**11/29/2017**

**Head First Design Patterns**

**Project 4 Report**

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# **Adapter Pattern**

The object-oriented notion of an adapter is not too different from that of a real-life adapter. Think back to any trip you may have made to a foreign country. In most other countries, a normal AC plug will not connect to wall outlets. Why is this? It could be due to a difference in required voltage or a difference in socket design. How did you fix the problem? You used an adapter. This adapter adapted your design (the American AC plug) to a client (the wall outlet) without changing either of these components. In much the same way, object-oriented adapters provide functionality to connect an existing system to a client without changing the code of either of these components. Instead, new code is written in the adapter to adapt the two components. This adaptation can be visualized as a jigsaw puzzle, as shown in Figure 1, below.



Figure 1. Adapter Design

The adapter pattern “converts the interface of a class into another interface the clients expect” (Freeman 243). This pattern enables classes to work in tandem that otherwise would not be able to because of incompatible interfaces. This pattern also preserves the decoupling of the adapter and the client. Neither class has any knowledge of the inner workings of the other class, an ideal condition in object-oriented design. The client sees only the Target interface, and all requests get delegated to the Adaptee, as shown in Figure 2, below.



Figure . Adapter and Target Design

For the purposes of this project, I will create a Wolf interface that can be adapted to a Dog interface. Considering the close genetic relationship between these two species, these two animals share similar attributes and behaviors. As such, these two interfaces will share similar functions to replicate the real-world behaviors of these two species. The Dog interface contains functions for barking and running, bark() and run(), respectively. The Wolf interface contains functions for howling and running, howl() and run(), respectively. The bark() and howl() functions will differ slightly in the sound that the animal makes. The run() functions in the two classes will differ slightly in the amount of time that the animal runs. We have also created two concrete classes, each implementing either the Dog or Wolf interface.

A test suite was created that outlines the specific functionality we hope to achieve in this project. This test suite was purposefully failed, as shown in Figure 3, below.

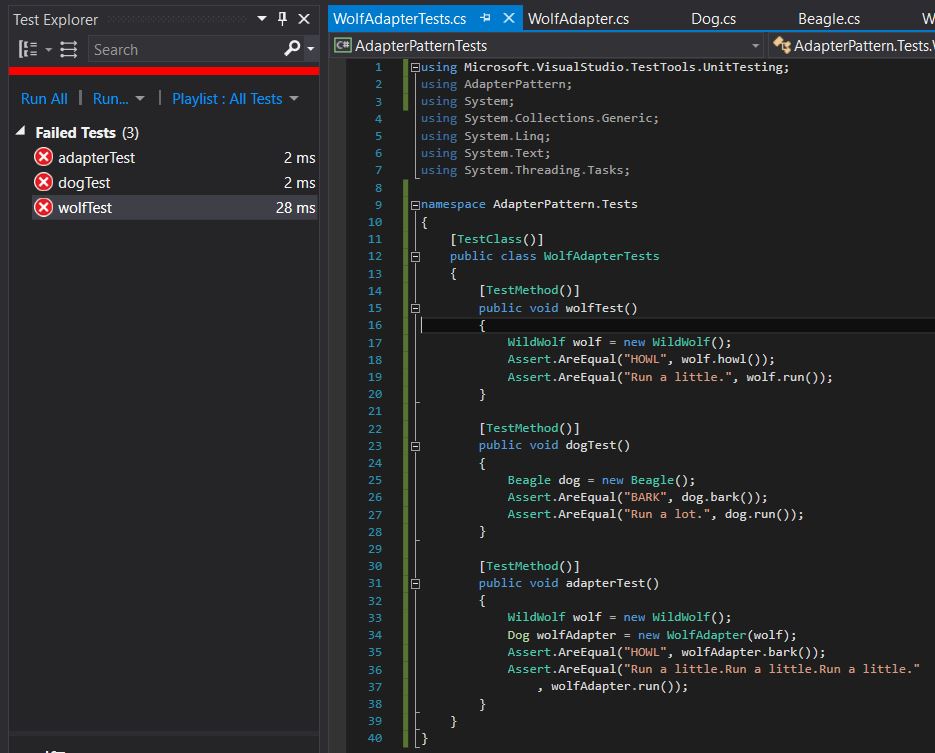


Figure . Initial Failed Test

The code in the interfaces and concrete classes at the time of this failed test was as shown in Figures 4 through 7, below.

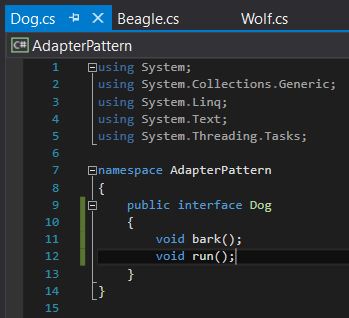


Figure . Initial Dog Class

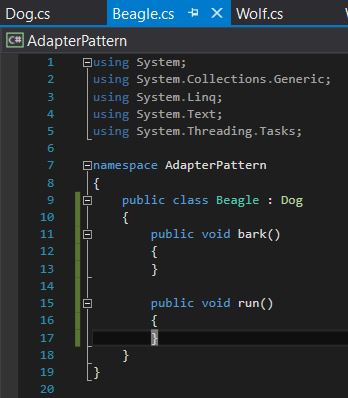


Figure . Initial Beagle Class

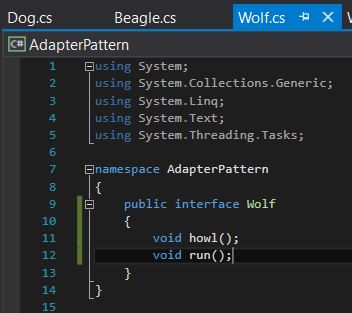


Figure . Initial Wolf Class

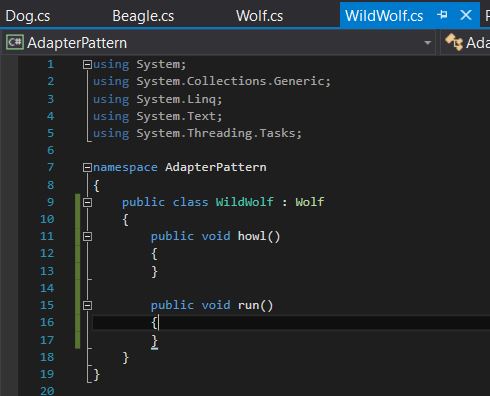


Figure . Initial WildWolf Class

Now that these initial classes have been created and the test suite created and outlined, we need to create an adapter for the Wolf interface. How do we go about doing so? We can examine the differences between dogs and wolves to create this adapter. Wolves hunt in packs, so they do not have to run for long periods of time like dogs must. The pack mentality and organization of wolves allows them to conserve energy when hunting. As such, they merely need to run in short spurts. In To to adapt a wolf to a dog, we need to call the wolf’s run() function multiple times to replicate the dog’s run() function, as shown in Figure 8, below.

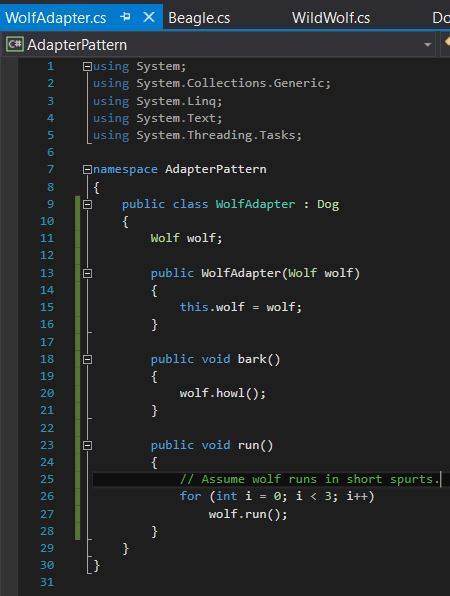


Figure . WolfAdapter Class

This adapter now provides the needed functionality to adapt a wolf to a dog and replicate the dog class’s behavior. We now merely need to update the Wolf, WildWolf, Dog, and Beagle classes to return the correct output when their respective functions are called, as shown in Figures 9 through 12, below.

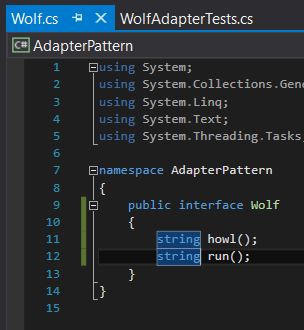


Figure . Refactored Wolf Class

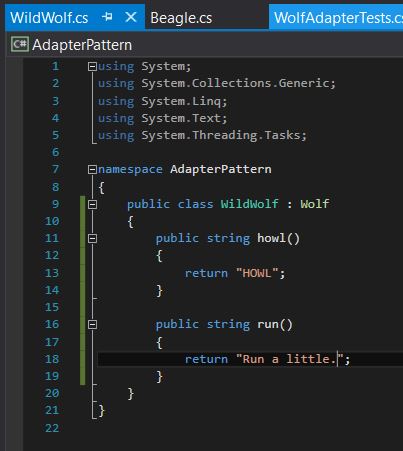


Figure . Refactored WildWolf Class

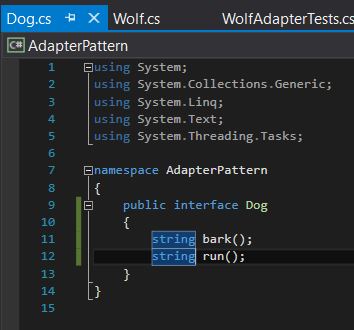


Figure . Refactored Dog Class

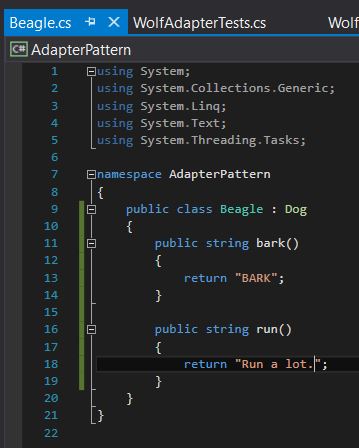


Figure . Refactored Beagle Class

With all of these classes refactored, we need to ensure that these changes result in successful tests, preserving the functionality of the project. The test suite was run again, producing the successful output shown in Figure 13, below.

