

# Leveraging Special Case Objects to Remove Null Checks

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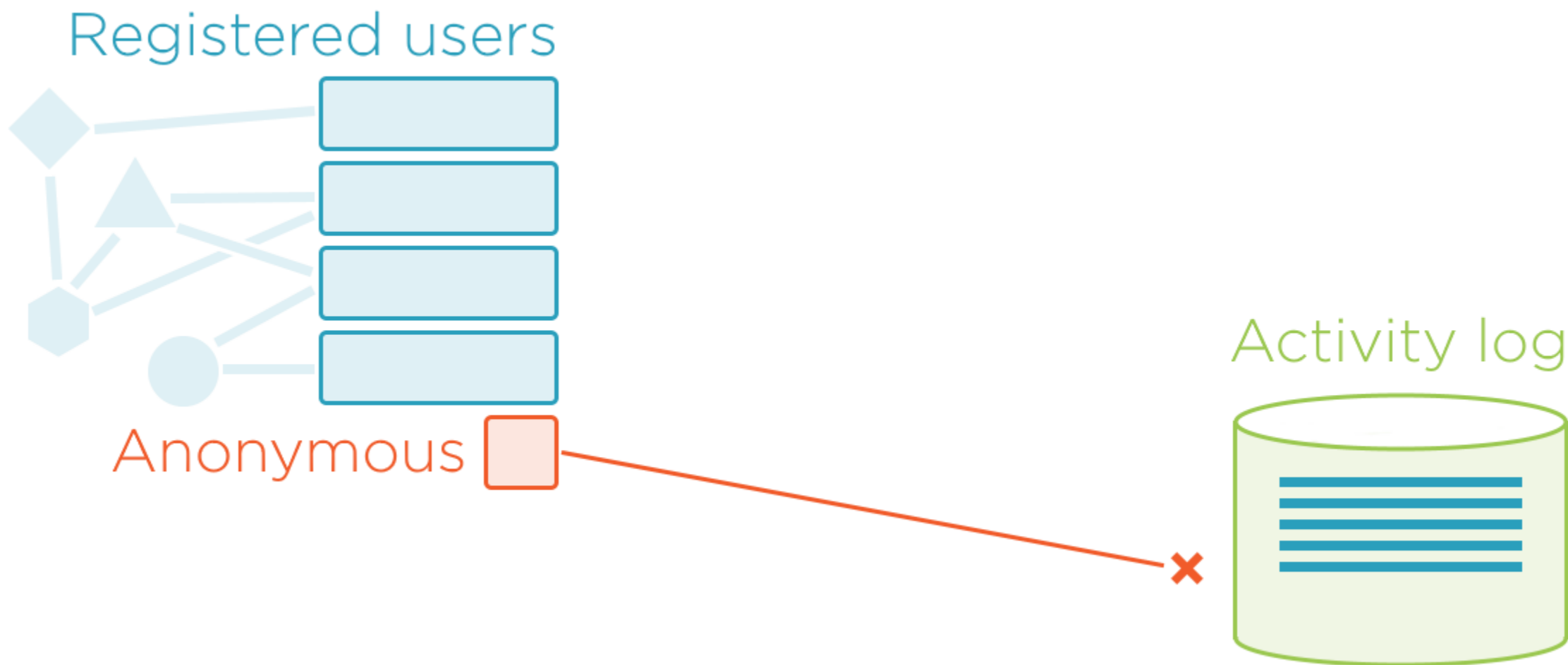
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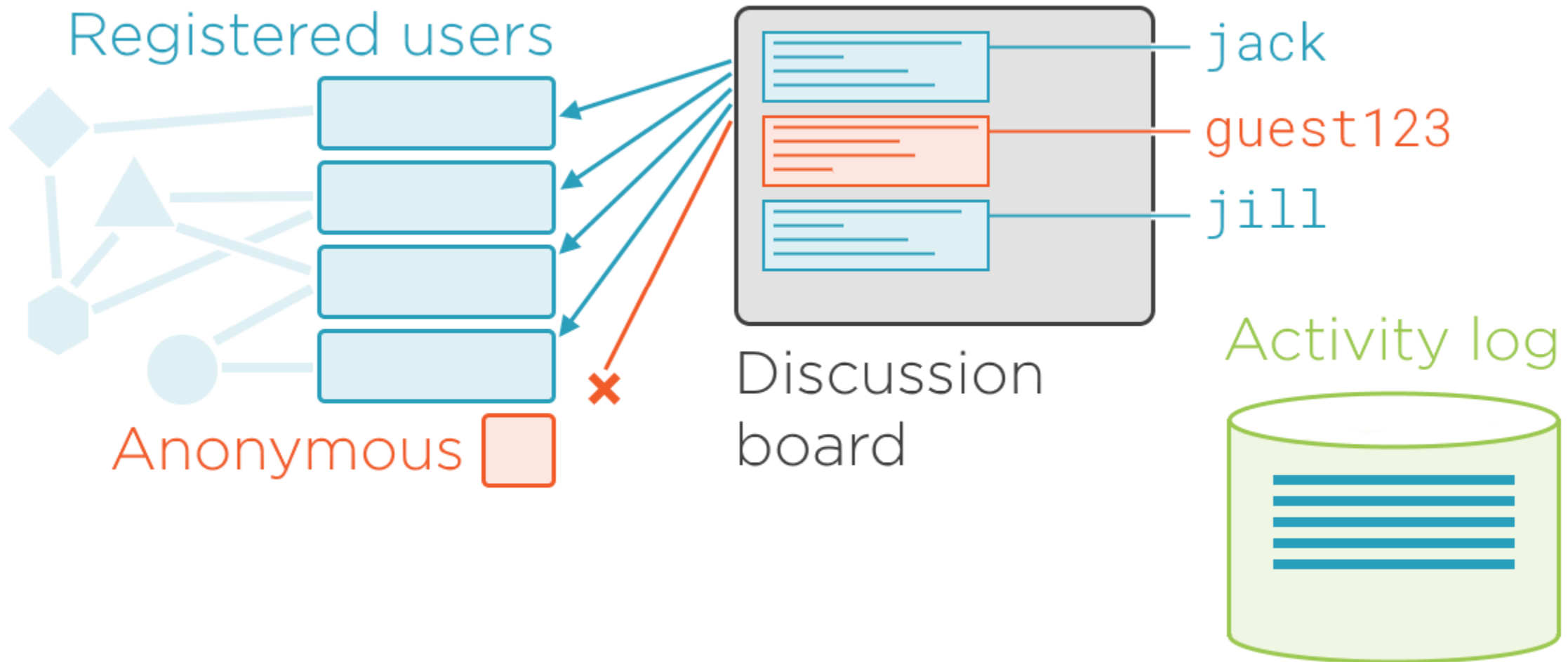
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# Special Case Pattern Example



# Special Case Pattern Example



# Summary



## Techniques to remove null references

- Remove branching around null
- Null Object instances with empty implementation
- Special Case instances with trivial implementation
- All together help eradicate nulls

# Summary



## Object as a finite state machine (FSM)

- Expose unconditional methods
- Encapsulated state drives behavior
- It requires no branching in the caller



# Summary



## Relating FSM to the State pattern

- Each concrete state is a separate class
- FSM manages state as a set of objects
- FSM looks polymorphic to the outside



# Summary



## **Next module:**

Turning Optional Calls into  
Calls on Optional Objects

