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// TestProxy.cpp
//
// (Protection) Proxy pattern using C++ Concepts. This is a very good/elegant
// motivational example to show how it works.
//
// Proxy is an implementation of some well-known functionality in the Access Control
// System (ACS) domain category.
//
// We developed the C++ code by using Proxy prototype code in Python. This code
// is input to design in C++, this is clever use of "design resources".
//
// More info ->
//
// Modern Multiparadigm Software Architectures and Design Patterns
// with Examples and Applications in C++, C# and Python Volume I
// Datasim Press 2023, Daniel J.Duffy and Harold Kasperink.
//
// Volume II Interoperability"
//
//     Call C++ from Python and vice versa
//     Call C# from Python and vice versa
//     Call C# from native C++and vice versa
//     (foundations, methods and applications)
//
// In vol II, we can call Python Proxy code from C++ and vice versa.
//
// (C) Datasim Education BV 2023
//
#include <iostream>

// Level 1
template <typename T>
    concept ICustomer = requires (T& t)
{
    t.valid();
};

template <typename T>
    concept IAccount = requires (T& t, int amount)
{
    t.withdraw(amount);
};

// Level 2
template <ICustomer Customer, IAccount Account>
    struct ProxyClient
    {
        Customer _cus;
        Account _acc;

        ProxyClient(Customer customer, Account account) : _cus(customer), _acc(account) {}

        void withdraw(int amount)
        {
            if (!_cus.valid())

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        throw std::exception("sorry mate, account not legal");

        _acc.withdraw(amount);
    }

    int balance() const
    {
        return _acc.balance();
    }
};

// Level 3
struct MyCustomer
{
    bool _st;
    MyCustomer(bool status) : _st(status) {}
    bool valid() { return _st; }
};

struct MyAccount
{
    int _id;
    int _balance;

    MyAccount(int id, int deposit_amount) : _id(id), _balance(deposit_amount) {}
    void withdraw(int amount)
    {
        _balance -= amount;
    }

    int balance() const
    {
        return _balance;
    }
};

struct PhoneyAccount
{ // Does not satisfy the interface

    int _id;
    int _savings;

    PhoneyAccount(int id, int deposit_amount) : _id(id), _savings(deposit_amount) {}
    /* void withdraw(int amount)
    {
        _savings -= amount;
    }
    */
};

int main()
{
    MyCustomer cus(true);
    MyAccount acc(42, 1000);

    //PhoneyAccount acc2(42, 1'000'000);

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ProxyClient<MyCustomer, MyAccount> client(cus, acc);
client.withdraw(100);
std::cout << "Balance 1: " << client.balance() << '\n';

//ProxyClient<MyCustomer, PhoneyAccount> client2(cus, acc);
//client2.withdraw(100);
//

MyCustomer cus2(false);
MyAccount acc2(42, 1'000'000);
ProxyClient<MyCustomer, MyAccount> client2(cus2, acc2);
try
{
    client2.withdraw(100);
}
catch (std::exception& ex)
{
    std::cout << ex.what() << '\n';
}

}

// Python
/*
"""
Proxy pattern example.
There are 7 Proxy styles (remote, protection, cache, synchronisation,
counting, virtual, firewall. See POSA (1996))
"""
from abc import ABCMeta, abstractmethod

NOT_IMPLEMENTED = "You should implement this."

class Account:
    __metaclass__ = ABCMeta

    @abstractmethod
    def withdraw(self, amount : int):
        raise NotImplementedError(NOT_IMPLEMENTED)

class CurrentAccount(Account):
    def withdraw(self, amount : int):
        print("amount withdrawn!")

class Customer:
    def __init__(self, status: bool):
        self.status = status

class ProxyAccount(Account):
    def __init__(self, customer : Customer, acc : Account):
        self.customer = customer
        self.acc = acc

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        def withdraw(self, amount : int):
            if self.customer.status == False:
                print("Sorry, customer not cleared")
            else:
                self.acc.withdraw(amount)

customer = Customer(True)
acc = CurrentAccount()
acc = ProxyAccount(customer, acc)
acc.withdraw(100)

customer = Customer(False)
acc = CurrentAccount()
acc = ProxyAccount(customer, acc)
acc.withdraw(7000)

*/
```