

# Null Object

From “Agile Principles, Patterns and Practices” by Robert Martin

# Null Object

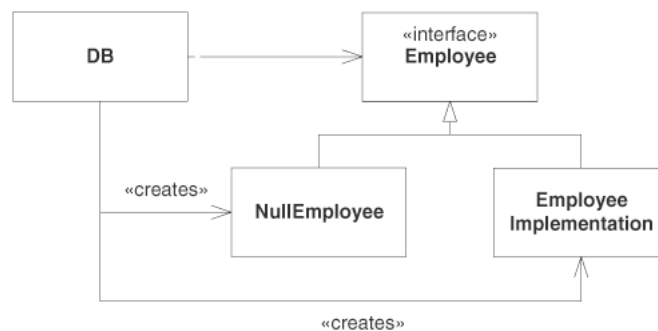
- Intent
  - Provide a surrogate for another **object** that shares the same interface but does nothing.
  - Encapsulates the implementation decisions of how to “do nothing” and hides those details from the collaborators.
- Motivation

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

# Null Object

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

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



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

## Implementation

- A null object can be implemented as a **Singleton**.