Null Object

From "Agile Principles, Patterns and Practices" by Robert Martin

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Null Object

- Intent
 - Provide a surrogate for another **object** that shares the same interface but does nothing.
 - Encapsulates the implementation decisions of how to "do nothing" and hides those details from the collaborators.
- Motivation

```
Employee *e = DB->getEmployee("Bob");
if (e != null && e->isTimeToPay(today))
  e->pay();
```

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Null Object

```
Employee *e = DB->getEmployee("Bob");
if (e != null && e->isTimeToPay(today))
  e->pay();
```

- Short-cut evaluation
- Throw exception? Try-catch?

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Implementation

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Implementation

 A null object can be implemented as a Singleton.

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