



# Design Patterns:

Chain of Responsibility, Decorator

Object-oriented Software Development SE 350- Spring 2021

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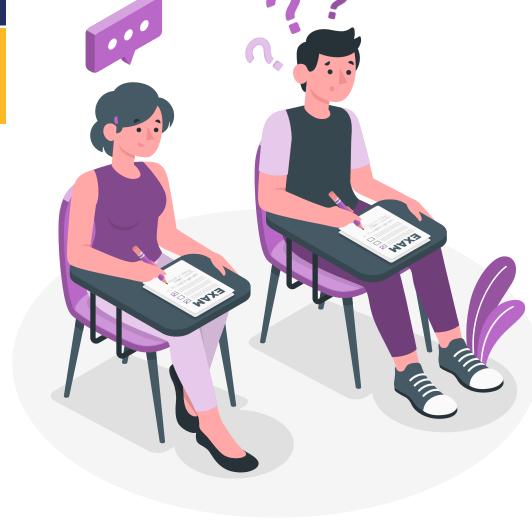


# **Future Schedule**

# Assignment 4 is released

# Due date: May 28, Friday, 11:59PM

- Assignment 1
- Assignment 2
- **Mid Term Exam**
- Assignment 3:
  - Release: Week 7
  - Due: Week 8
- Assignment 4:
  - Release: Week 8 (TODAY)
  - Due: Week 9
- Bonus Research Project:
  - Presentation Due: Week 10
  - Report Due: Week 11
- Final Exam:
  - Week 11