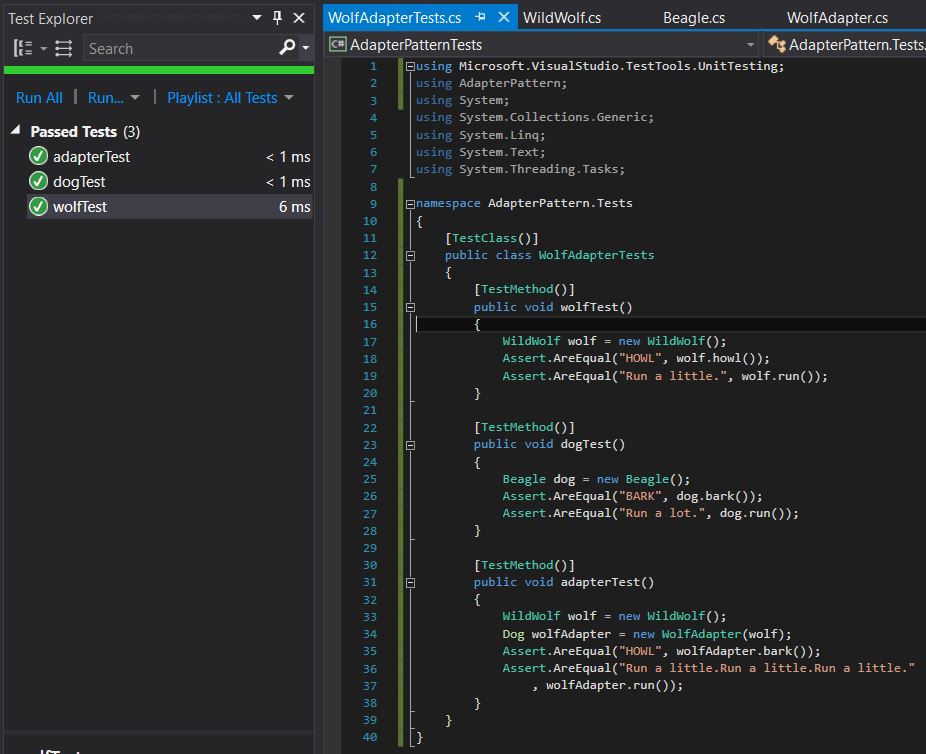


Figure . Successful Test

As can be seen from this project, object-oriented adapters can be used to adapt one interface to another without needing to change the code of either interface. The adapter pattern is extremely useful for adapting closely-related classes and has a plethora of real-world applications. When running low on objects of one class, consider using the adapter pattern to adapt this class to another class.

# **Singleton Pattern**

The Singleton Pattern is one of the best-known patterns in software engineering. Essentially, a singleton is a class which only allows a single instance of itself to be created, and usually gives simple access to that instance. Most commonly, singletons don’t allow any parameters to be specified when creating the instance. Although the class design, shown in Figure 14, is very simple, it is still easy to make mistakes during implementation.

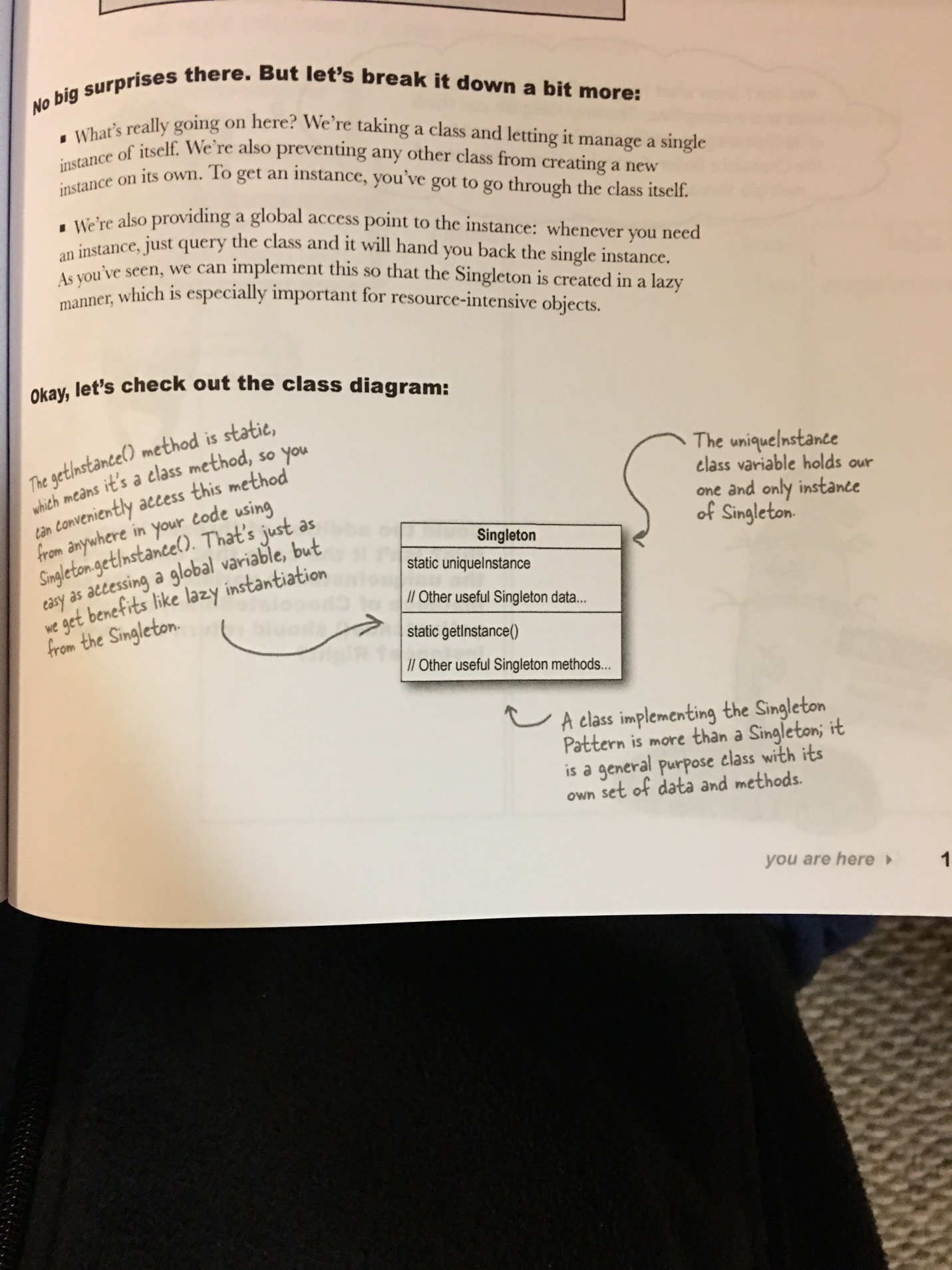


Figure . Singleton Pattern Class Diagram

Let’s begin by writing a class for a coffee maker.

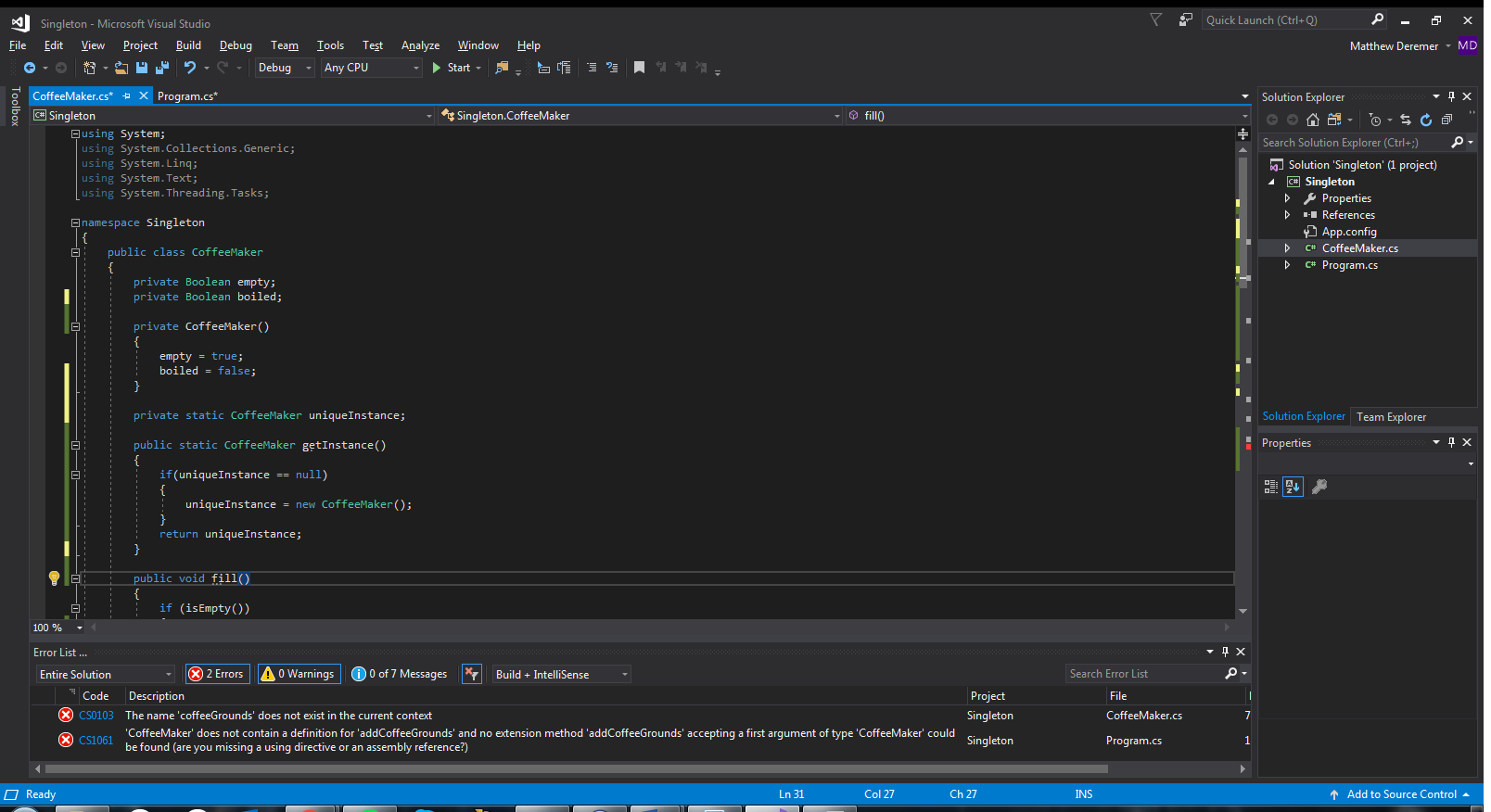


Figure . CoffeeMaker Class

As shown above in Figure 15, the CoffeeMaker has two Boolean variables: empty and boiled. When the CoffeeMaker class is first instantiated, it begins as an empty coffee maker with no water. However, this does not ensure that only one CoffeeMaker instance will ever be created. Multiple CoffeeMaker instances can still be generated with a simple code segment: “CoffeeMaker abc = new CoffeeMaker()”. See Figure 16 to see how I modified my code using the Singleton Pattern to work around this problem.

