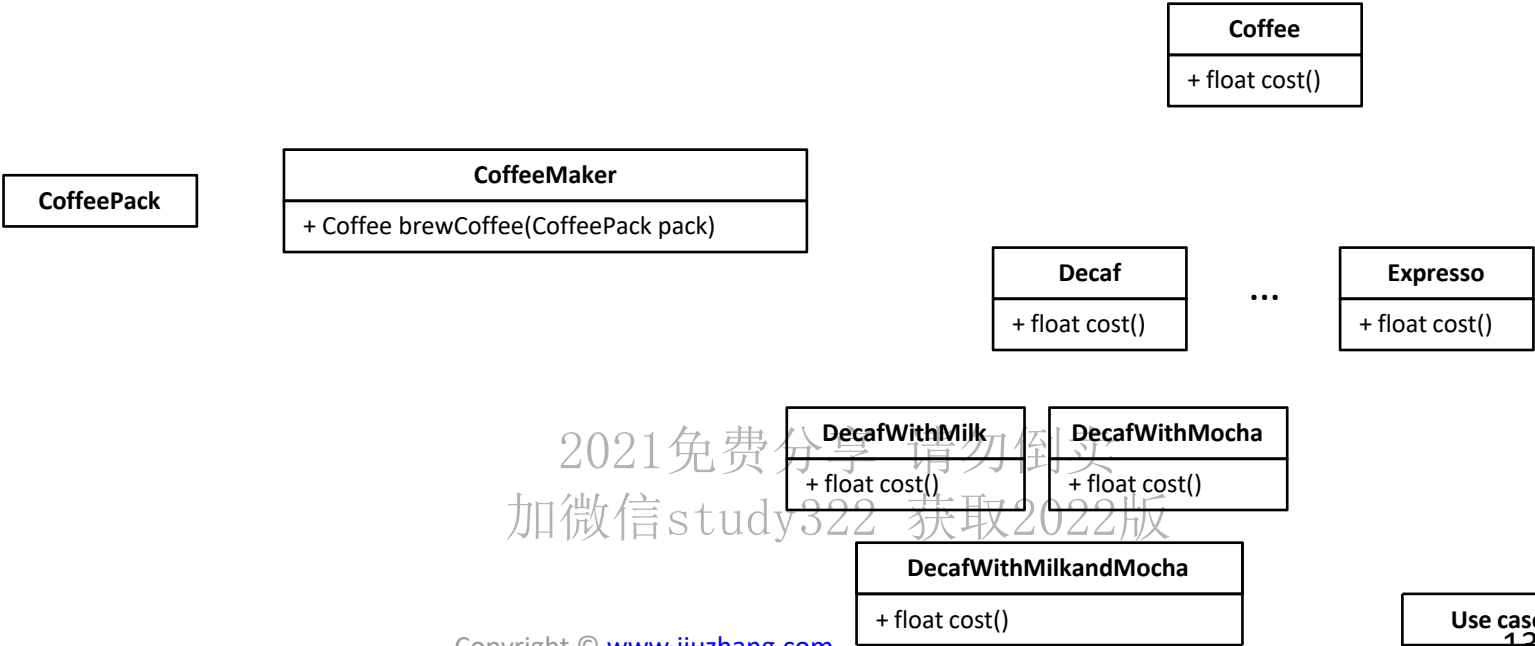


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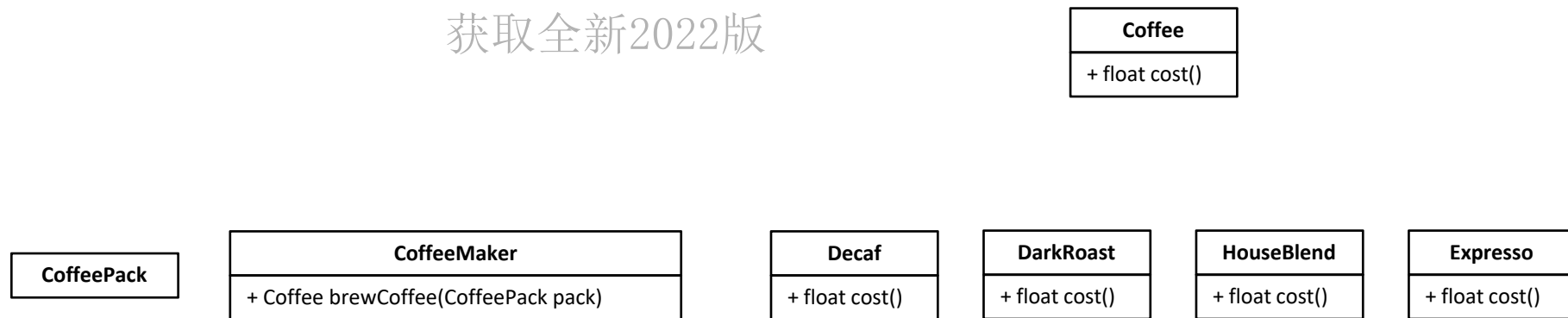
# 继承

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# 另一种继承

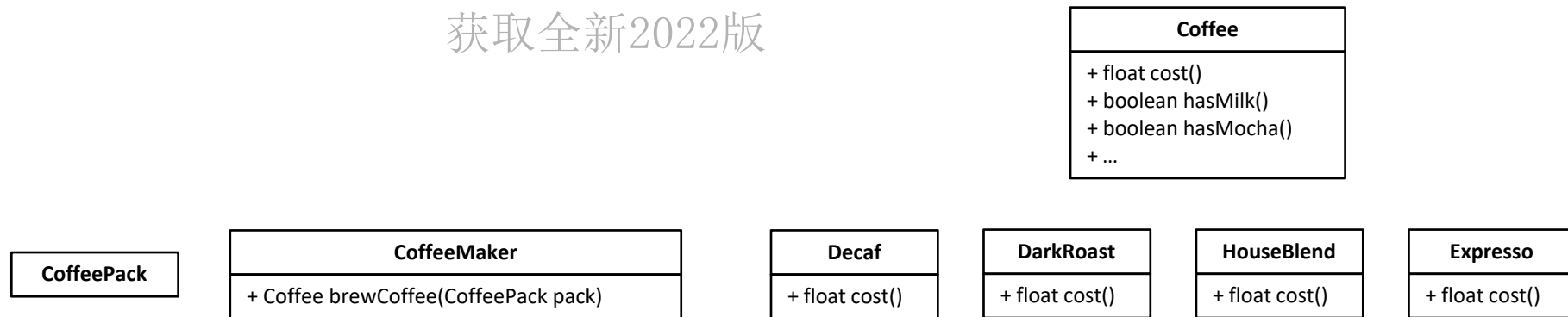
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# 另一种继承