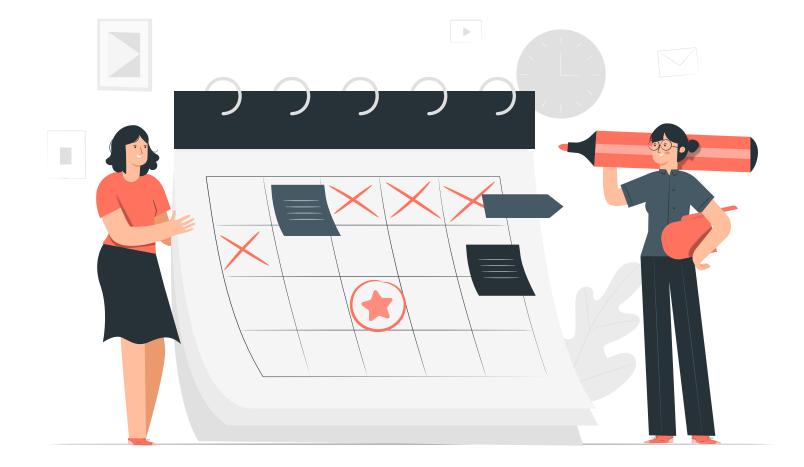


### Assignment 4: Design Patterns (2)

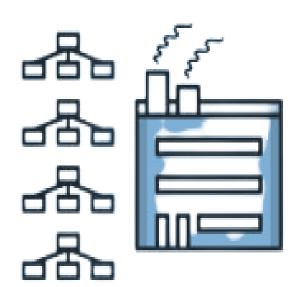
Quarter: Spring 2021



Last update: May 19, 2021







# **Abstract Factory Pattern**

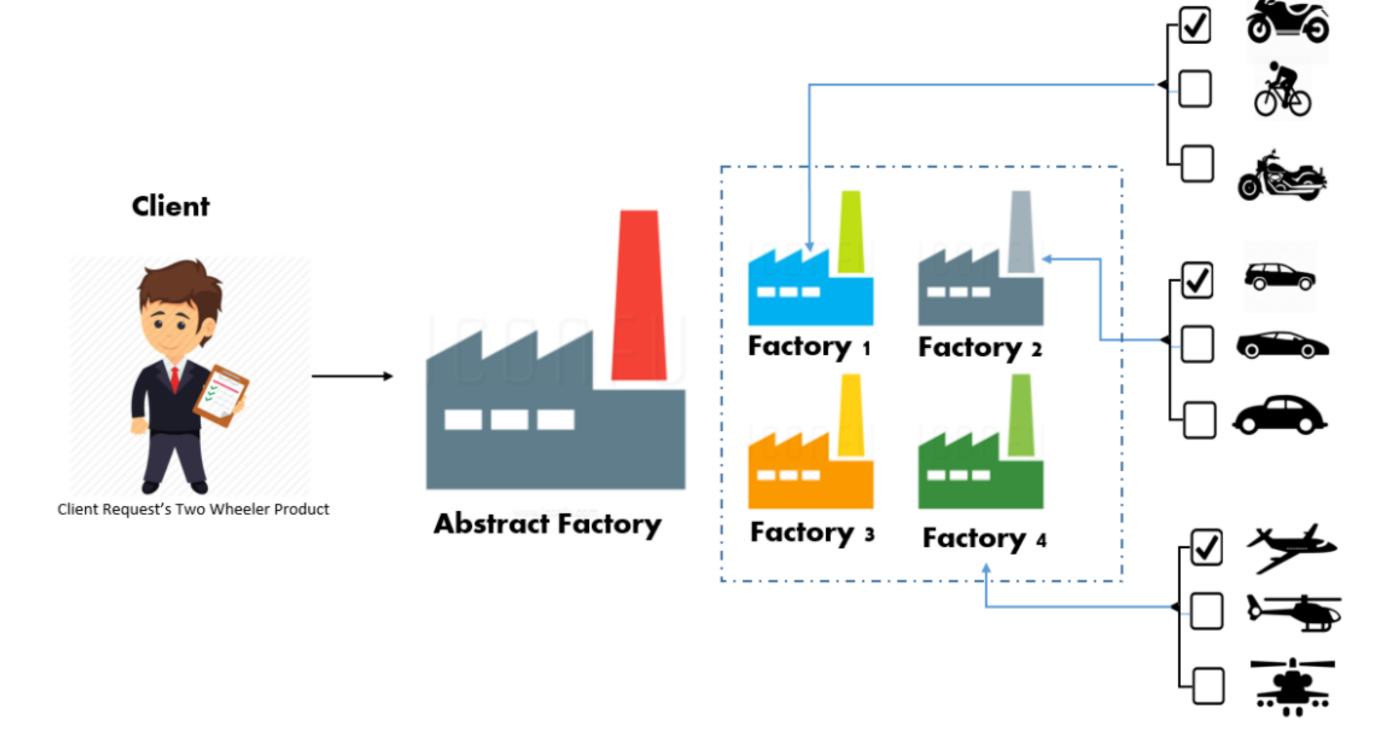
CREATIONAL





# **Abstract Factory Pattern Introduction**

Abstract Factory is a creational design pattern that lets you produce families of related objects.







# **Abstract Factory Pattern Pros & Cons**



### **Pros**



Making sure to have compatible products.



Avoiding tight coupling.



Single Responsibility Principle.



Open/Closed Principle.

### Cons



The code may become more complicated because of introducing many interfaces, classes, and subclasses.