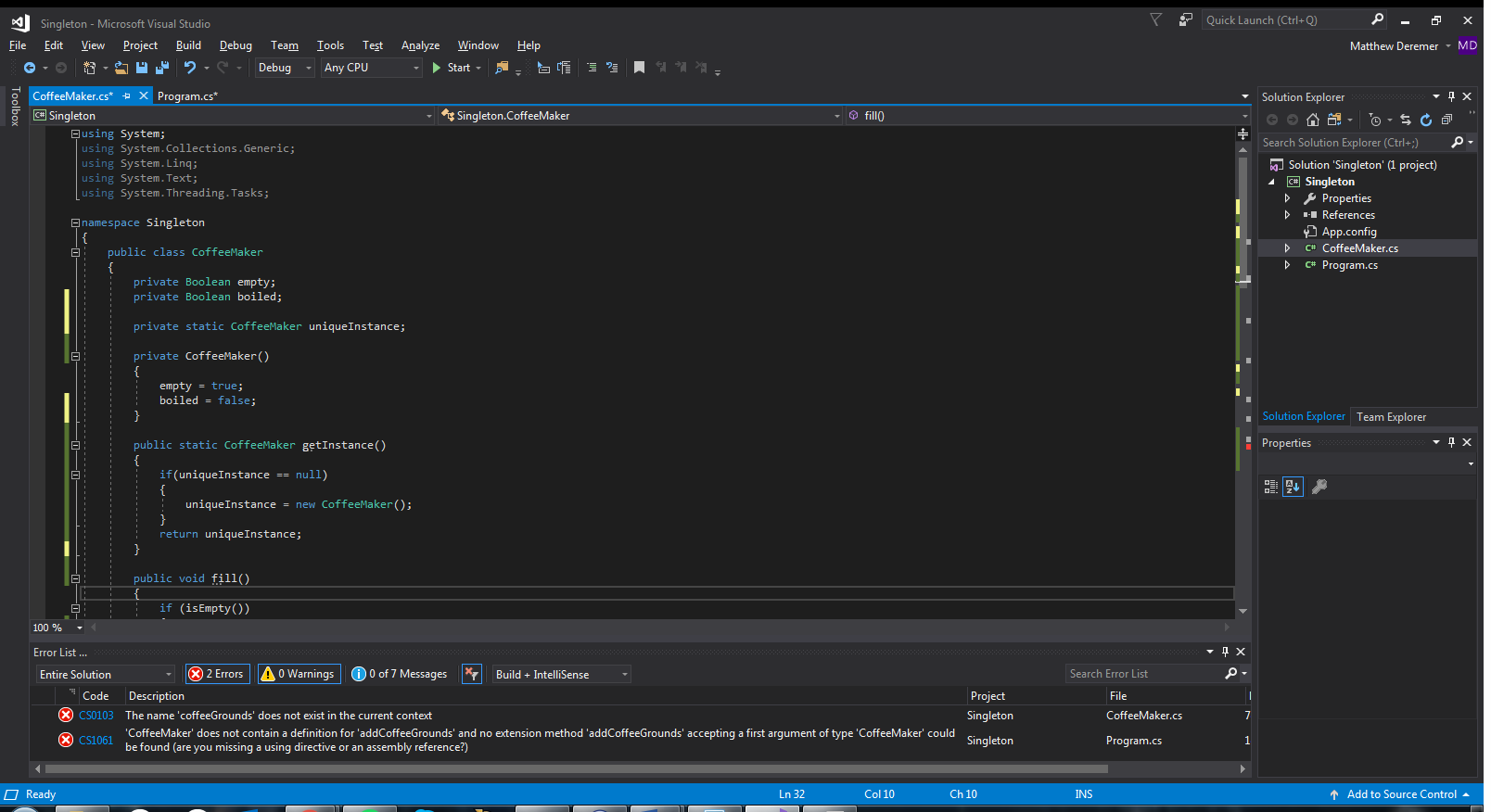


Figure . CoffeeMaker Class, Singleton Pattern

While setting up a new CoffeeMaker instance using getInstance, the method returns the original CoffeeMaker instance if one already exists. This ensures that only one instance of CoffeeMaker will be created and used. See Figures 17-19 to see what the class methods do.

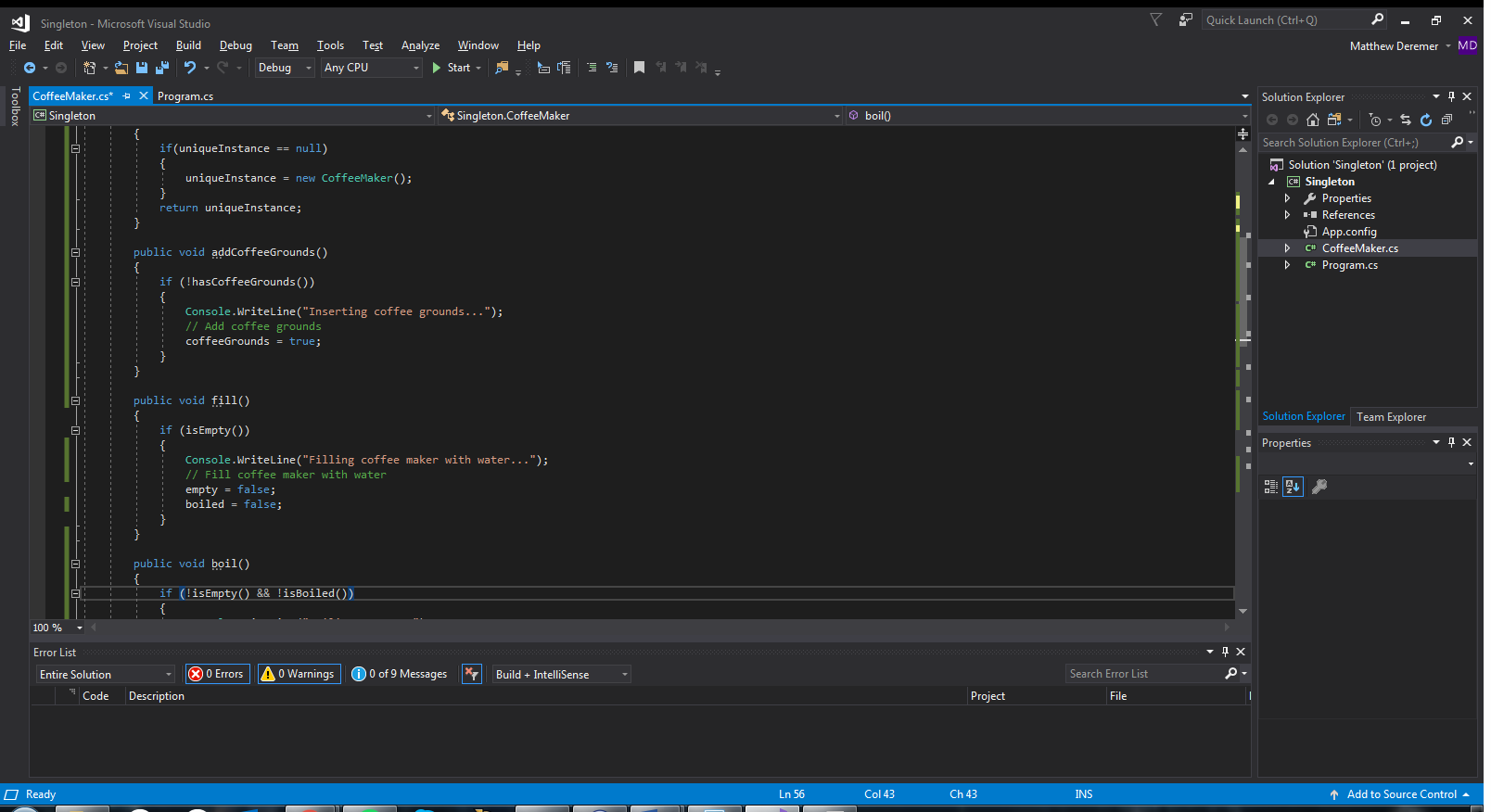


Figure . CoffeeMaker Method, Fill

If the CoffeeMaker object does not have water, this method fills the coffee maker with water and sets the empty and boiled variables to false.

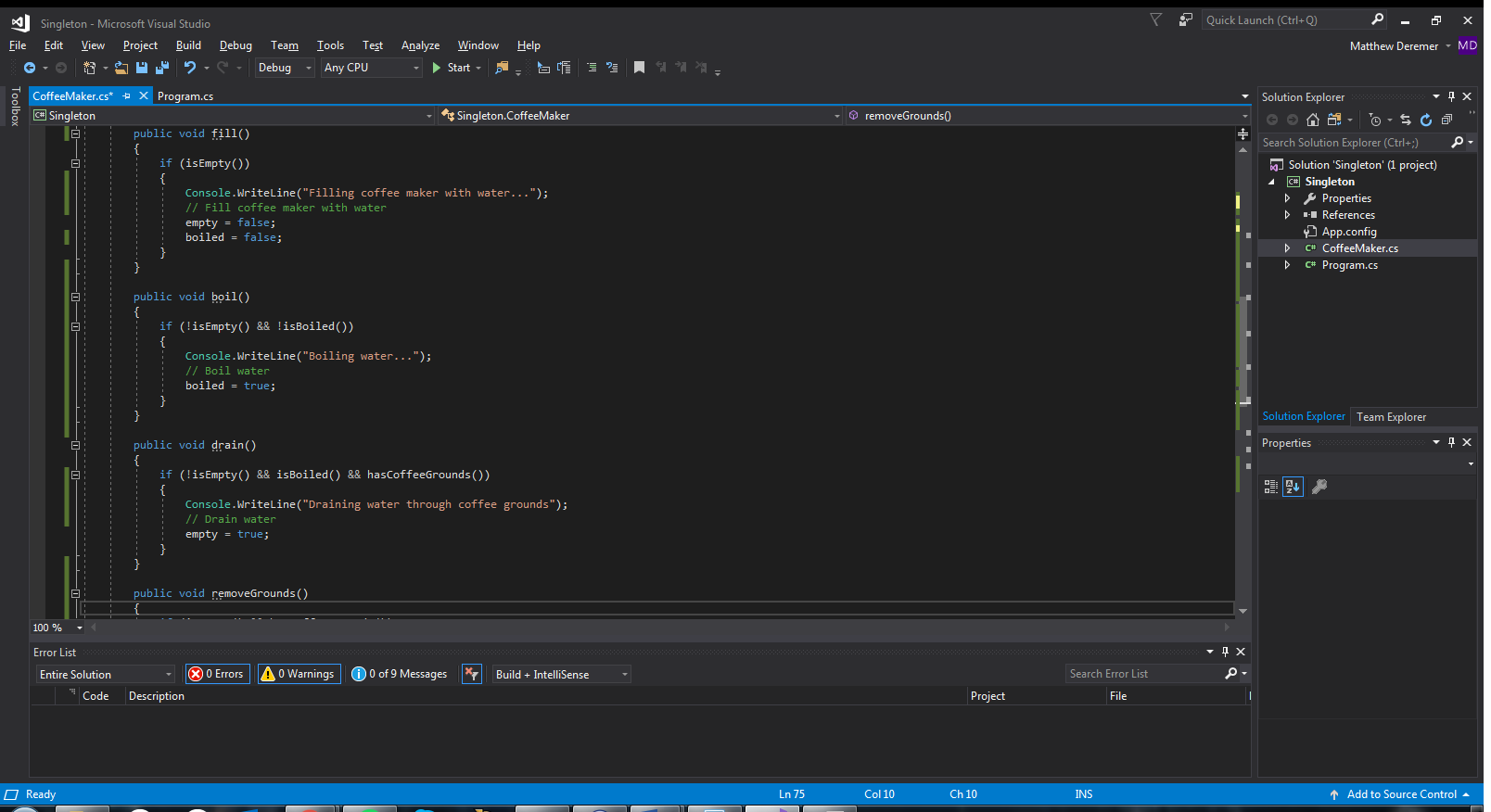


Figure . CoffeeMaker Method, Boil

To boil, the CoffeeMaker instance must not be empty and the water must not yet be boiling. This method boils the water and sets the boiled variable to true.

