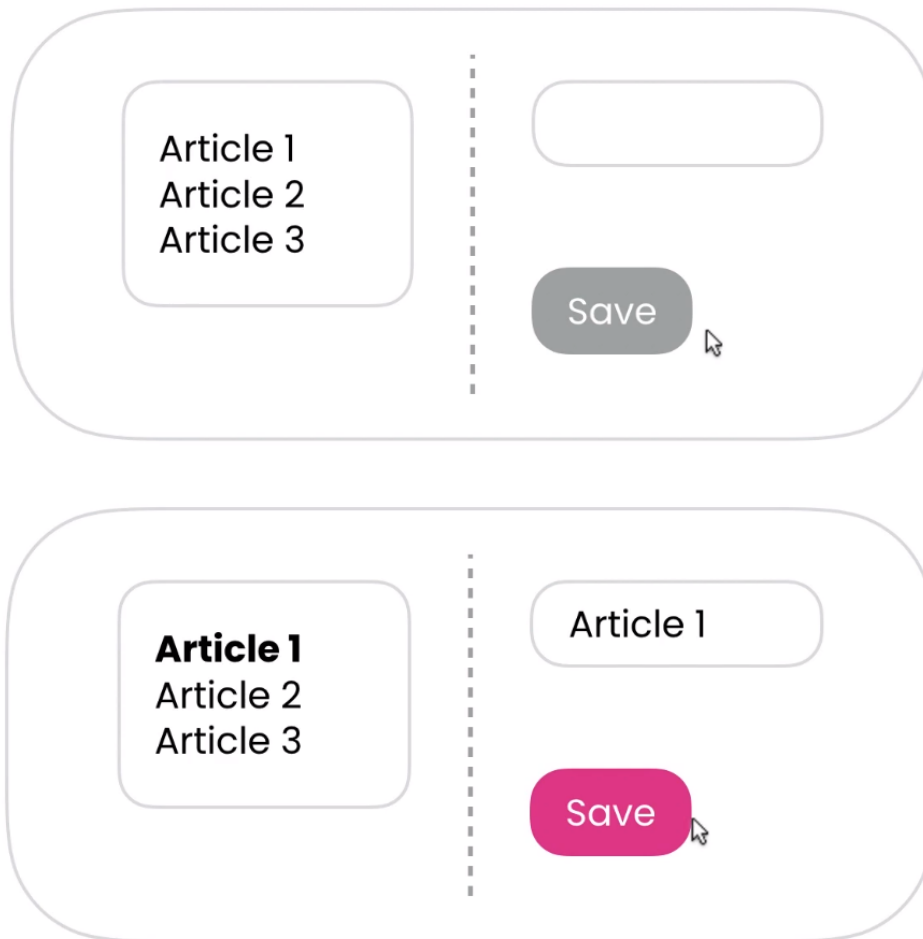


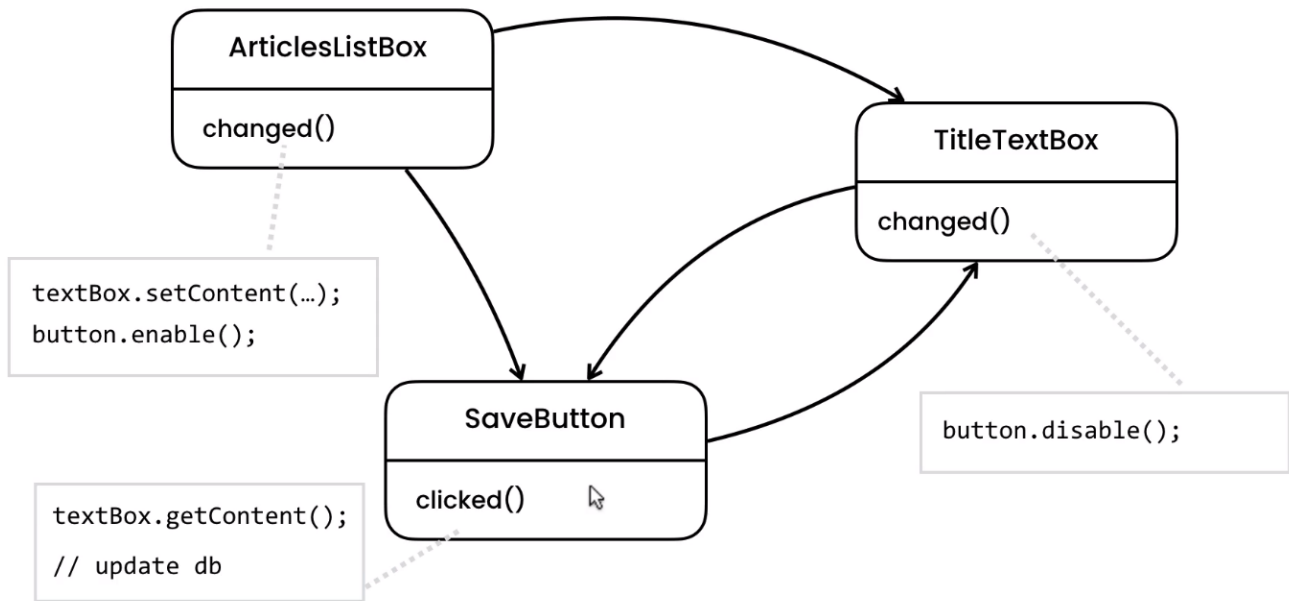
# Mediator

## Example Problem

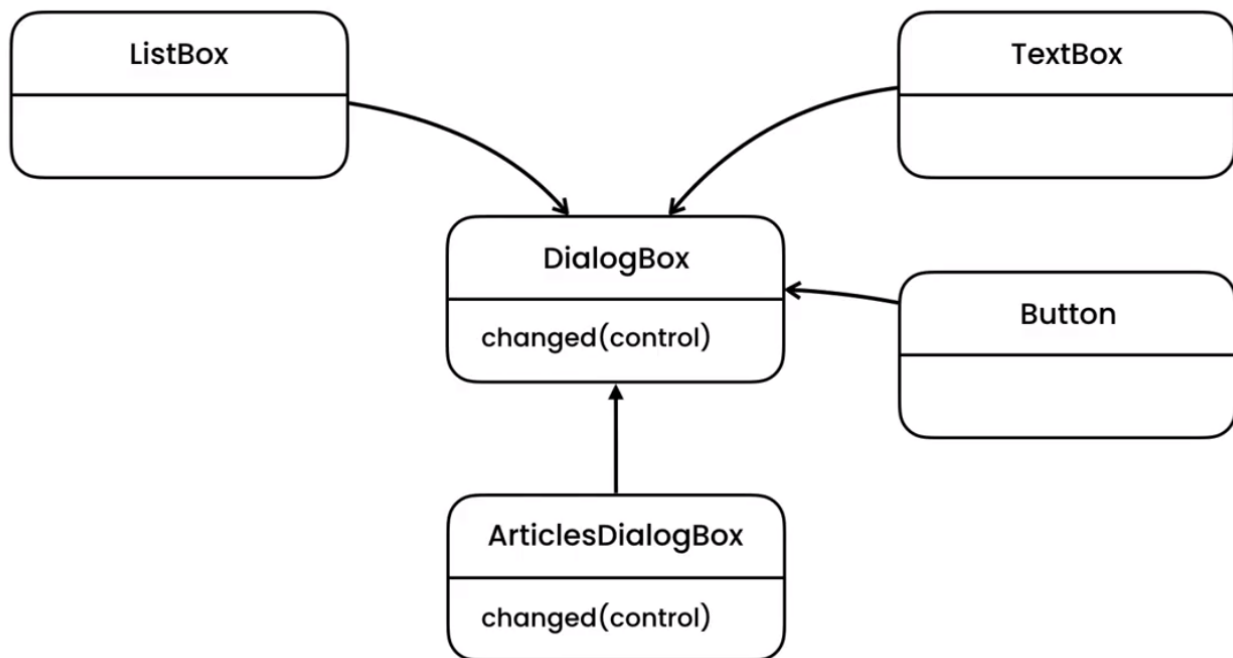
You are developing a form for a mobile app and the save button is disabled if no Articles are selected and enabled if an Article is selected:



