

Module 08: "Bridge"



Agenda

- ▶ Introductory Example: Printing Reservations
- ▶ Challenges
- ▶ Implementing the Bridge Pattern
- ▶ Pattern: Bridge
- ▶ Overview of Bridge Pattern



Introductory Example: Printing Reservations

```
class Reservation
{
    public DateTime When { get; set; }
}
```

```
class EventTicket : Reservation
{
    ...
    public override string ToString() =>
        EventName + Environment.NewLine +
        $"Venue:\t{Venue}" + Environment.NewLine +
        When + Environment.NewLine +
        $"Seat:\t{Seat}";
}
```

Challenges

- ▶ How do we add more reservation types and more reservation formatting independently?
- ▶ What if we need to select a format for a specified reservation at runtime?
 - Compile-time binding between the two is then a bad idea!

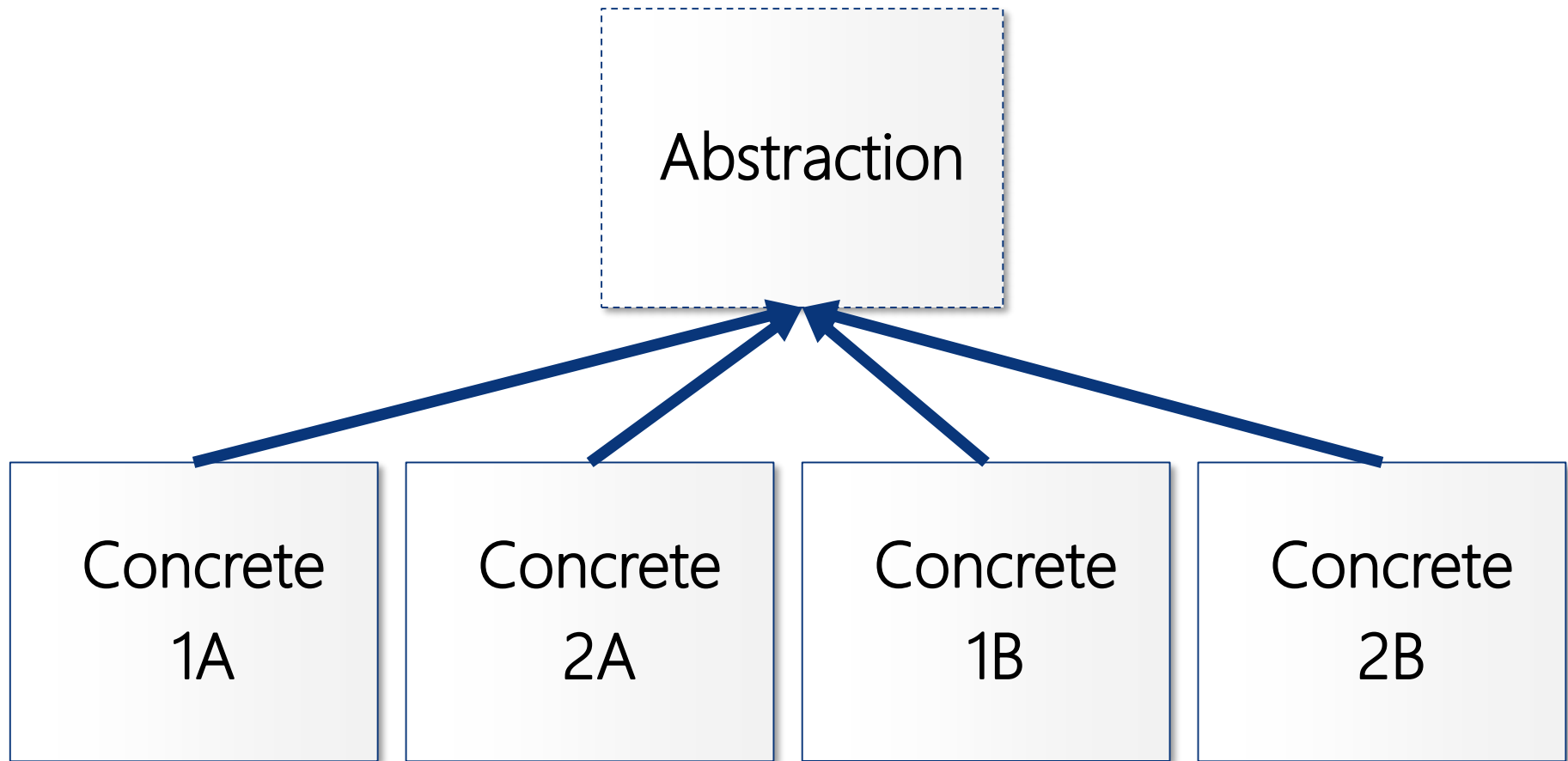


Pattern: Bridge

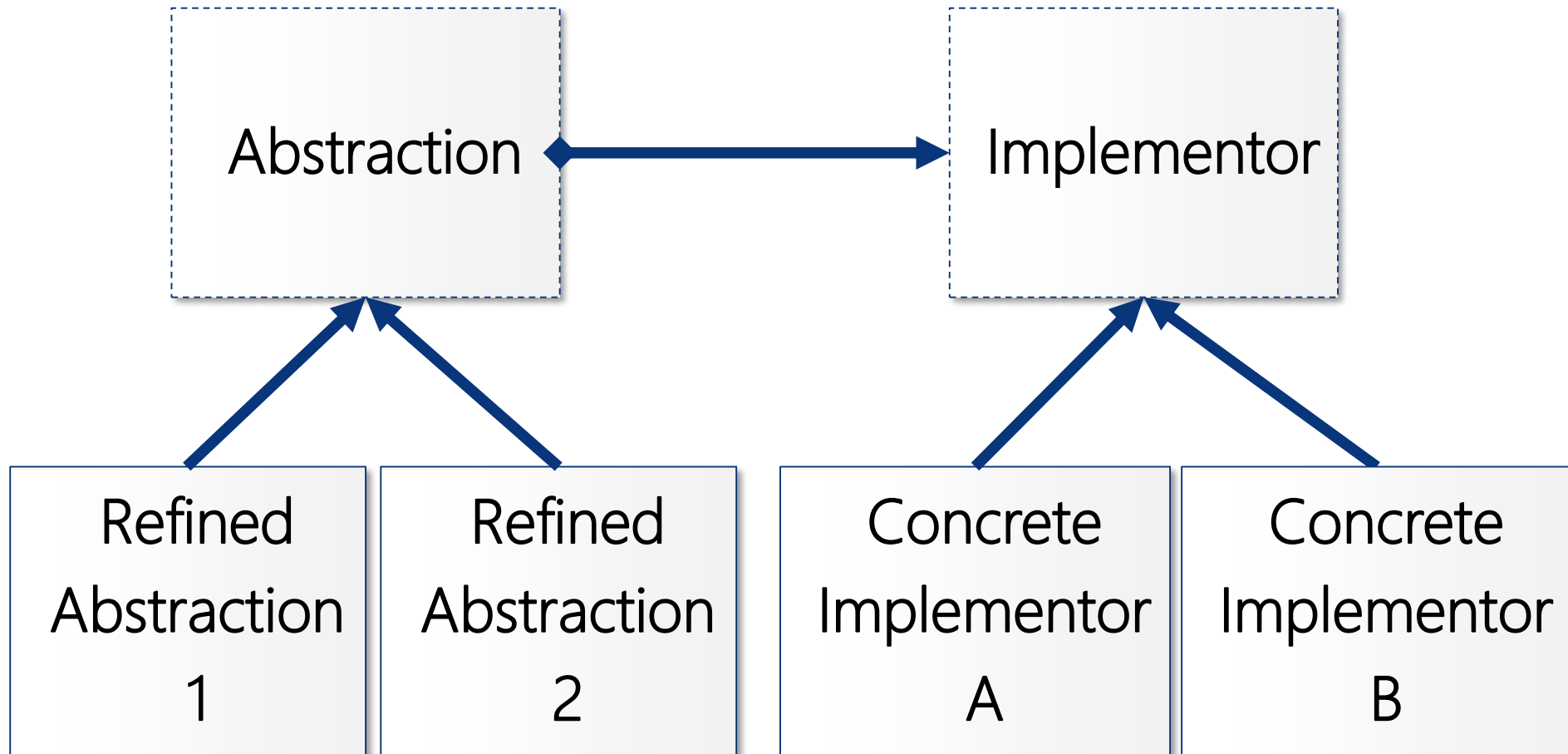
- ▶ *Decouple an abstraction from its implementation so that the two can vary independently.*
- ▶ Outline
 - Separate abstraction and its implementation
 - avoid “combinatorial explosion” of classes
 - Implement the abstraction by delegating to an Implementor object
 - Prefer Composition over Inheritance...!
- ▶ Origin: Gang of Four



Without the Bridge Pattern



Overview of Bridge Pattern



Overview of the Bridge Pattern

- ▶ Abstraction
 - Interface or abstract class for primary class hierarchy
 - Holds reference to Implementor
- ▶ Refined Abstraction
 - Concrete class of primary class hierarchy
 - Provides primary state and behavior
- ▶ Implementor
 - Interface or abstract class for secondary functionality
- ▶ Concrete Implementor
 - Implements Implementor interface
 - Concrete class providing secondary functionality





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