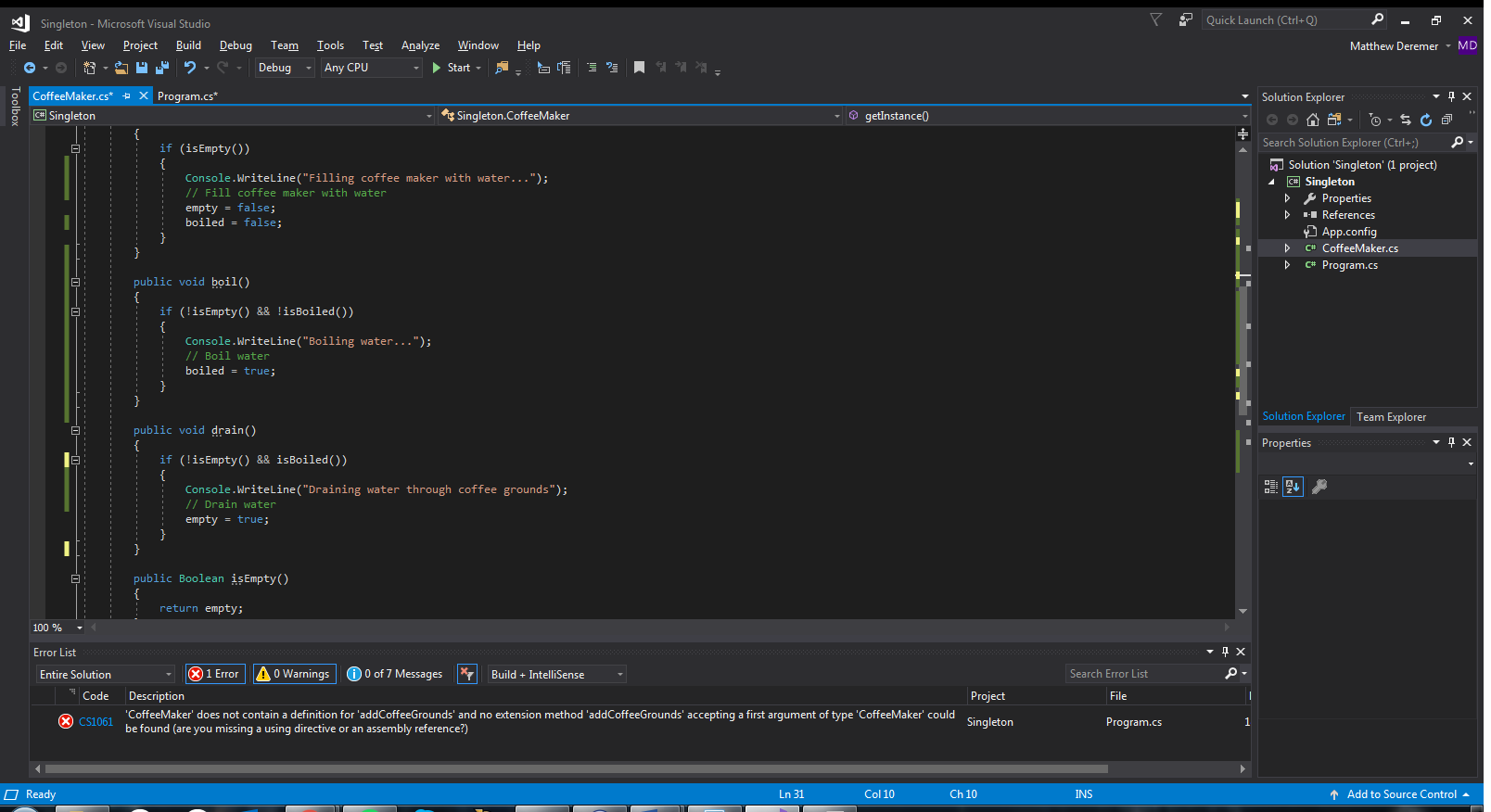


Figure . CoffeeMaker Method, Drain

If there is water in the coffee maker and it has boiled, this method drains the water and sets the empty variable to true.

Figure 20 shows the two Boolean methods used in the above methods that simply return their associated Boolean variables.

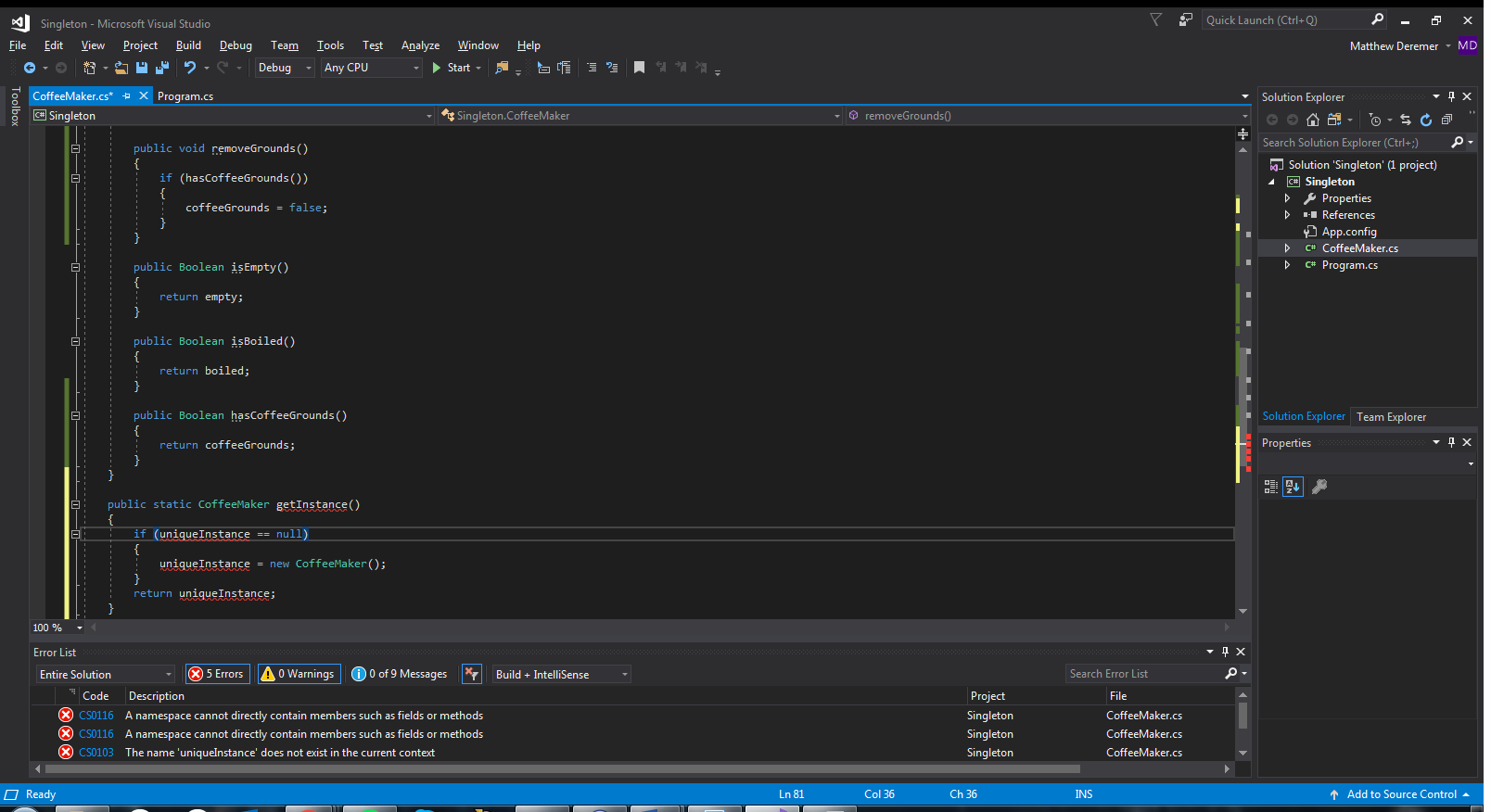


Figure . CoffeeMaker, Boolean Methods

Let’s now write a simple client program to utilize the Singleton Pattern. See Figure 21.