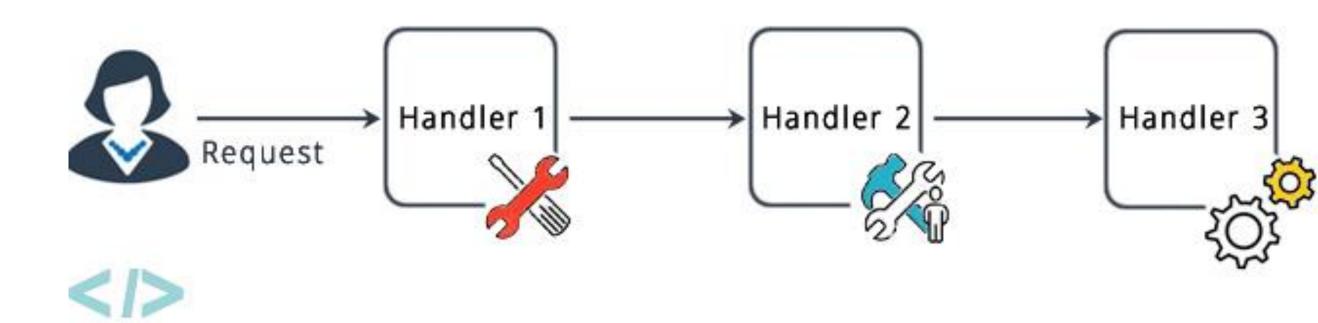






# **CoR Pattern Introduction**

Chain of Responsibility is a behavioral design pattern that can be used when we want to give more than one object a chance to handle a request.







# **CoR Design Pattern**

### INTENT



 The chain-of-responsibility pattern chains the handlers in such a way that they will be able to process the request or pass it on if they are not able to do it.

### **PROBLEM**



 There is a potentially variable number of "handler" objects, and a stream of requests that must be handled.

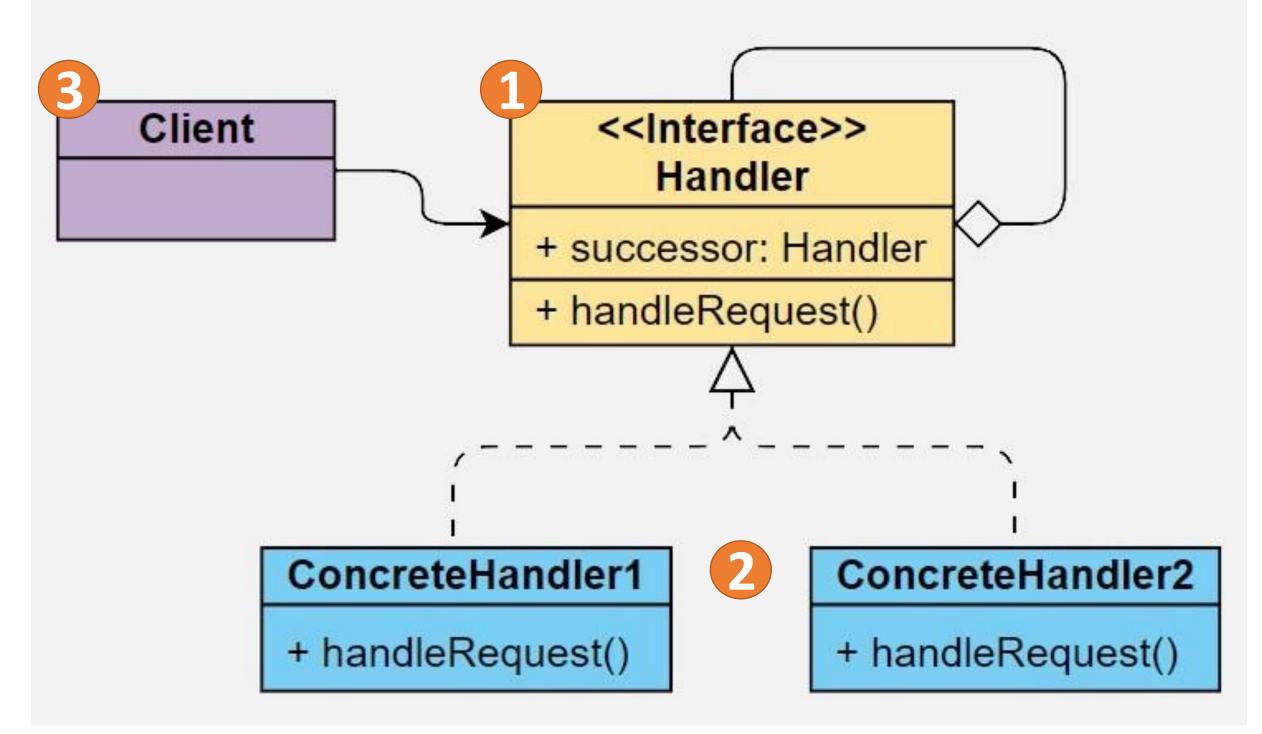
### **STRUCTURE**



- 1- Handler Interface
- 2- Concrete Handlers
- 3- Client
- 4- (optional) Common Handler