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## 另一种继承

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```
public float cost()
{
    if(hasMilk())
    {
        cost += 0.5;
    }

    if(hasMocha())
    {
        cost += 0.5;
    }

    if(hasSoy())
    {
        cost += 0.5;
    }

    ...

    return cost;
}
```

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# Decorator Design Pattern

---

- Decorator pattern allows a user to add new functionality to an existing object without altering its structure. This type of design pattern comes under structural pattern as this pattern acts as a wrapper to existing class.

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# Decorator

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CoffeeMaker
+ Coffee brewCoffee(CoffeePack pack)

Coffee
+ float cost()

CoffeePack
------------

Decaf
+ float cost()

DarkRoast
+ float cost()

HouseBlend
+ float cost()

Espresso
+ float cost()

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# Decorator

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CoffeeMaker
+ Coffee brewCoffee(CoffeePack pack)

Coffee
+ float cost()

CoffeePack
------------

CoffeeDecorator

Decaf
+ float cost()

DarkRoast
+ float cost()

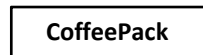
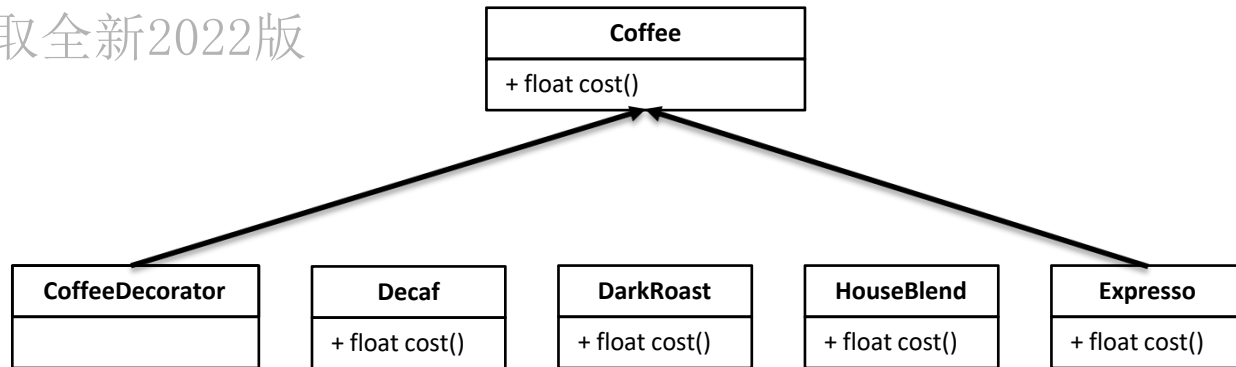
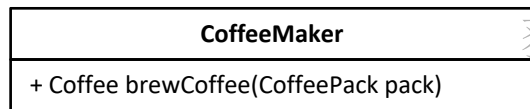
HouseBlend
+ float cost()

Espresso
+ float cost()

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# Decorator

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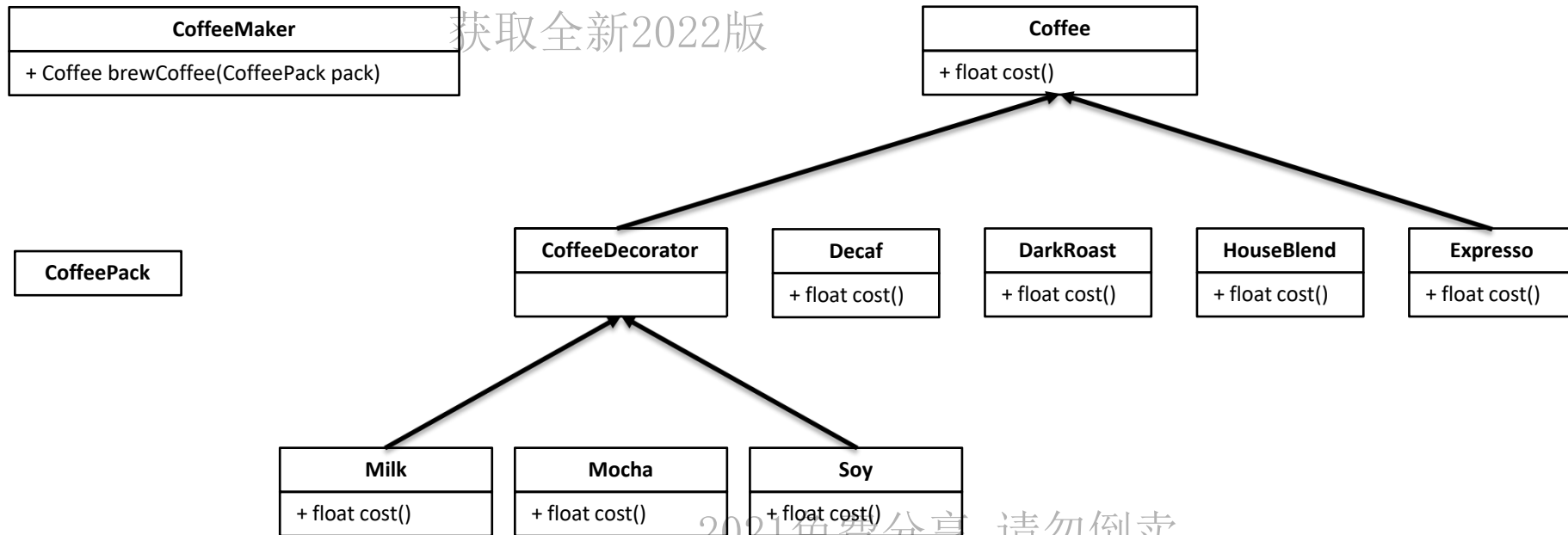


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# Decorator

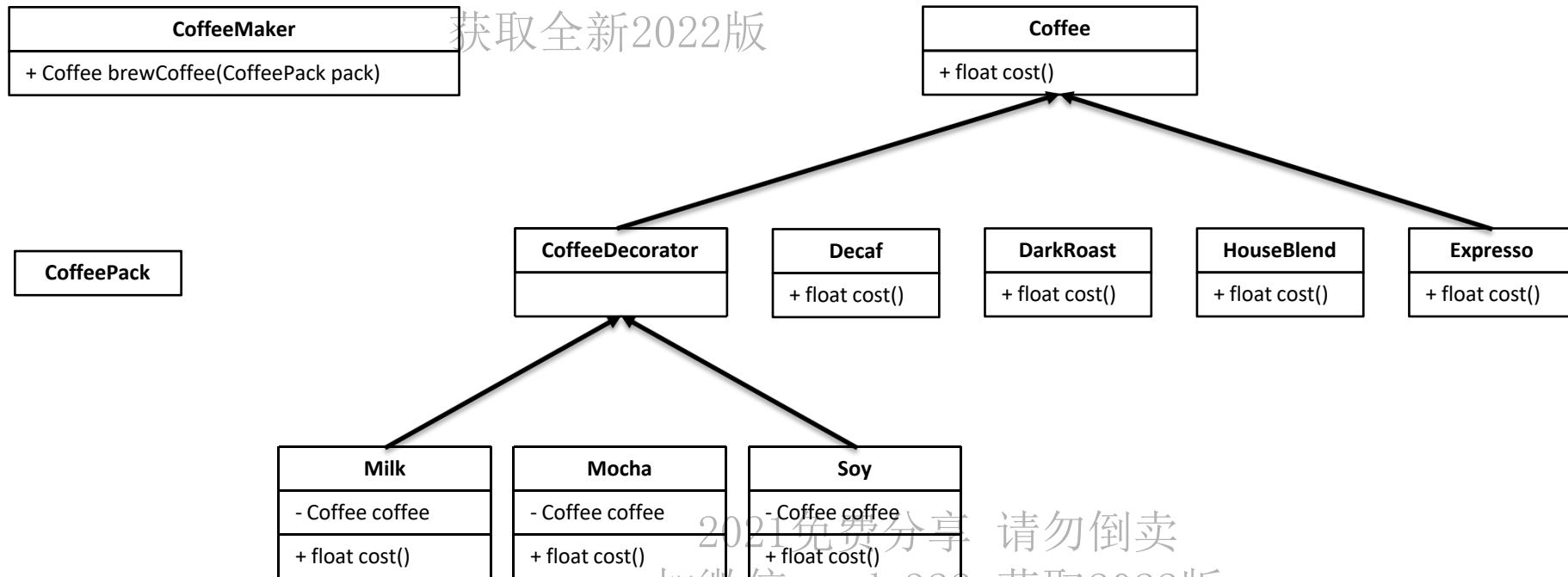
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# Decorator

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# Decorator

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Coffee
+ double cost() + String getIngredients()

CoffeeDecorator
# Coffee coffee
+ double cost() + String getIngredients()

SimpleCoffee
+ double cost() + String getIngredients()

WithMilk
+ double cost() + String getIngredients()

WithSprinkle
+ double cost() + String getIngredients()

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# Decorator

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```
// The interface Coffee defines the functionality of Coffee implemented by decorator
public interface Coffee {
    public double getCost(); // Returns the cost of the coffee
    public String getIngredients(); // Returns the ingredients of the coffee
}

// Extension of a simple coffee without any extra ingredients
public class SimpleCoffee implements Coffee {
    @Override
    public double getCost() {
        return 1;
    }

    @Override
    public String getIngredients() {
        return "Coffee";
    }
}
```