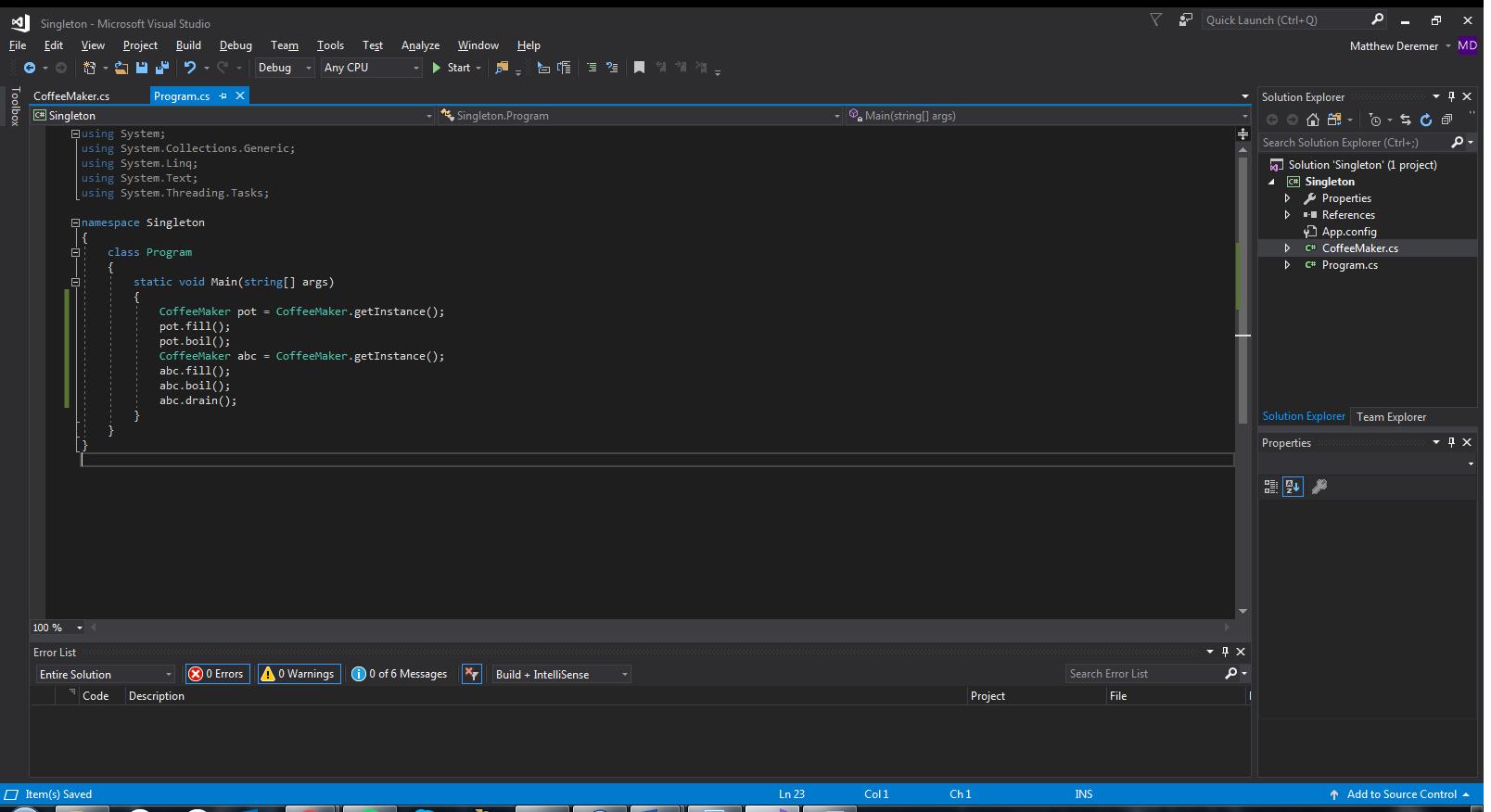


Figure . Client Code

The client program generates a CoffeeMaker instance named “pot”. It gets filled with water and then boils. I then show a new CoffeeMaker instance being generated. Since an instance already exists, the getInstance method just returns the original instance that has already been generated and modified. I call the fill and boil methods again on this new instance to show that they won’t actually repeat because of the current state of the CoffeeMaker. See Figure 22 for the output of this program. Notice that the fill and boil methods are not repeated. This is as desired.

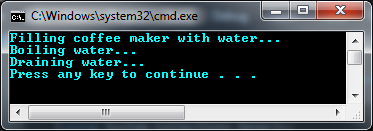


Figure . CoffeeMaker Output

Although this pattern works beautifully in the example shown, it has its fair share of problems. One of these problems occurs during multithreading. If two threads are running the code, and an instance has not yet been generated, both threads could be running through the getInstance method with the uniqueInstance variable returning null to both threads. See Figure 23 for reference.

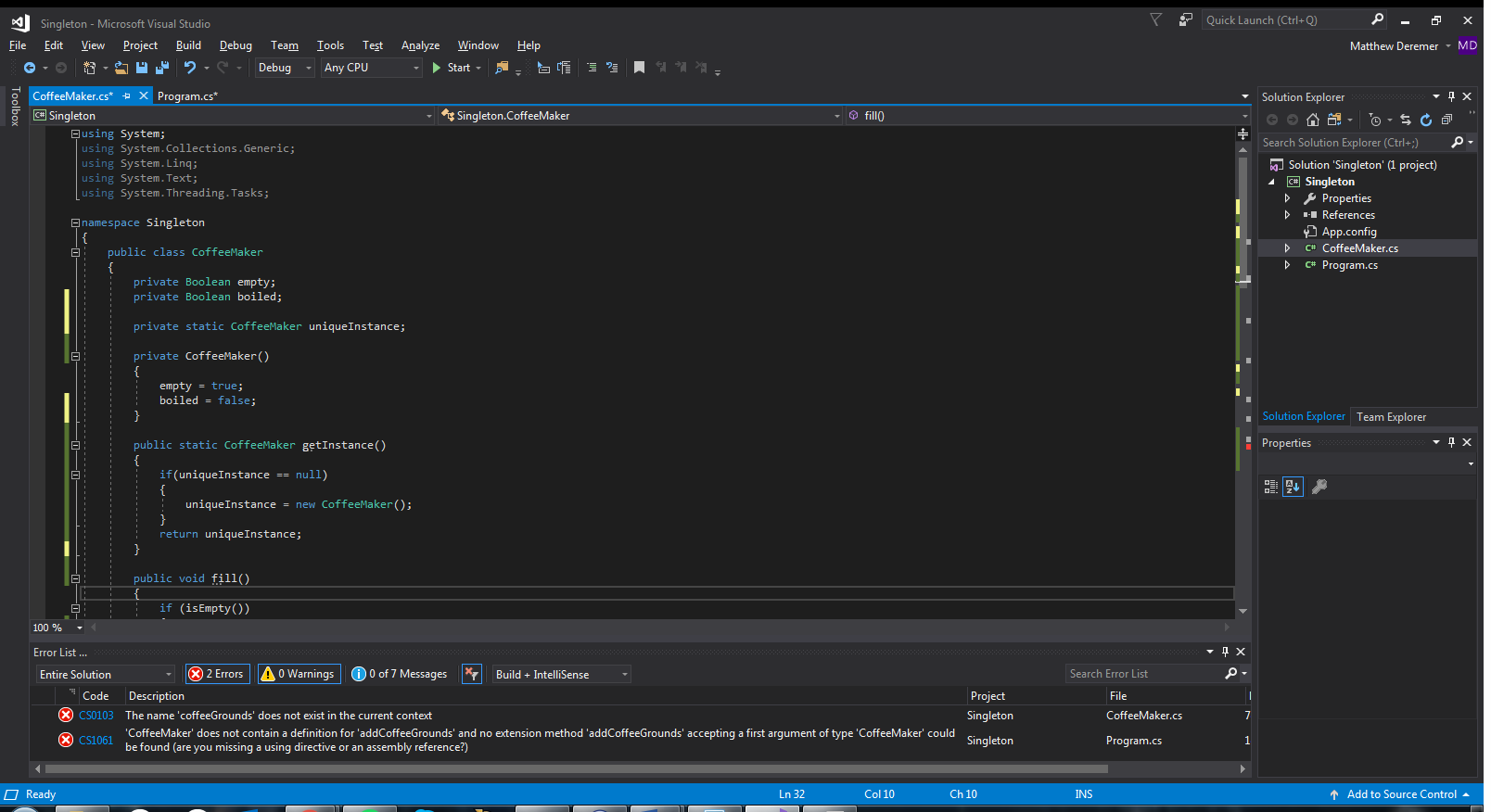


Figure . CoffeeMaker, getInstance

Each thread would then generate a new instance, causing two instances to be created. That is exactly what we don’t want with the Singleton Pattern. A simple fix does exist for this! In the CoffeeMaker class, we can have the code create the unique instance when the class is loaded. This guarantees that the instance will be created before any thread accesses the static uniqueInstance variable. The getInstance method can then be reduced to a simple return statement since we will already have an instance. See Figure 24 for the modified code that utilizes this fix.

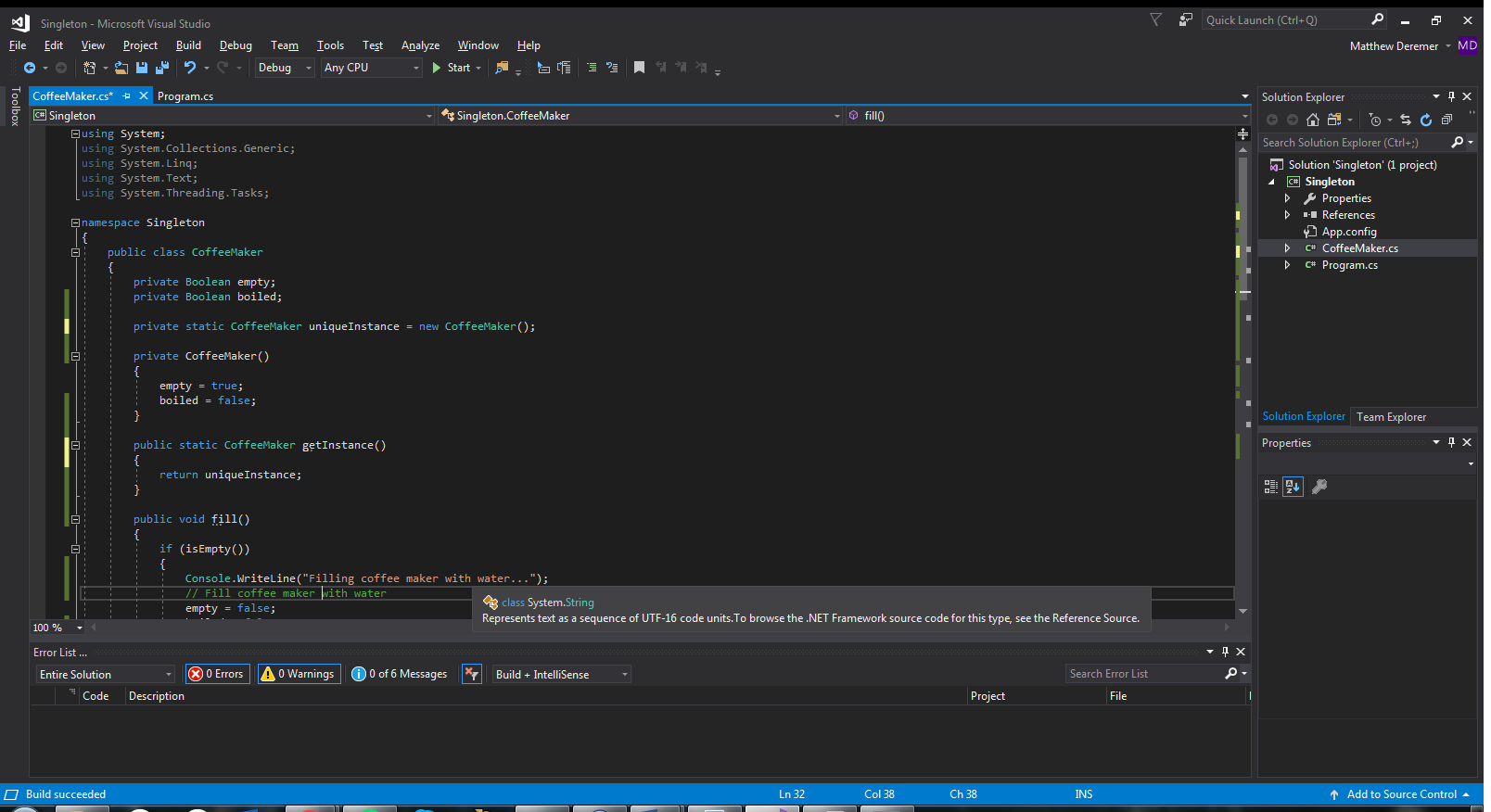


Figure . Multithreading Issue, Solution

# **Composite Pattern**

The idea behind the use of the Composite Pattern can be seen all around us. For example, think about the last time you went to the doctor. You probably saw a nurse first who took some general information, then the doctor would perform an exam and the nurse may come back to finish the visit. Then you go to the lab to have some different readings taken and wait for the results. So now we have created a detailed hierarchy with lots of different objects that documents the visit. Then comes the important part, the bill. Billing does not care about the details of the visit, they just want to know what was done that is billable. To obtain this information with the current setup would be difficult because it is embedded in the records which is clogged up with different objects and is not always consistent with the hierarchy because each visit does not go through the same process. This issue of too many objects and an inconsistent graph of data can be solved by implementing the Composite Pattern. We could define a base class with a billing property and each encounter would appear as a container with the base class inside. Billing can now simply enumerate everything inside an encounter and not worry about if it is a node or leaf. Figure 25 shows a visualization of the organization of the data using the Composite Pattern where the composites are nodes (i.e., nurse exam, lab visit) and the leaves are information such as height and weight.

