# Learning Creational Design Patterns



Annapurna Agrawal AUTHOR

@annapurna\_23 linkedin.com/in/annapurna-agrawal



### Design Patterns

**Creational Pattern** 

Provides object creation mechanism

**Structural Pattern** 

Explains how to assemble objects and classes into larger, flexible structures

**Behavioral Pattern** 

Deals with algorithms and assignment of responsibilities between objects

### Design Patterns

#### **Creational Pattern**

Provide various object creation mechanisms, which increase flexibility and reuse of existing code



# Why Creational Design Pattern?

```
Object $ob1 = new Object();
```



**Factory Method** 

**Abstract Factory** 

Builder

**Prototype** 



**Factory Method** 



#### **Factory Method**

Provides interface for creating objects in superclass, but allows subclass to alter the type of objects that will be created



#### **Courier Application**

#### **Truck transport**



planCourierDelivery() packing dispatching delivering

#### **Courier Application**

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planCourierDelivery()
packing
dispatching
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#### **Courier Application**

#### **Truck transport**

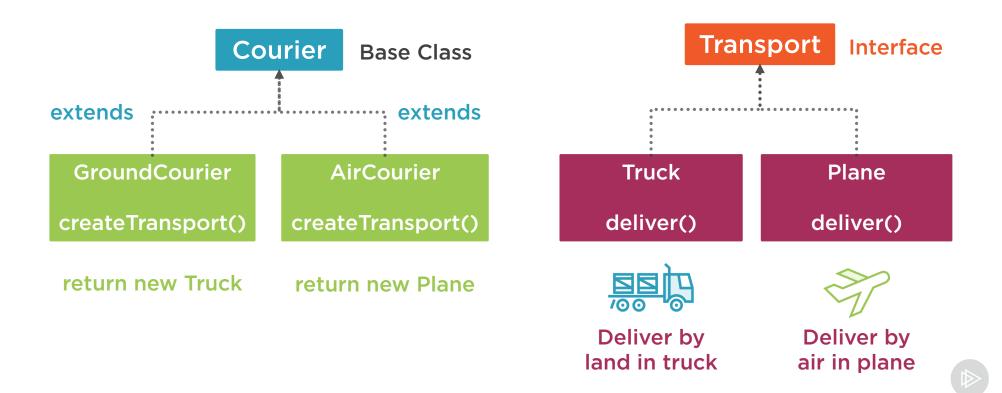






planCourierDelivery() packing dispatching delivering

## Factory Method

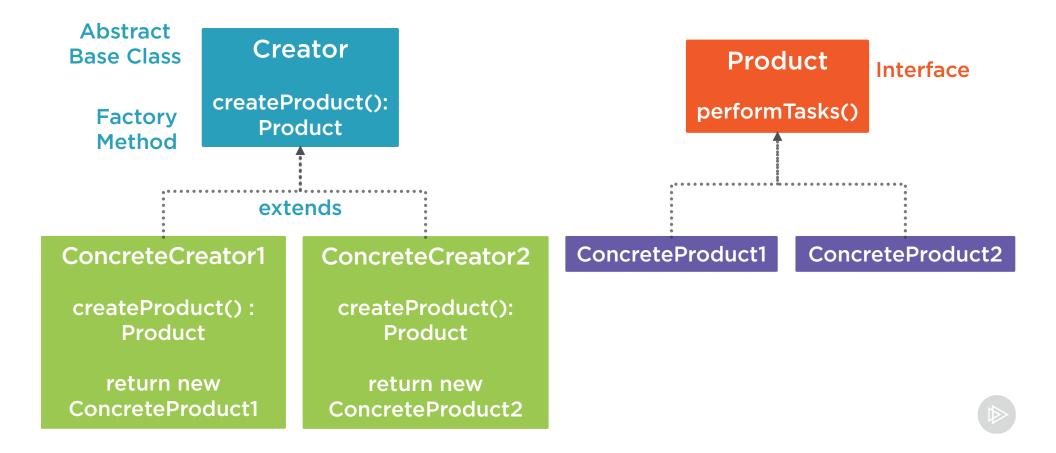


# Factory Method

Encapsulate What Varies



### Factory Method







**Implementing Factory Method Pattern** 

## Factory Method



Uncertain about the type of objects we might have to create and work on

Separates the object creation code from code which uses the product

#### **Factory Method**

Provides interface for creating objects in superclass, but allows subclass to alter the type of objects that will be created

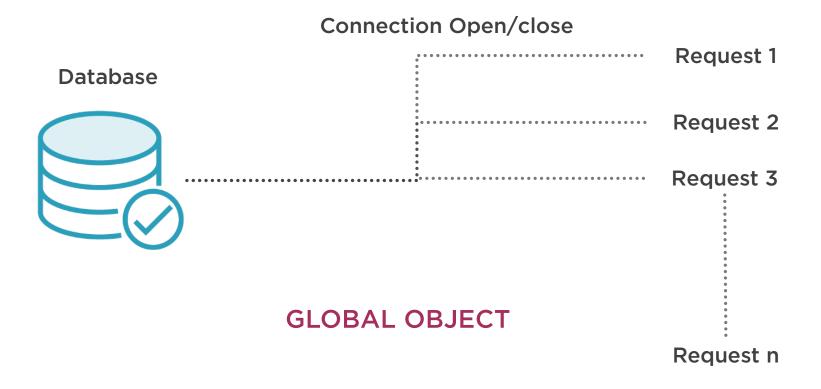


#### **Factory Method**

Provides interface for creating objects in superclass, but allows subclass to alter the type of objects that will be created

#### **Singleton**

Ensures that a class has only one instance, while providing a global access point to this instance







## Singleton Pattern

```
instance: singleton

getInstance(): singleton

if (null == instance) {
    instance = new singleton
}
return instance
Client
```

```
private function __construct() {
    // ....
}

public static function getInstance() {
    // ....
}
```

### Singleton Pattern

Make default constructor private

Create a static creation method







**Implementing Singleton Pattern** 

# Singleton



Just to have a single instance of the class available to all clients

Testing becomes an issue with this pattern

## Summary



Creational pattern provides object creation mechanism

Factory method is used when the types of object to work on is uncertain

Singleton pattern is used when only a single instance of class is required for entire application

# Creational Pattern in PHP



# Up Next: Using Structural Design Patterns