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# Decorator

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```
// Abstract decorator class - note that it implements Coffee interface
public abstract class CoffeeDecorator implements Coffee {
    protected final Coffee decoratedCoffee;

    public CoffeeDecorator(Coffee c) {
        this.decoratedCoffee = c;
    }

    public double getCost() { // Implementing methods of the interface
        return decoratedCoffee.getCost();
    }

    public String getIngredients() {
        return decoratedCoffee.getIngredients();
    }
}
```

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# Decorator

```
// Decorator WithMilk mixes milk into coffee.
// Note it extends CoffeeDecorator.
class WithMilk extends CoffeeDecorator {
    public WithMilk(Coffee c) {
        super(c);
    }

    public double getCost() { // Overriding methods defined in the abstract superclass
        return super.getCost() + 0.5;
    }

    public String getIngredients() {
        return super.getIngredients() + ", Milk";
    }
}

// Decorator WithSprinkles mixes sprinkles onto coffee.
// Note it extends CoffeeDecorator.
class WithSprinkles extends CoffeeDecorator {
    public WithSprinkles(Coffee c) {
        super(c);
    }

    public double getCost() {
        return super.getCost() + 0.2;
    }

    public String getIngredients() {
        return super.getIngredients() + ", Sprinkles";
    }
}
```

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# Decorator

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```
public class Main {  
    public static void printInfo(Coffee c) {  
        System.out.println("Cost: " + c.getCost() + "; Ingredients: " + c.getIngredients());  
    }  
  
    public static void main(String[] args) {  
        Coffee c = new SimpleCoffee();  
        printInfo(c);  
  
        c = new WithMilk(c);  
        printInfo(c);  
  
        c = new WithSprinkles(c);  
        printInfo(c);  
    }  
}
```

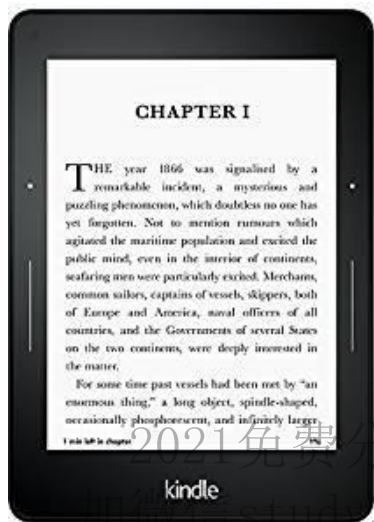
The output of this program is given below:

