

Lecture 21: Proxy Design pattern

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Standard Defn:

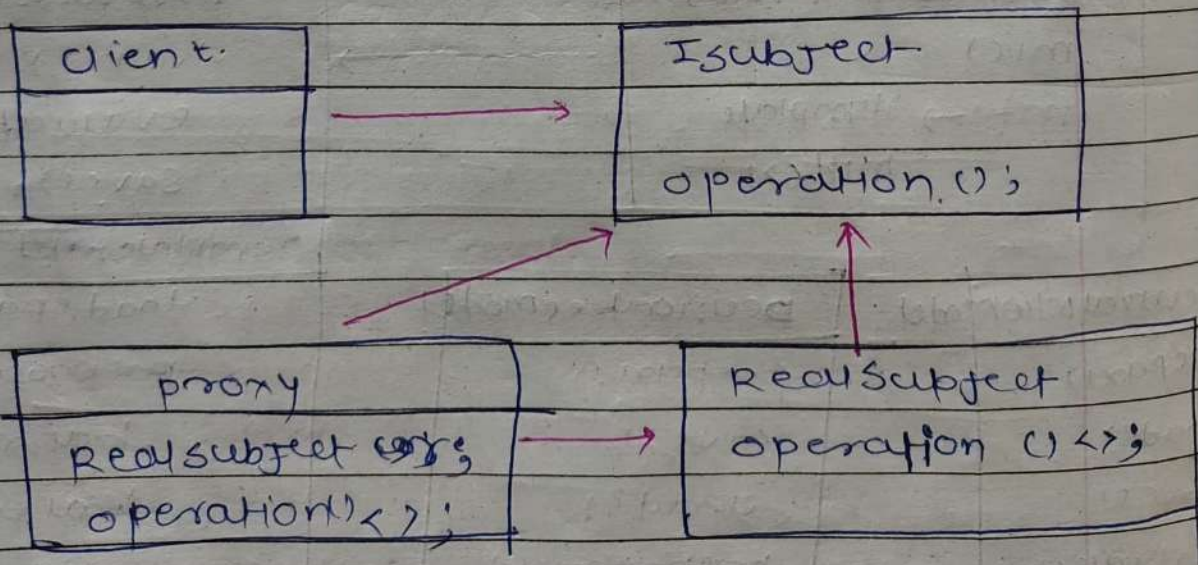
The proxy pattern provides a placeholder for another object to control access to it.

- Remote proxy
 - virtual proxy
 - protection proxy
- } types of proxy

Real world usage:

- used in microservices to check Authentication
- used in framework which call API^{1.0} over Internet so we can use remote.

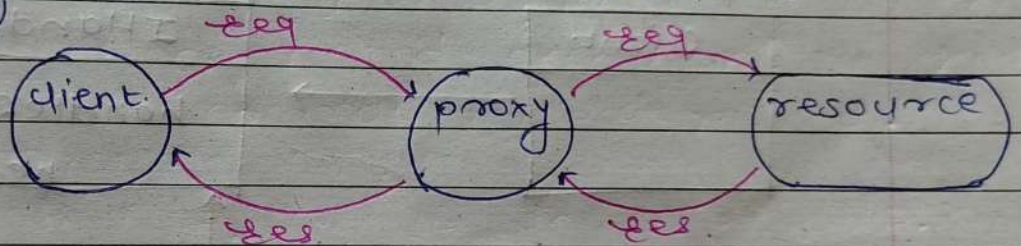
Standard UML



virtual proxy:-

Suppose client (user) request for a specific resource (holding critical data). But this direct comm'n bet'n client and resource is very critical for data safety, and this operation is also very big to process that data.

to protect that data and carry those heavy operation fastly we have to introduce proxy bet'n client and resource.



when client call for the resource proxy will handle that req. if user is Authenticated the proxy will call to resource and response back to client.

Note:- proxy is the Representative of Resource.

virtual proxy - protect expensive resources

protection proxy - protect critical resource.

Remote proxy - call to those object which exist on another server without knowing to client.