CommonHandler

+ handleRequest()







# Implementation Guide

# <<interface>> Handler

- + successor: Handler
- + handleRequest()

# 1 protected Handler successor; 2 public void setSuccessor(Handler successor) 3 { 4 this.successor = successor; 5 }

## ConcreteHandlers

+ handleRequest()

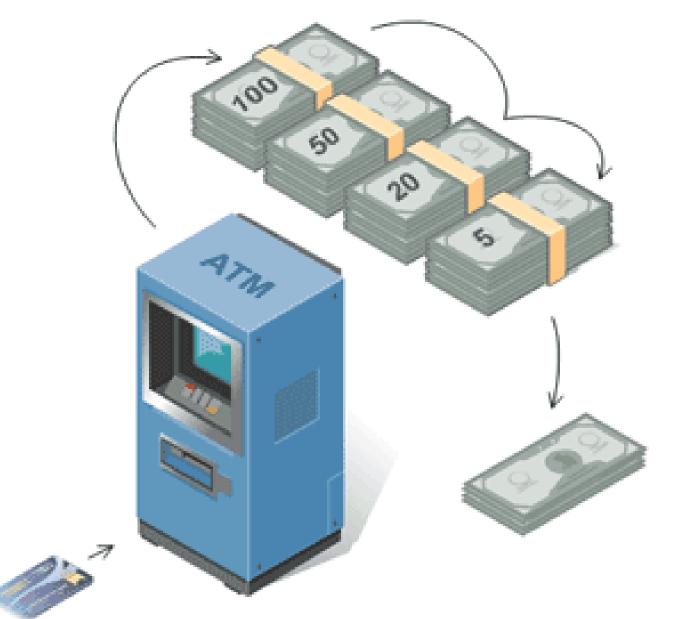
```
public void handleRequest(Request request)

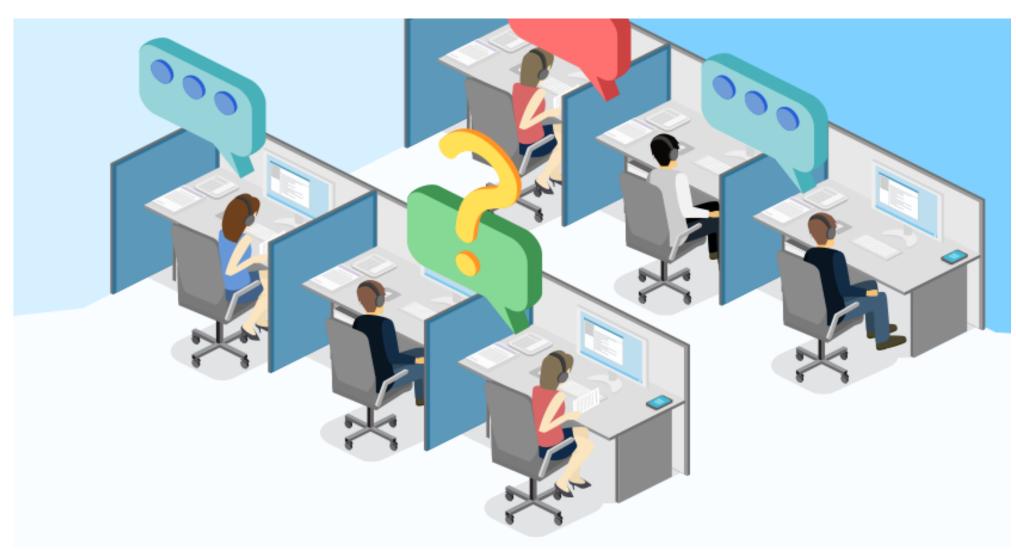
{
    if (canHandle(request)) {
        //code to handle the request
    }
    else {
        successor.handleRequest();
    }
}
```