Cost: 1.0; Ingredients: Coffee  
Cost: 1.5; Ingredients: Coffee, Milk  
Cost: 1.7; Ingredients: Coffee, Milk, Sprinkles

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# Kindle

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# Clarify

---

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关键字: Kindle

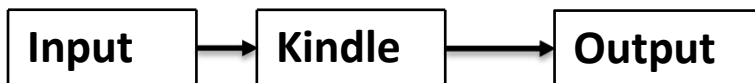
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# Clarify

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关键字: Kindle



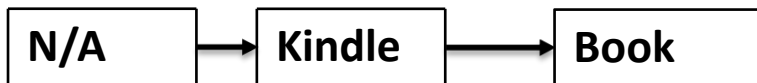
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# Clarify

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关键字: Kindle



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# Clarify

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关键字:    Kindle, Book

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# Clarify

---

关键字: Kindle

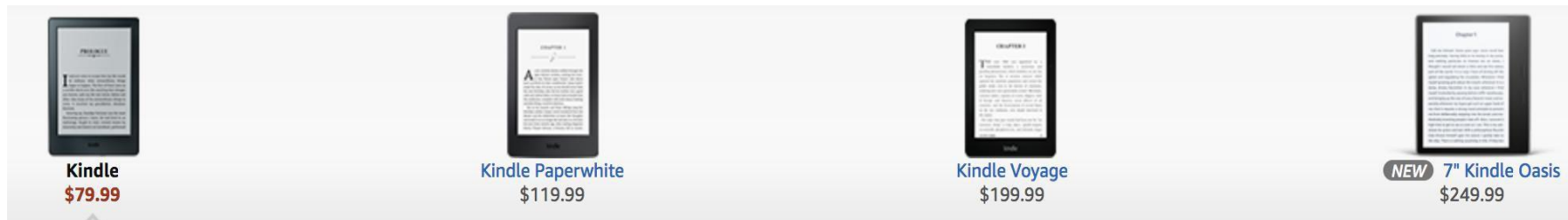
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# Clarify

关键字: Kindle

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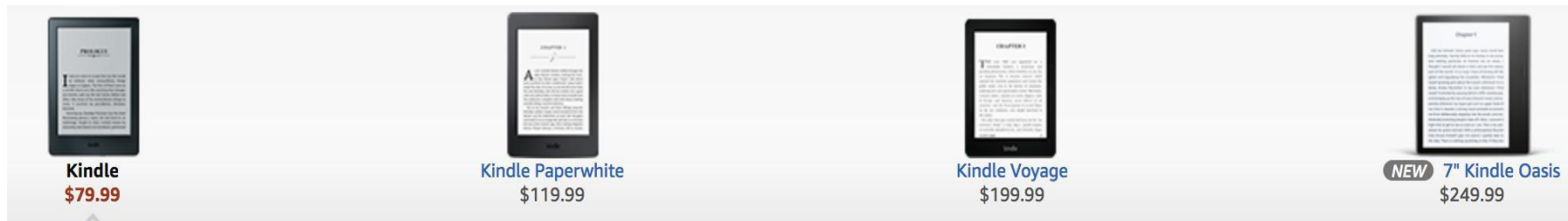
需不需要设计不同版本?

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# Clarify

关键字: Kindle

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需不需要设计不同版本?

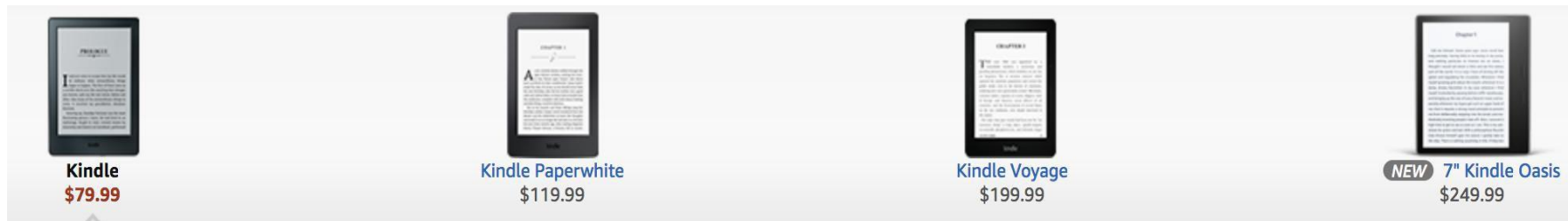
- Design: get price

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# Clarify

关键字: Kindle

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需不需要设计不同版本?

- Design: get price
- Design: Memory difference

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# Clarify

---

关键字: **Book**

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# Clarify

关键字: Book

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- 支持哪些格式的电子书?

# Clarify

---

- 对于本题：  
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获取全新2022版
- 不需要考虑不同的版本
- 不需要考虑内存和书的大小
- 支持pdf, epub 和 mobi三种格式

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# Clarify

---

How

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# Clarify

---



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如何获取电子书?

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# Clarify

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如何获取电子书?

- 是否支持Upload
- 是否支持Download

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# Clarify

---



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如何获取电子书？

- Upload
- Download

对于付费的电子书，提供哪些支付功能？

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# Clarify

---



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如何获取电子书?

- Upload
- Download

对于付费的电子书，提供哪些支付功能?

Payment -> Strategy design pattern

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# Clarify

---

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+ void uploadBook(File f) + void downloadBook(Book b)

Book
------

UploadBookException
---------------------

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## Read book

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- Select a book and display it

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Kindle
- List<Book> library
+ void uploadBook(File f) + void downloadBook(Book b) + void read(Book b)

Book
------

UploadBookException
---------------------

DownloadBookException
-----------------------

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## Remove book

---

- Remove a book from library

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+ void uploadBook(File f) + void downloadBook(Book b) + void read(Book b) + void remove(Book b)

Book
------

UploadBookException
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DownloadBookException
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# Challenge

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- What about different book format?

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Book
- Format format

UploadBookException
---------------------

DownloadBookException
-----------------------

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# Classes

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Book
- Format format

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# Classes

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# Challenge

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- How would read book work?

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# Challenge

- How would read book work?