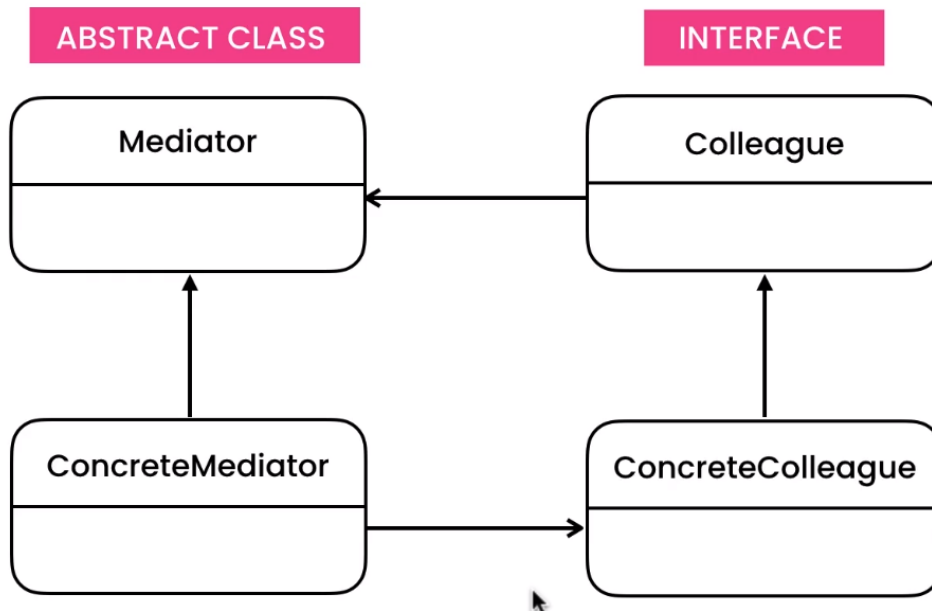
In order to enable and disable the button several classes need to speak to one another and if they speak directly with one another you can end up with several dependencies and tight coupling as shown below :



In order to reduce this coupling you can implement the mediator pattern as below :



The GOF outline the pattern as follows :

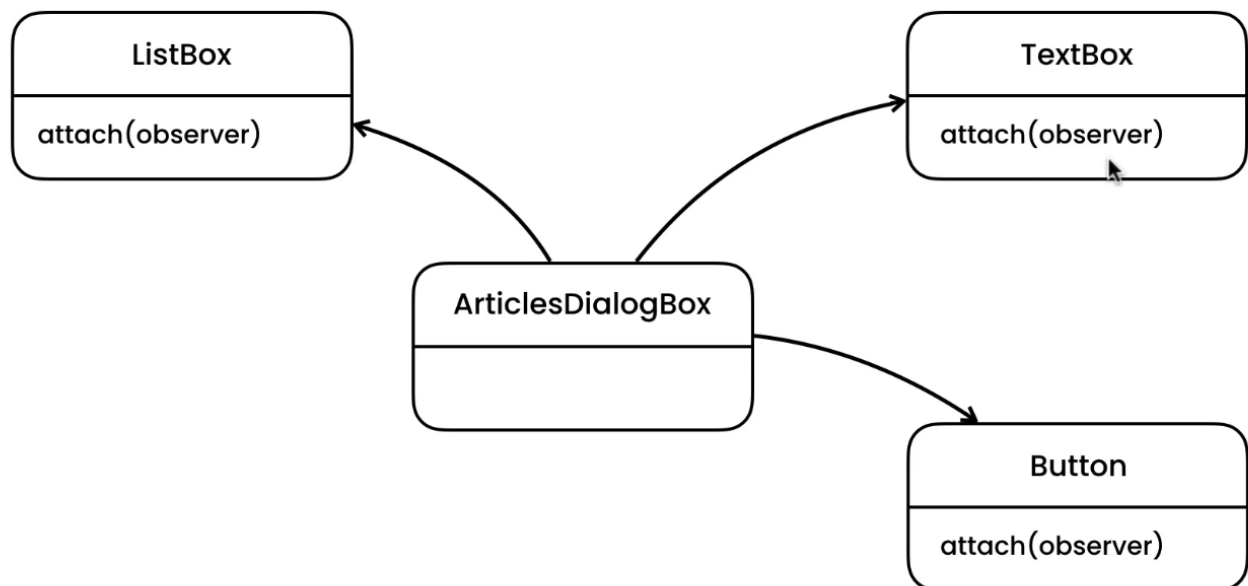
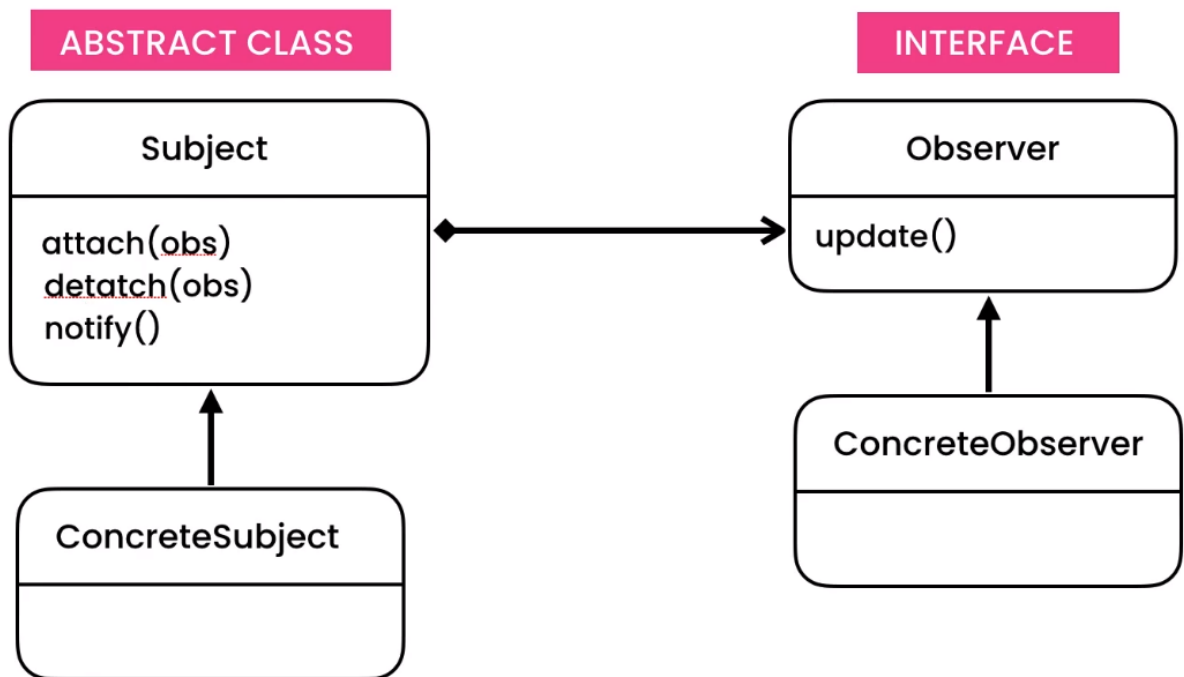