# CoR Pattern: Real-world Example





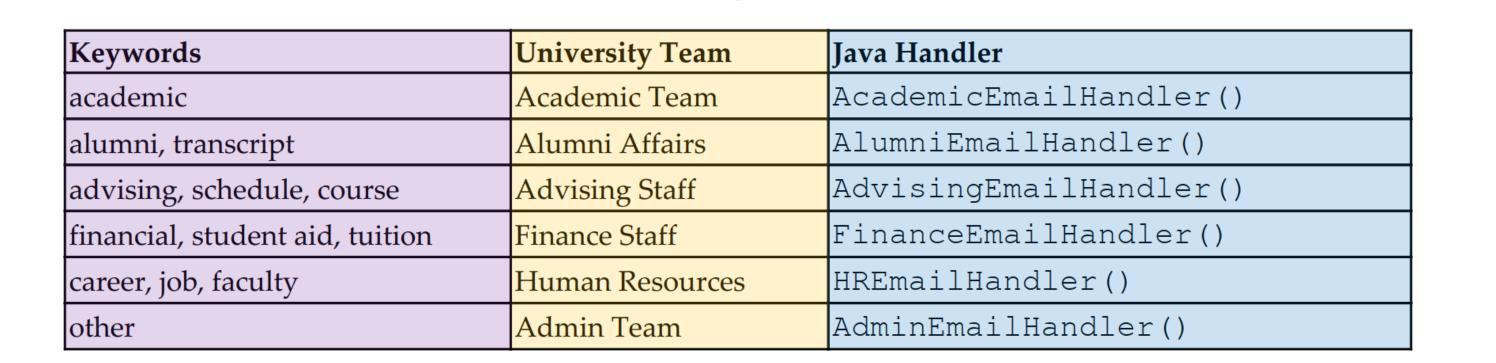
```
try{
    // code that may throw exception
}
catch(e: ExceptionType){
    // code to execute if exception occurs
}
```



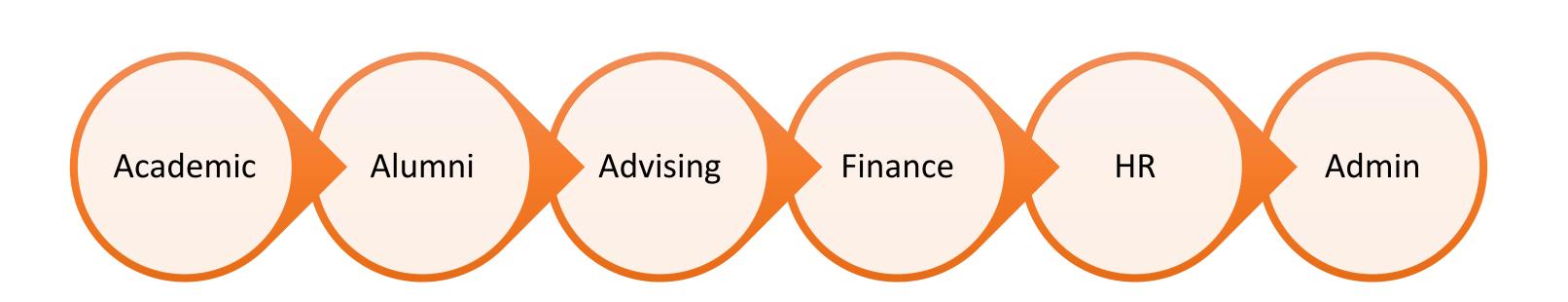


# CoR Use Case Example: University Email

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**Keyword-Handler** 



**Handler Flow** 

Class Diagram

AcademicEmailHandler

<interface>

UniversityEmailHandler

MainEmailHandler

setNextEmailHandler()

processEmailHandler()

procesEmailFinal()

keyWords()

setNextEmailHandler()

processEmailHandler()

keyWords() processEmailFinal() AlumniEmailHandler

keyWords() processEmailFinal() AdvisingEmailHandler

keyWords() processEmailFinal() FinanceEmailHandler

keyWords() processEmailFinal() HREmailHandler

keyWords()
processEmailFinal()