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```
public void read(Book book)
{
    if(book.getFormat == Format.PDF)
    {
        PDFReader reader = new PDFReader(book);
        reader.display();
    }
    else if(book.getFormat == Format.MOBI)
    {
        MOBIReader reader = new MOBIReader(book);
        reader.display();
    }
    else if(book.getFormat == Format.EPUB)
    {
        EPUBReader reader = new EPUBReader(book);
        reader.display();
    }
}
```

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# Challenge

---

- Solution: Factory design pattern

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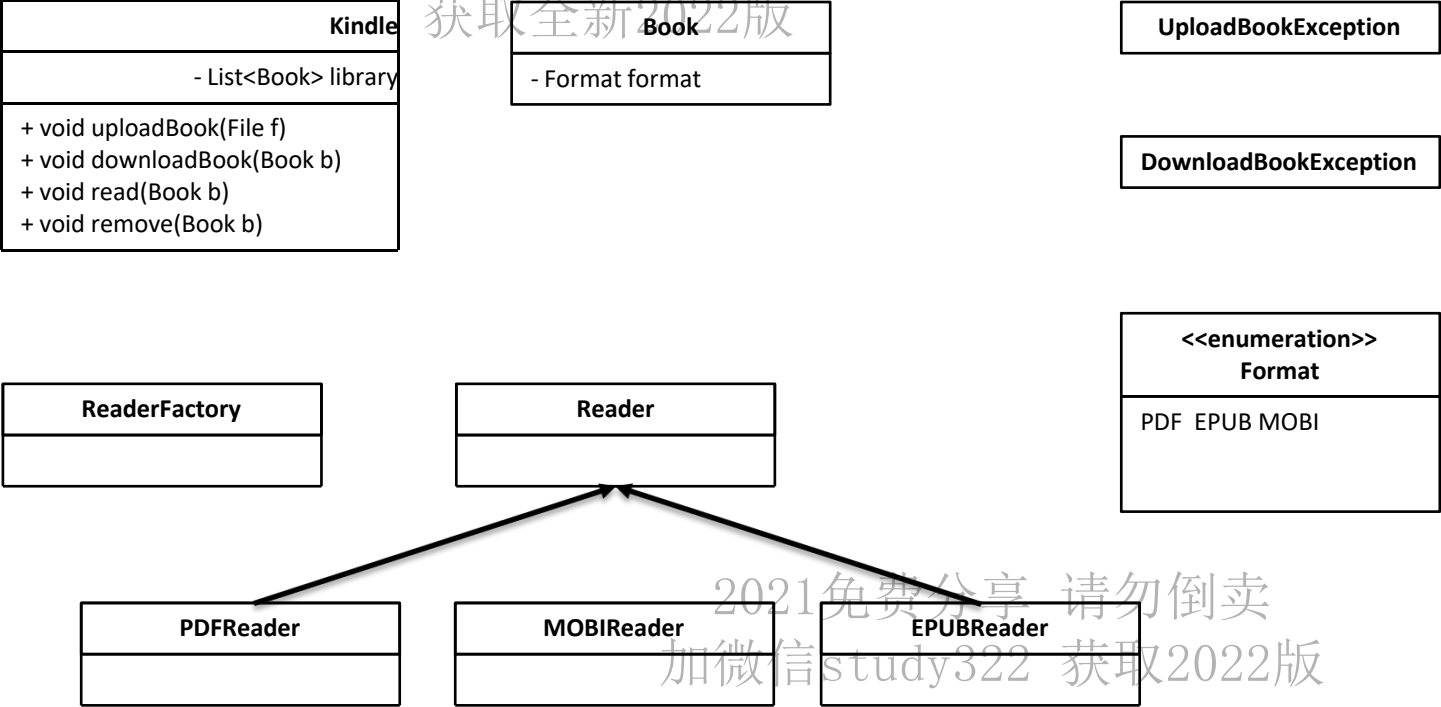
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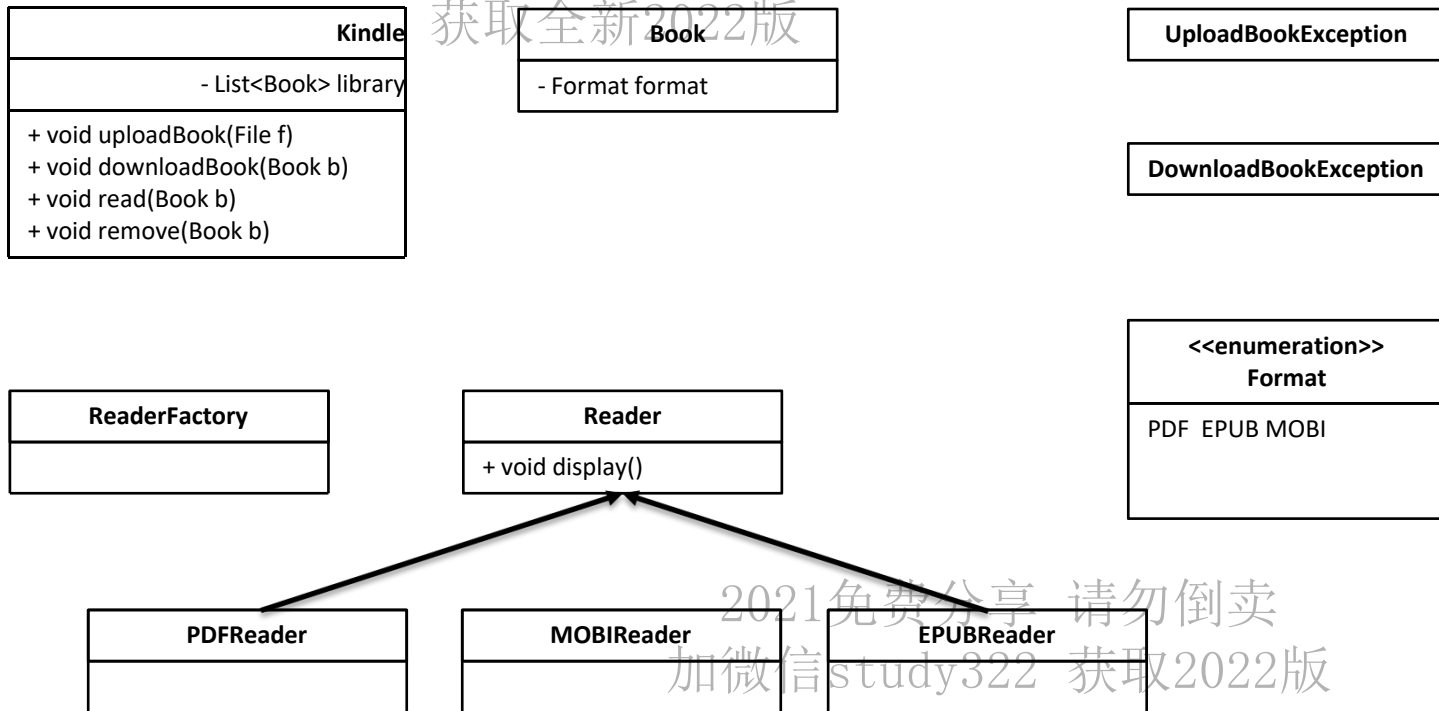
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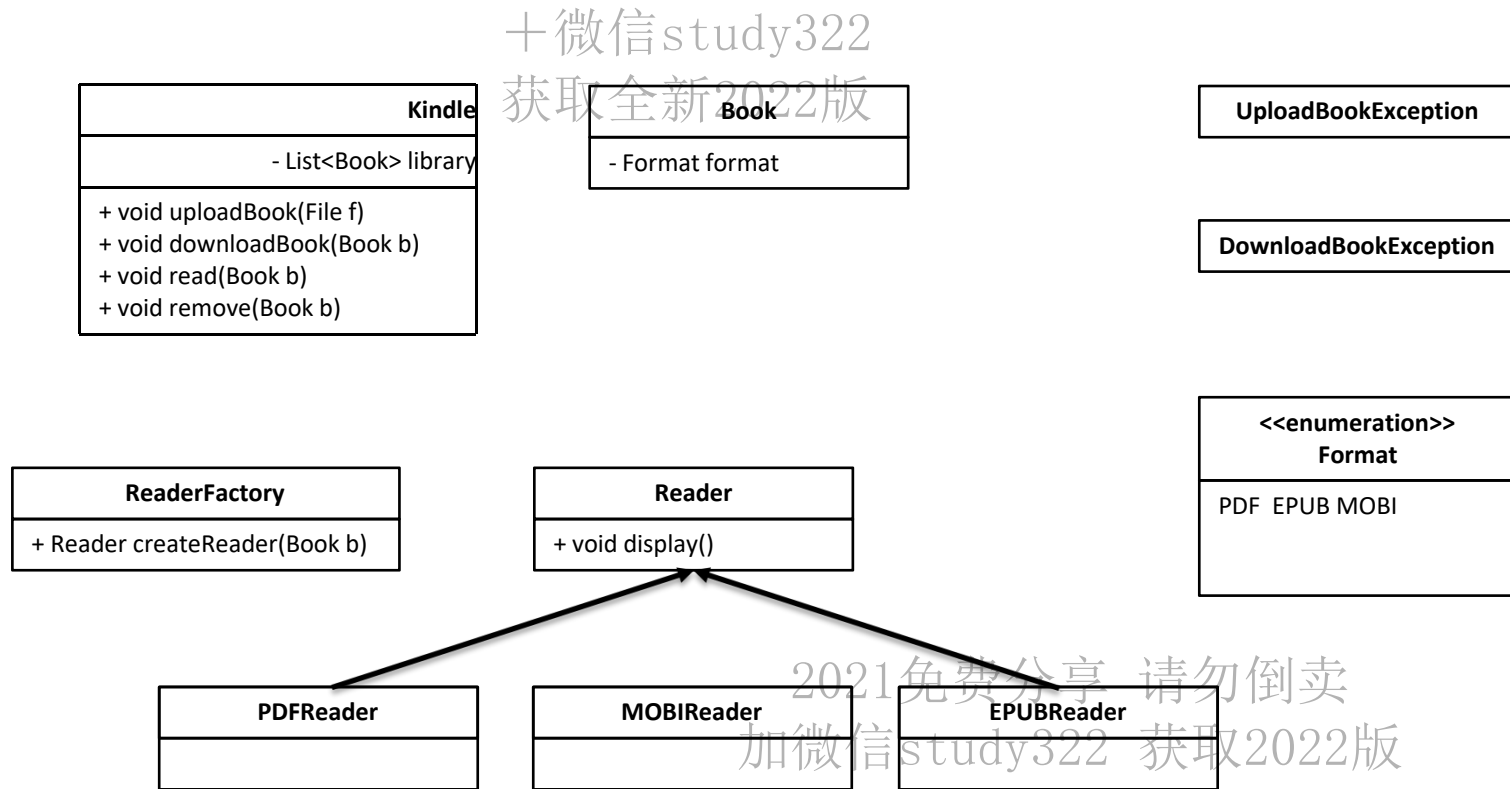
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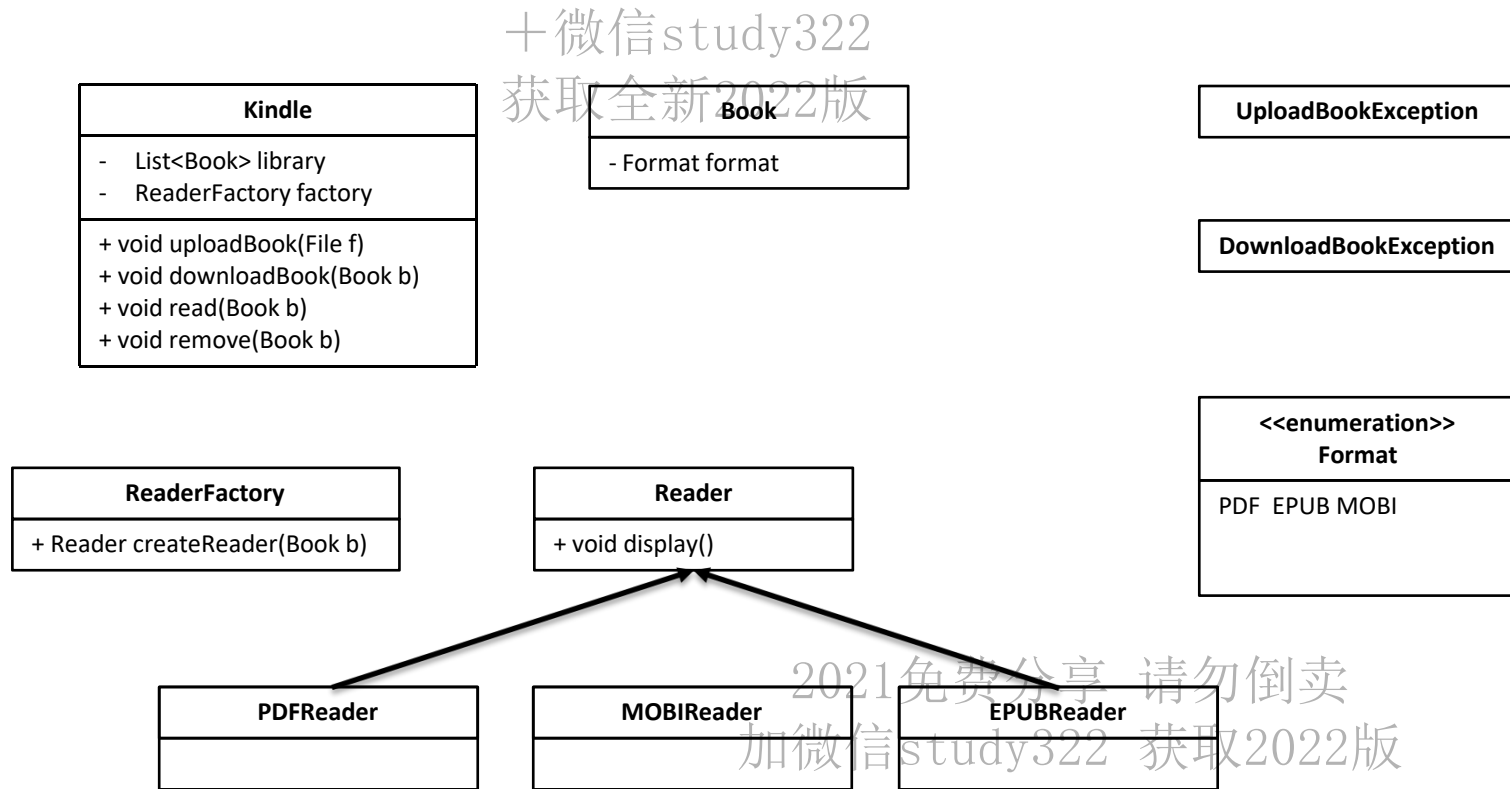


# Factory design pattern



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# Factory design pattern



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# Simple factory

---