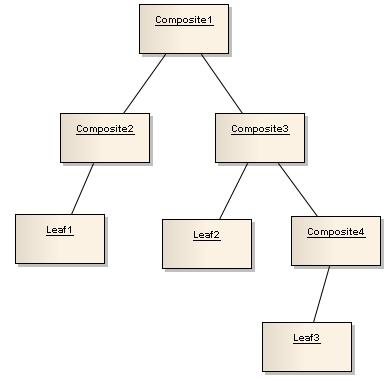


Figure : Visualization of Composite Pattern

The Composite Pattern “allows you to compose objects into tree structures to represent part-whole hierarchies. Composite lets clients treat individual objects and compositions of objects uniformly” (Freeman 364). What our text means by part-whole is the tree is composed of parts but can be treated as a whole. This can be very useful because it allows us to write simple code to apply an operation to the entire structure. Figure 26 shows the class diagram of the Composite Pattern.

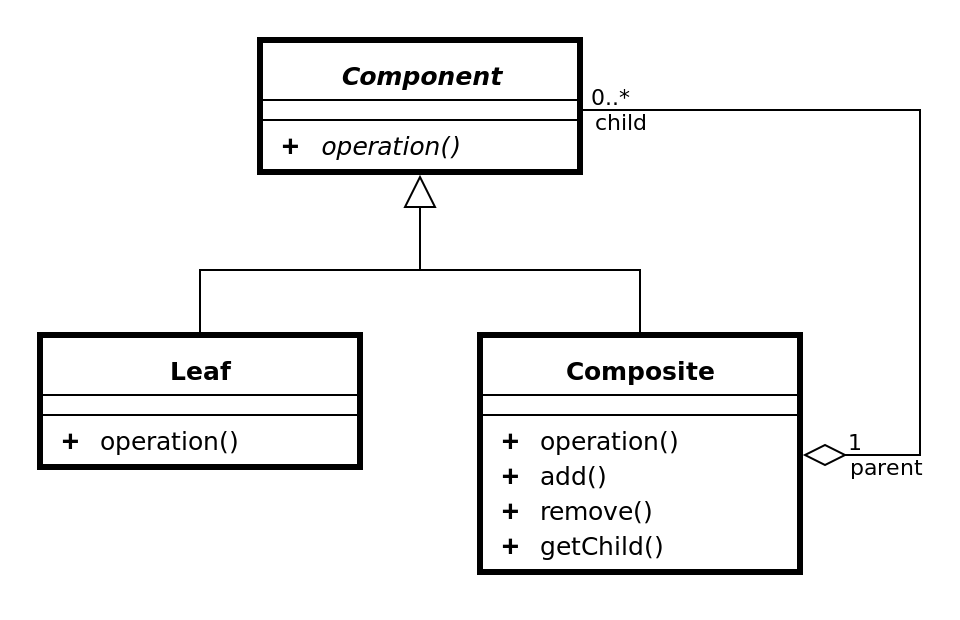


Figure : Composite Pattern Class Diagram

As the above figure shows, there are three components needed for the Composite Pattern. The first is the component which declares an interface for objects in the composition and implements behavior common to all objects. It also must implement an interface for adding and removing its own children. The second component is a leaf which implements the behavior for a leaf. The final component is a composite which defines behavior for nodes and implements the adding/removing interface from the component.

To model the Composite Pattern, we have implemented a Freestyle Coke machine which has a hierarchy of drinks starting with brand and working down to flavor. Figure 27, below, shows a model of the hierarchy.

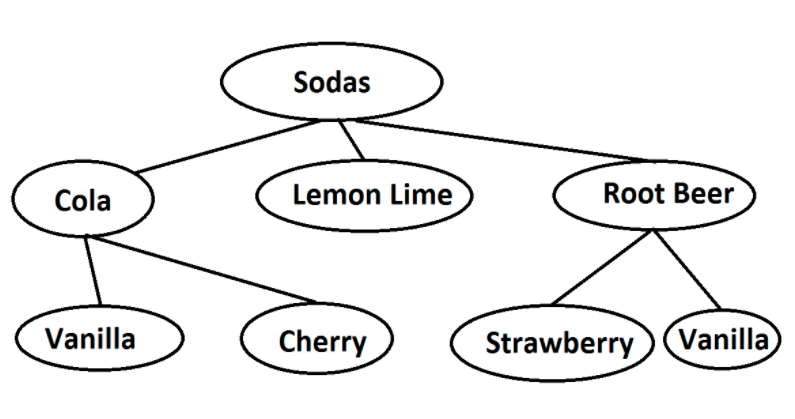


Figure : Freestyle Coke Model

A test suite was created to test the functionality we hoped to achieve which is shown in Figure 28, below.

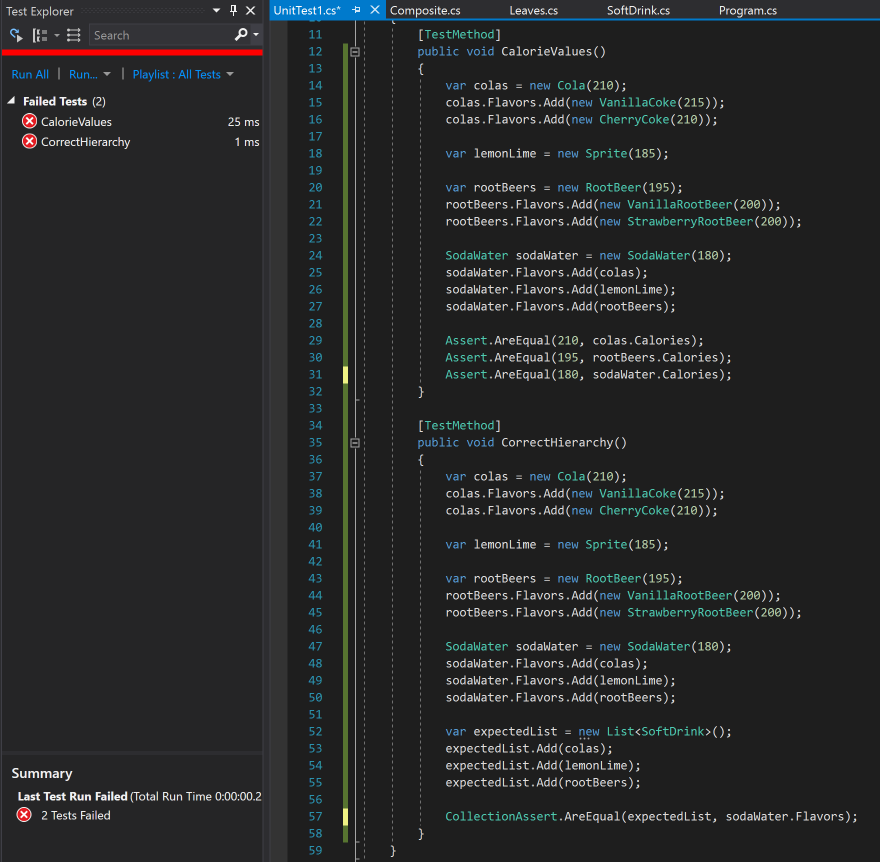


Figure : Failed Test

After creating the test suite, we created the outline for our abstract class to represent all soft drinks, the classes for different leaves, and the classes for composites. Figures 29 through 31 show the initial classes.