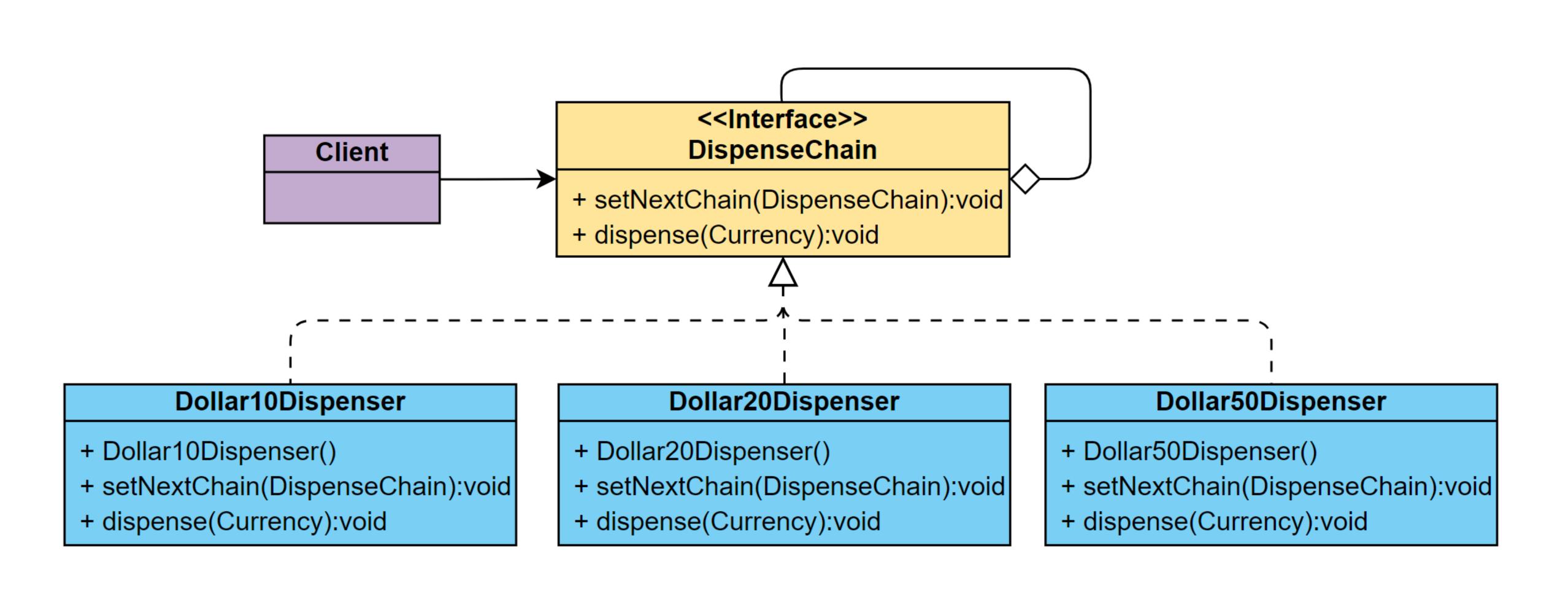
Admin Email Handler

keyWords() processEmailFinal()