In our example A UIControl class (which can be considered as part of a GUI framework) acts as the colleague and the GUI Elements (ListBox, textBox and Button) extend the Colleague. the Dialog Box is set up as the Mediator and the ArticlesDialogBox is the ConcreteMediator

One issue with the above implementation is the need to handle logic in the change method of the concrete mediator which if there are a lot of GUI elements will become complex and violate the OCP.

```
@Override
public void changed(UIControl control) {
    if (control == articlesListBox)
        articleSelected();
    else if (control == titleTextBox)
        titleChanged();
}
```

To correct this we can implement the mediator pattern with the Observer pattern as below :



The ArticlesDialog Box acts as the Observer removing the need for a DialogBox :

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<pre> public class ArticlesDialogBox {     private ListBox articlesListBox = new ListBox();     private TextBox titleTextBox = new TextBox();     private Button saveButton = new Button();      public ArticlesDialogBox() {         articlesListBox.addEventHandler(this:: articleSelected);         titleTextBox.addEventHandler(this::titleChanged);     }      public void simulateUserInteraction() {         articlesListBox.setSelection("Article 1");         titleTextBox.setContent("");         titleTextBox.setContent("Article 2");         System.out.println("TextBox: " + titleTextBox. getContent());         System.out.println("Button: " + saveButton. isEnabled());     }      private void titleChanged() {         var content = titleTextBox.getContent();         var isEmpty = (content == null    content. isEmpty());         saveButton.setEnabled(!isEmpty);     }      private void articleSelected() {         titleTextBox.setContent(articlesListBox. getSelection());         saveButton.setEnabled(true);     } } </pre>	<pre> public abstract class UIControl {     private List&lt;EventHandler&gt; eventHandlers = new ArrayList&lt;&gt;();      public void addEventHandler (EventHandler observer) {         eventHandlers.add(observer);     }      protected void notifyEventHandle rs() {         for (var observer : eventHandlers)             observer.handle();     } } </pre>	<pre> public interface Even tHandler {     void handle() ; }  public class Button extends UIControl {     private boolean i sEnabled;      public boolean isE nabled() {         return isEnabled ;     }      public void setEn abled(boolean enabl ed) {         isEnabled = enabled;         notifyEventHandl ers();     } } </pre>
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<pre> public class ListBox extends UIC ontrol {     private String selection;      public String getSelection() {         return selection;     }      public void setSelection (String selection) {         this.selection = selection;         notifyEventHandlers();     } } </pre>	<pre> public class TextBox extends UIControl {     private String content;      public String getContent() {         return content;     }      public void setContent (String content) {         this.content = content;         notifyEventHandlers();     } } </pre>
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