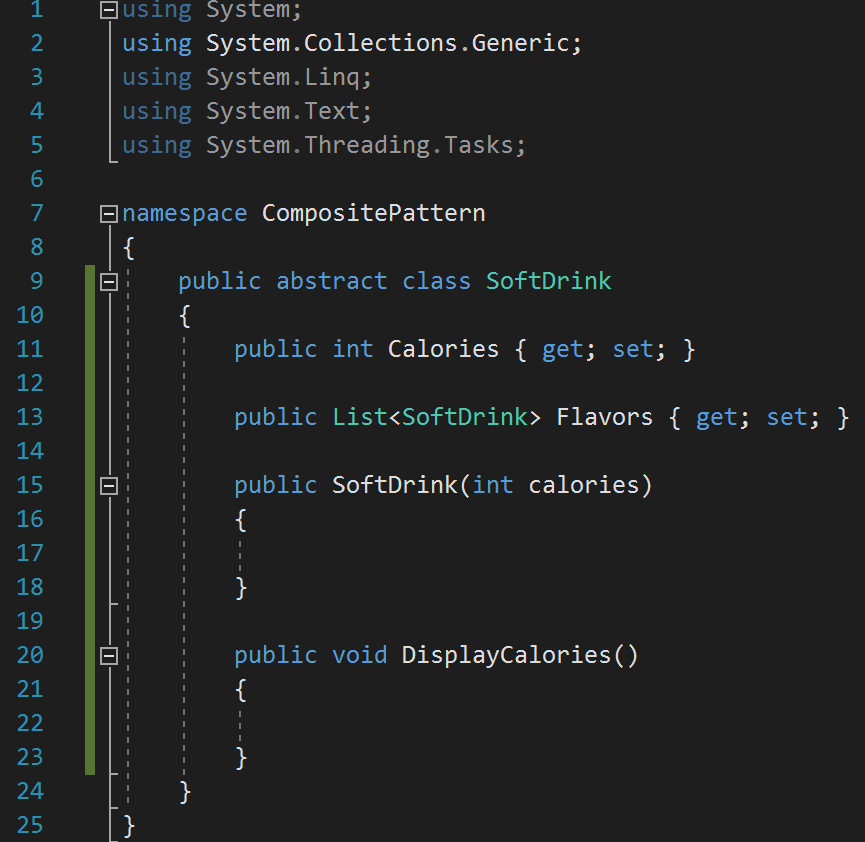


Figure : Initial Abstract Class

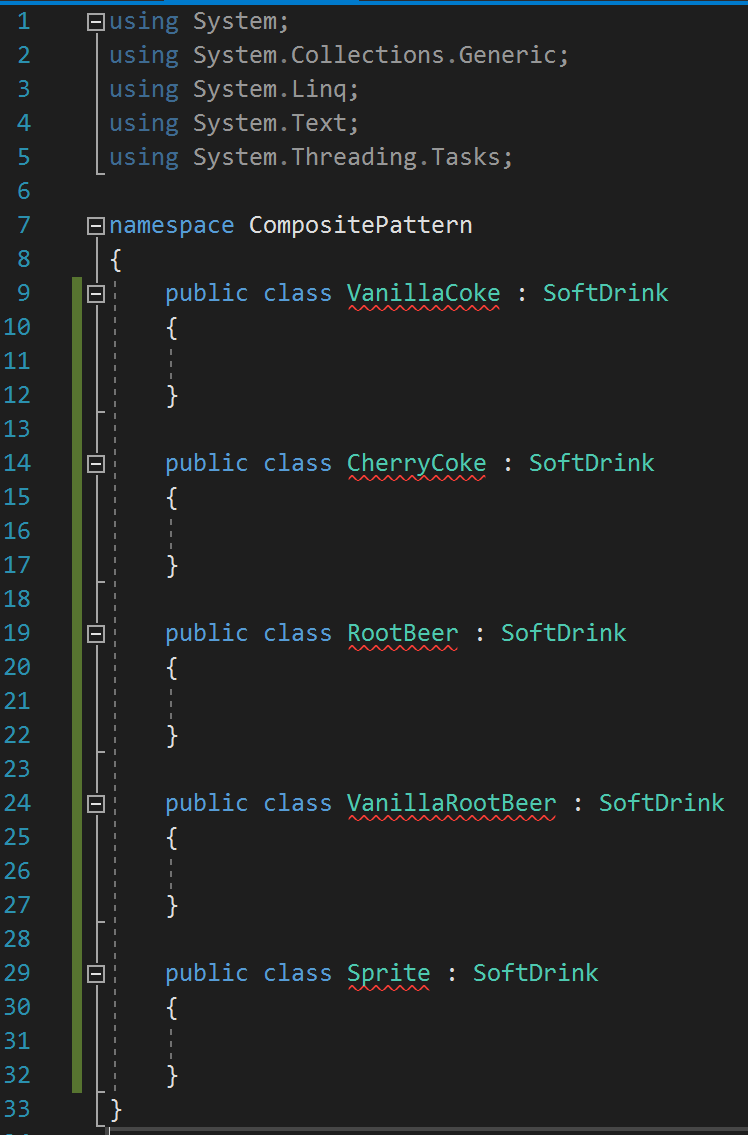


Figure : Initial Leaf Classes

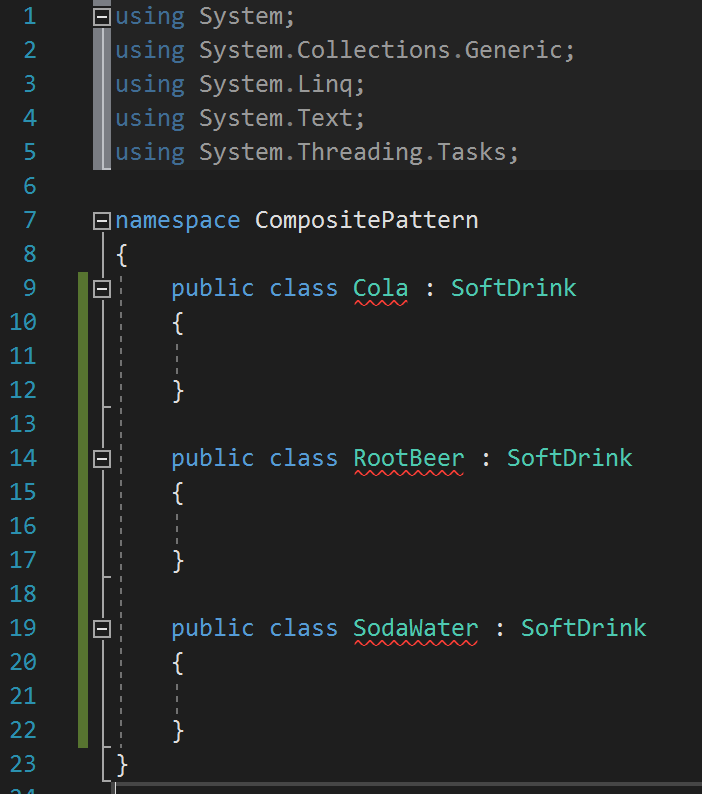


Figure : Initial Composite Class

We then needed to implement the abstract class which included a method, DisplayCalories(), that is recursively called to print the number of calories in a soda for each node. The class can be seen in Figure 31, below.

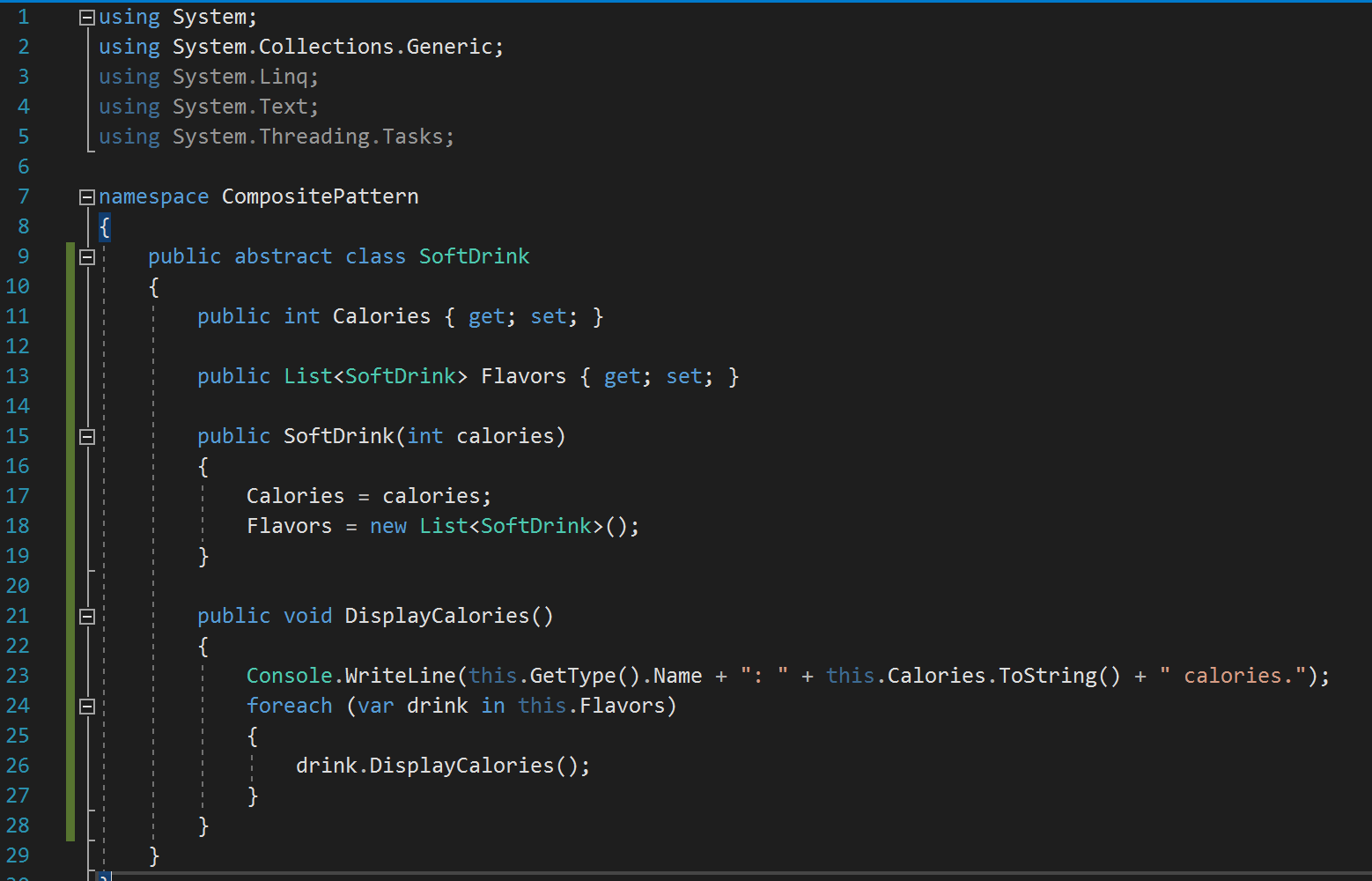


Figure : Abstract Class

We then implemented the concrete classes for the different soda flavors as shown in Figure 32, below.

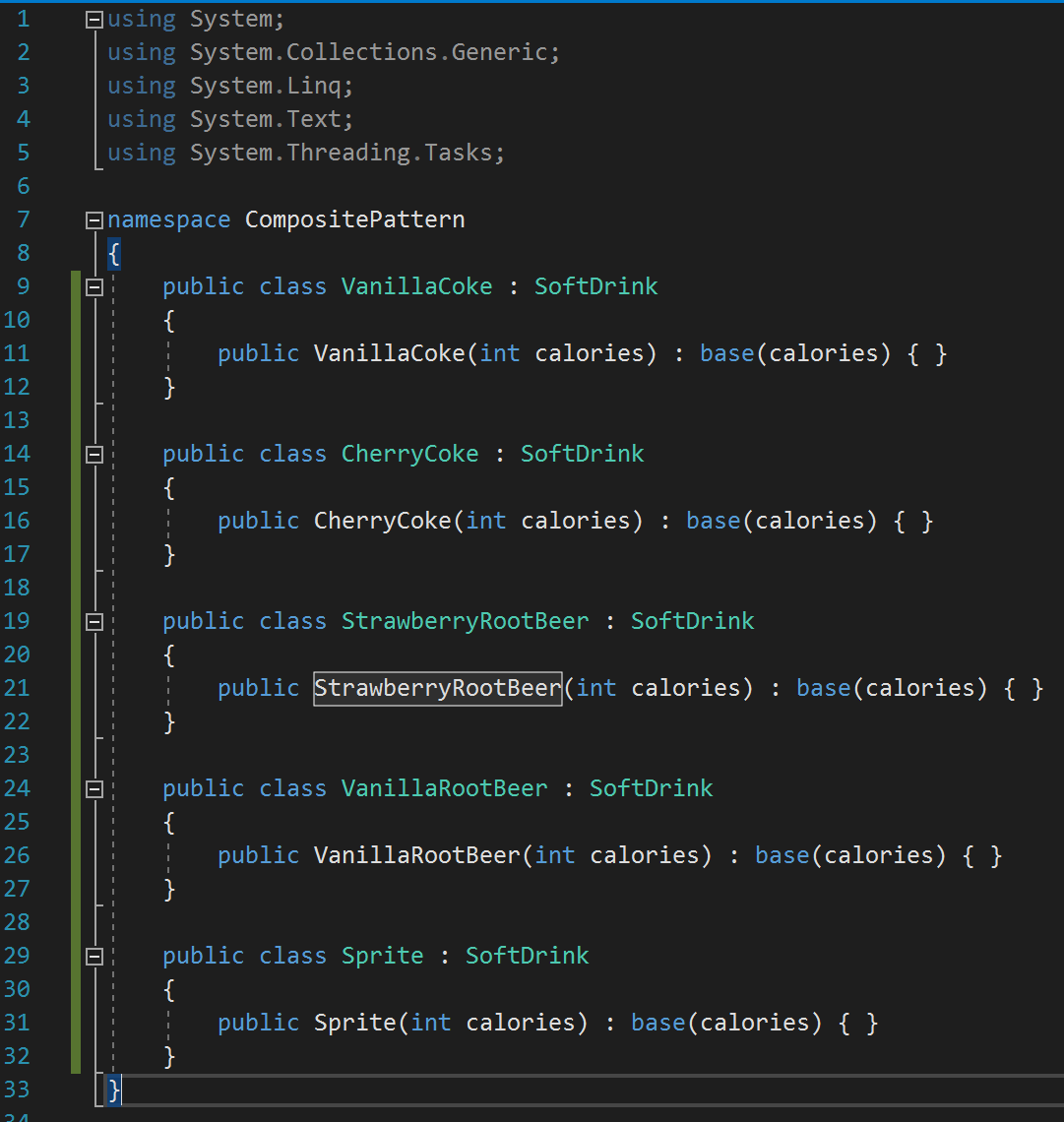


Figure : Concrete Classes

We then implemented the two composite components, Cola and RootBeer, which represent the objects with children as shown in Figure 33, below.