# CoR Use Case Example: ATM Dispenser App

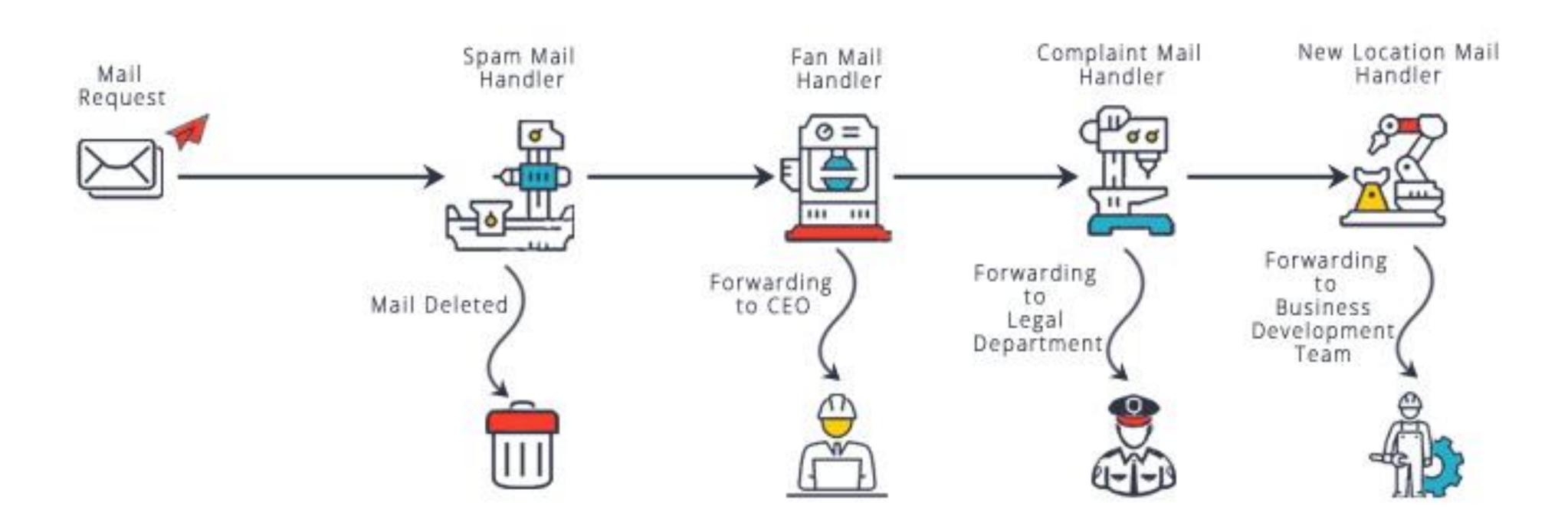






# CoR Use Case Example: Mail Forwarding

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### SE 350: OO Software Development

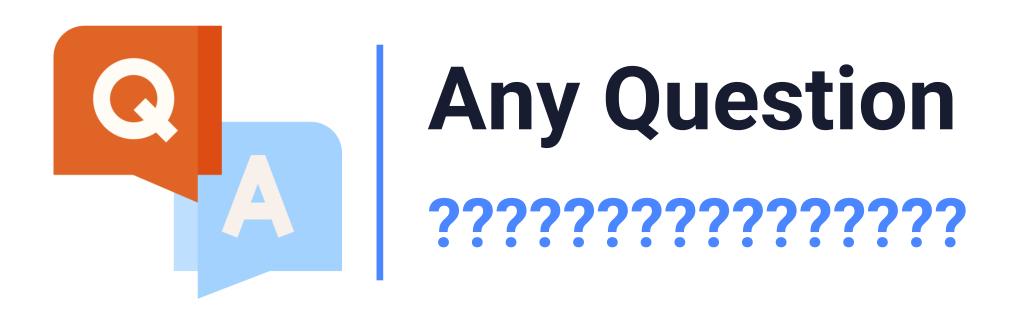
### Assignment 4: Design Patterns (2)

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Quarter: Spring 2021









# How do you feel about the course?



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