```
public Reader createReader(Book book)
{
    if(book.getFormat == Format.PDF)
    {
        return new PDFReader(book);
    }
    else if(book.getFormat == Format.MOBI)
    {
        return new MOBIReader(book);
    }
    else if(book.getFormat == Format.EPUB)
    {
        return new EPUBReader(book);
    }
    return null;
}
```

```
Reader reader = factory.createReader(book);
reader.display();
```

# Factory design pattern

---

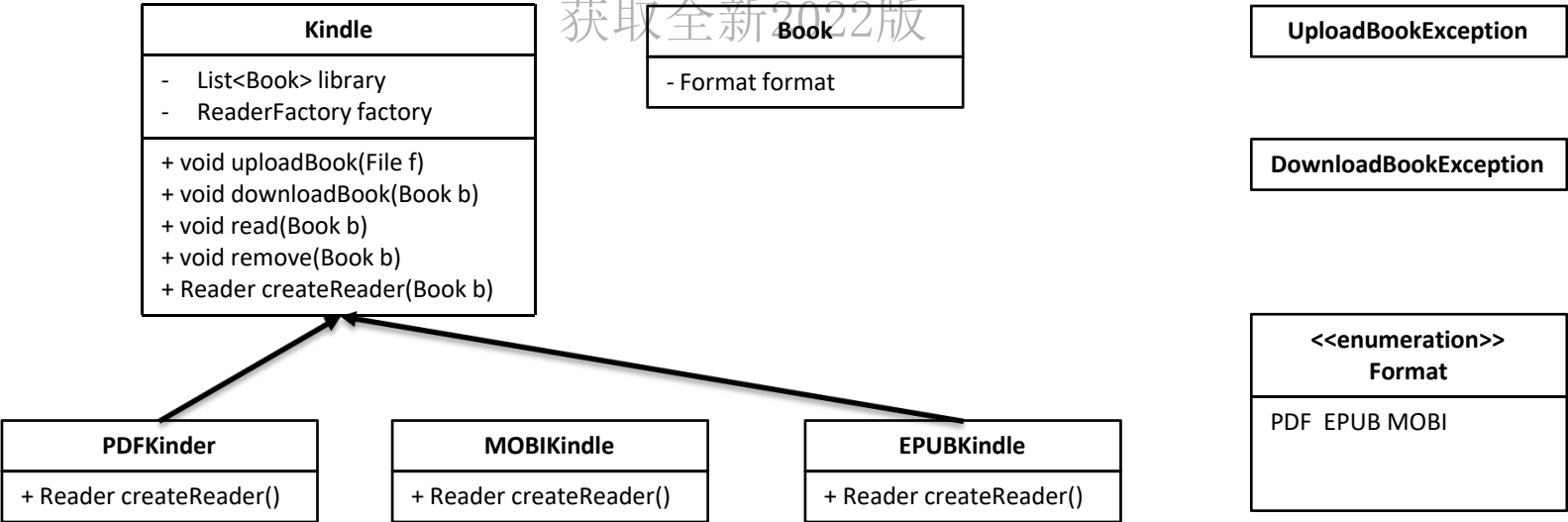
- Factory method
- Abstract factory

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# Factory method

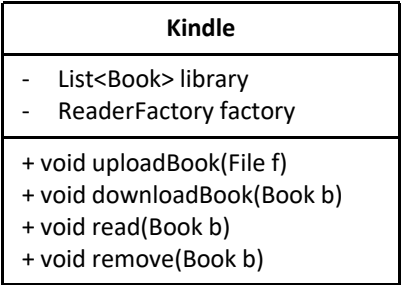
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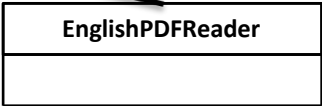
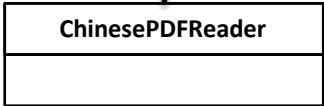
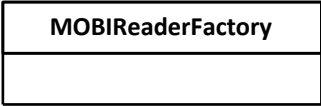
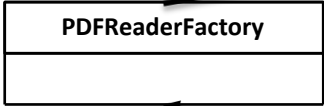
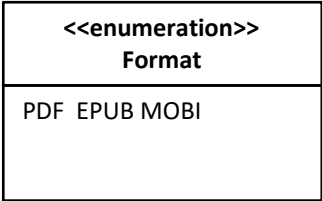
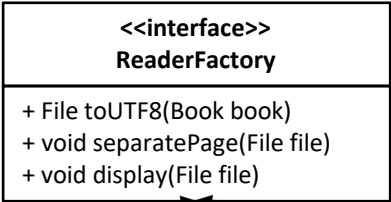
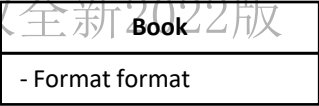
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# Abstract factory



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Strategy is about behavior. Factory is about creation/instantiation.

42



Suppose you have an algorithm, to calculate a discount percentage. You can have 2 implementations of that algorithm; one for regular customers, and one for extra-ordinary good customers.



You can use a strategy DP for this implementation: you create an interface, and 2 classes that implement that interface. In one class, you implement the regular discount-calculation algorithm, in the other class you implement the 'good customers' algorithm.

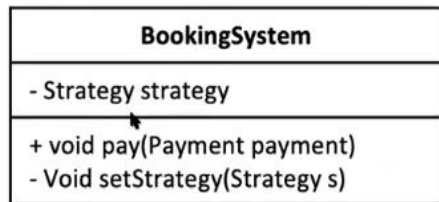
Then, you can use a factory pattern to instantiate the class that you want. The factory method thus instantiates either the regular customer-discount algorithm, or the other implementation.

In short: the factory method instantiates the correct class; the strategy implementation contains the algorithm that must be executed.

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```
String account = payment.getAccount();  
String password = payment.getPassword();
```

```
String cardId = payment.getCardId();  
String name = payment.getName();  
String cvv = payment.getCvv();
```

