

# Cyclic dependency in Visitor Design Pattern [closed]

Ask Question

Is there a way to implement visitor design pattern without cyclic dependency? What I mean is that the visitor need an object to visit. and the visited object needs a visitor to accept. In the end both depend on each other.

[oop](#) [design-patterns](#) [visitor-pattern](#)

asked Oct 1 '12 at 11:38



user1406062

718414

**closed** as too broad by [TylerH](#), [Paul Roub](#), [Lankymart](#), [miken32](#), [zx485](#) Feb 3 '17 at 2:29

Please edit the question to limit it to a specific problem with enough detail to identify an adequate answer. Avoid asking multiple distinct questions at once. See the [How to Ask](#) page for help clarifying this question.

If this question can be reworded to fit the rules in the [help center](#), please [edit the question](#).

## 1 Answer

Found it again! Check out the [Acyclic Visitor](#):

Quote:

Allow new functions to be added to existing class hierarchies without affecting those hierarchies, and without creating the troublesome dependency cycles that are inherent to the GOF VISITOR Pattern.

answered Oct 1 '12 at 12:08



ltjax



13.7k 2 24 57

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thanks, for your help – [user1406062](#) Oct 1 '12 at 12:10

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1 dead link. Links should be avoided. – [pdem](#) Feb 11 '16 at 14:46

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