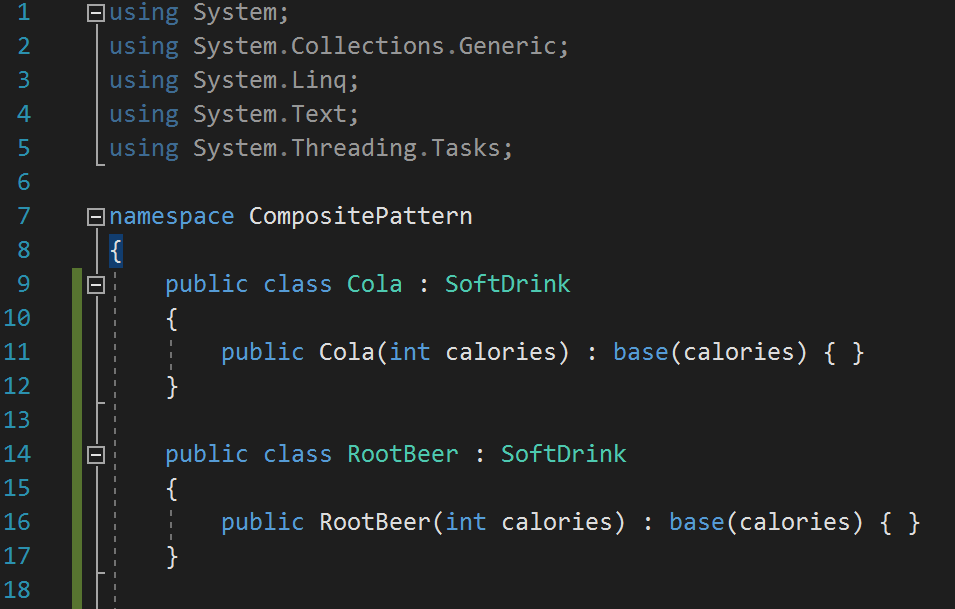


Figure : Composite Classes

The last component to be added is a composite class to be used as the root node shown in Figure 34, below.

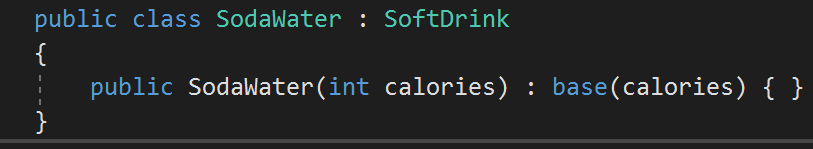


Figure : Composite Root Class

We could then utilize our hierarchy as shown in Figure 35 which yielded the output shown in Figure 36.

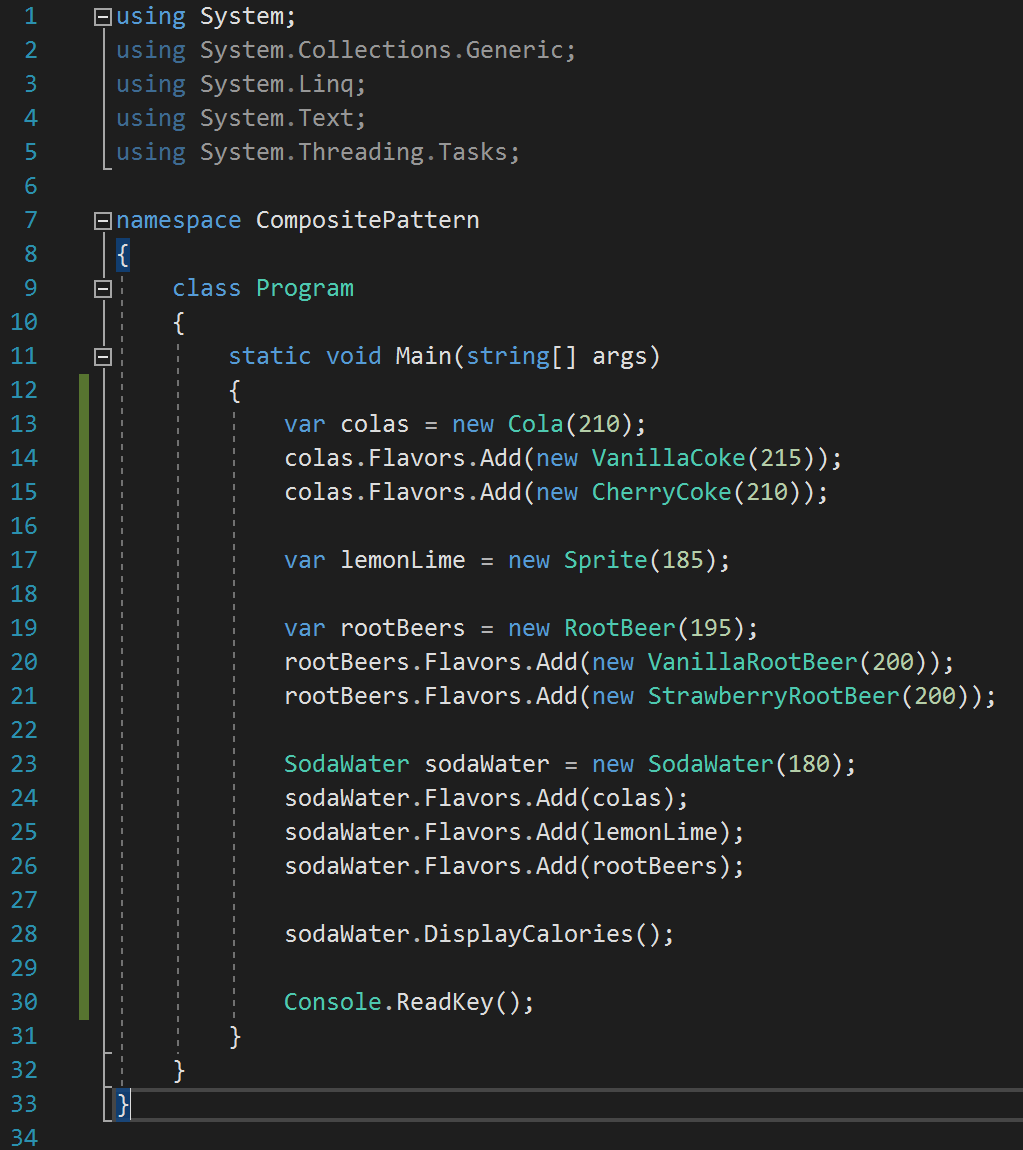


Figure : Composite Pattern Main

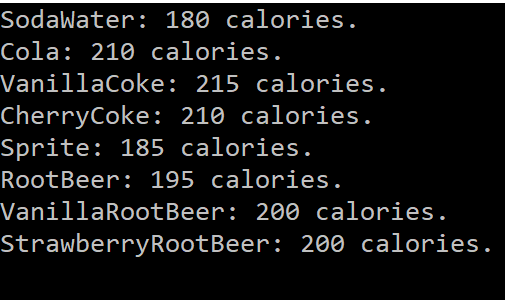


Figure : Composite Pattern Output

Now that all the classes have been implemented, we can run our test suite and see that all test pass as shown in Figure 37, below.

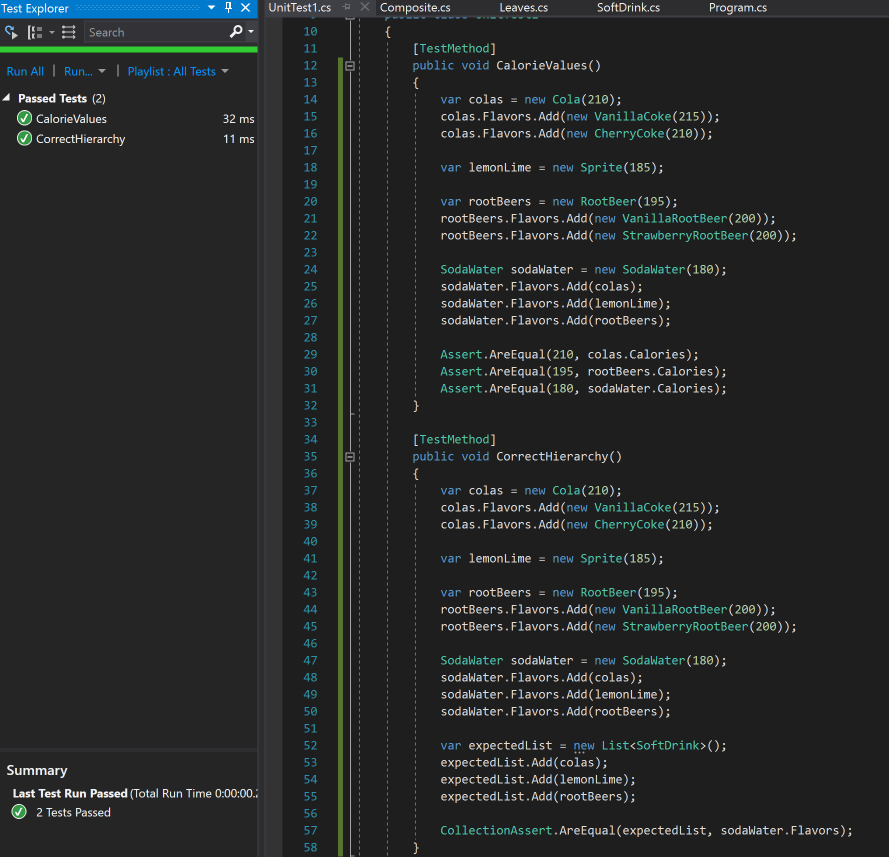


Figure : Passed Test

As seen from this section of the project, the Composite Pattern is a useful way to implement a hierarchy where the client can apply similar functions to all parts. Developers should be careful when using this pattern as to what design they follow, uniformity or type safety. Uniformity allows the client to treat leaves and composites the same but the type can be lost as a leaf can perform a function only a composite should. It is better to follow the type safety design as this project has which implements the leaves and composites separately therefore preserving the type.

# **References**

https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/interfaces/

<http://csharpindepth.com/Articles/General/Singleton.aspx>

Composite. (n.d.). Retrieved December 07, 2017, from http://www.dofactory.com/net/composite-design-pattern