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```
public class StrategyFactory
{
    public Strategy createStrategy(Payment payment)
    {
        if(payment.getMethod().equals("paypal"))
        {
            strategy = new PaypalStrategy();
        }
        else if(payment.getMethod().equals("credit card"))
        {
            strategy = new CreditCardStrategy();
        }
    }
}

public void pay(Payment payment)
{
    strategy = createStrategy(payment);
    strategy.processPayment(payment);
}
```

```
public interface Strategy
{
    public void processPayment(Payment payment);
}

public class PaypalStrategy implements Strategy
{
    public void processPayment(Payment payment)
    {
        // get paypal account
        // get paypal password
        // ...
    }
}
```

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7 // Upload Ebook
8 // Steps:
9 // - Check if book is valid, and kindle has storage for it
10 // - Add book to libaray
11 void uploadEbook(Book book) throws UploadFailureException
12 {
13
14 }
```

```
16 // Download Ebook
17 // Steps:
18 // - Check if book is valid, and kindle has storage for it
19 // - Add book to libaray
20 void downloadEbook(Book book) throws DownloadFailureException
21 {
22
23 }
```

```
25 // Delete Ebook
26 // Steps:
27 // - remove from library
28 void deleteEbook(Book book) throws DeleteFailureException
29 {
30
31 }
```

```
33 // Read Ebook
34 // Steps:
35 // - Check if book format can be supported
36 // - Finder appropriate reader for Ebook
37 void read(Book book) throws ReadFailureException
38 {
39
40 }
```



```
7 class Book
8 {
9     // getters
10    ...
11
12    // setters
13    ...
14
15    private int size;
16    private Format format;
17 }
```

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```
19 class kindle
20 {
21     private int availableStorage;
22     private Set<Format> supportedFormats;
23     private List<Book> library;
24
25     // Upload Ebook
26     // Steps:
27     // - Check if book is valid, and kindle has storage for it
28     // - Add book to libaray
29     void uploadEbook(Book book) throws UploadFailureException
30     {
31         if (availableStorage <= book.getSize())
32         {
33             throw new UploadFailureException("storage full");
34         }
35         if (!supportedFormats.contains(book.getFormat()))
36         {
37             throw new UploadFailureException("Unsupported format");
38         }
39         library.add(book);
40     }
41 }
```

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```
42 // Download Ebook
43 // Steps:
44 // - Check if book is valid, and kindle has storage for it
45 // - Add book to libaray
46 void downloadEbook(Book book) throws DownloadFailureException
47 {
48     // same as upload
49 }
```

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```
51 // Delete Ebook 获取全新2022版
52 // Steps:
53 // - remove from library
54 void deleteEbook(Book book) throws DeleteFailureException
55 {
56     // remove from library
57 }
```

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```
61 // Read Ebook
62 // Steps:
63 // - Check if book format can be supported
64 // - Finder appropriate reader for Ebook
65 void read(Book book) throws ReadFailureException
66 {
67     if (!supportedFormats.contains(book.getFormat()))
68     {
69         throw new ReadFailureException("Unsupported format");
70     }
71     Reader reader = readerFactory.create(book);
72     reader.read(book);
73 }
74 }
75
```

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```
19 class kindle
20 {
21     private int availableStorage;
22     private Set<Format> supportedFormats;
23     private List<Book> library;
24     private ReaderFactory readerFactory;
25 }
```

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```
76 enum Format
77 {
78     PDF,
79     EPUB
80 }
81
82 abstract Class Reader
83 {
84     private Format format;
85     public abstract void read(Book book)
86     {
87     }
88 }
89
90 class PDFReader extends Reader
91 {
92     public void read(Book book)
93     {
94         // read PDF
95     }
96 }
97
98 Class ReaderFactory
99 {
100     public Reader create(Book book) throws UnknownFormatException
101     {
102         switch(book.getFormat())
103         {
104             case PDF:
105                 return new PDFReader();
106             ...
107             default:
108                 throw new UnknownFormatException("Unkown format");
109         }
110     }
111 }
```

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# Recap

---

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- Input -> 题目主体 -> Output
- State design pattern
- Decorate design pattern
- Factory design pattern

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