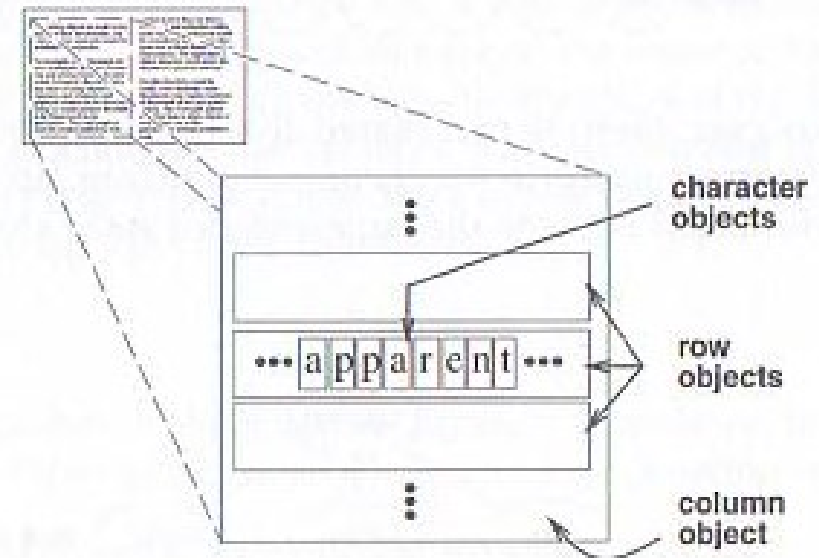
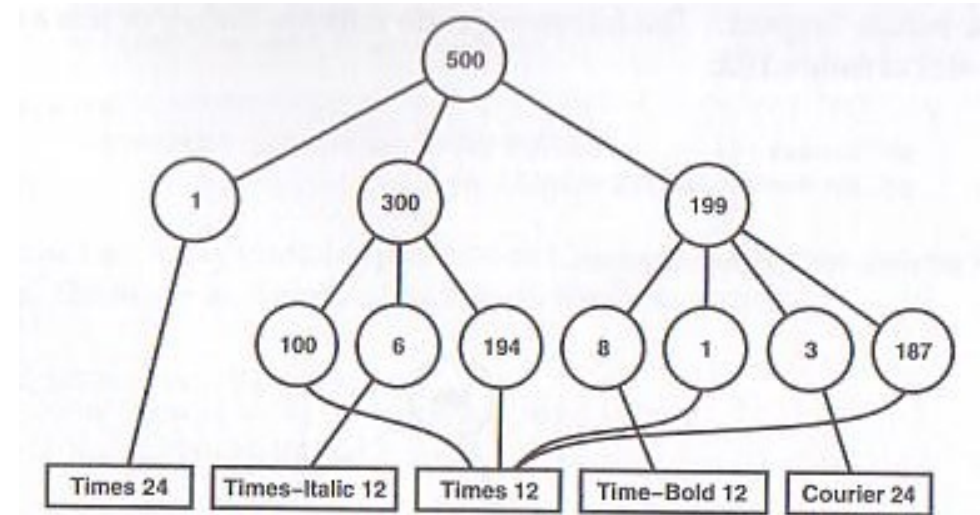
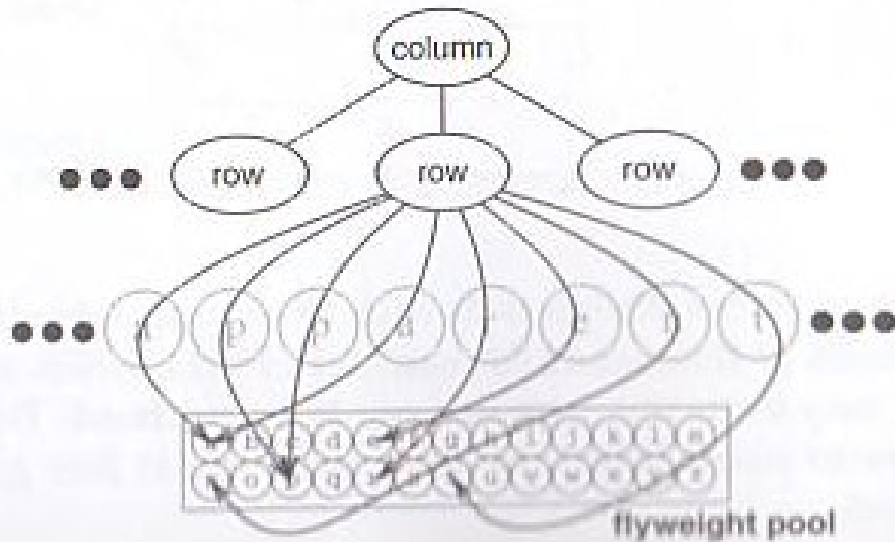
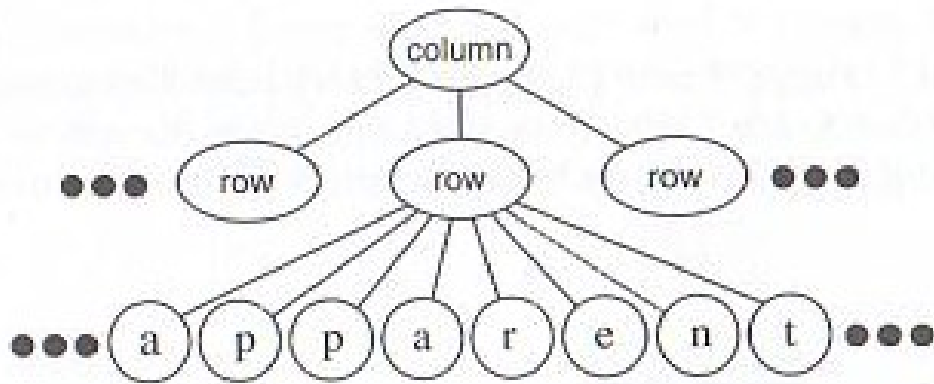


# Plan for Today

- Command pattern
- Template pattern
- Interpreter pattern

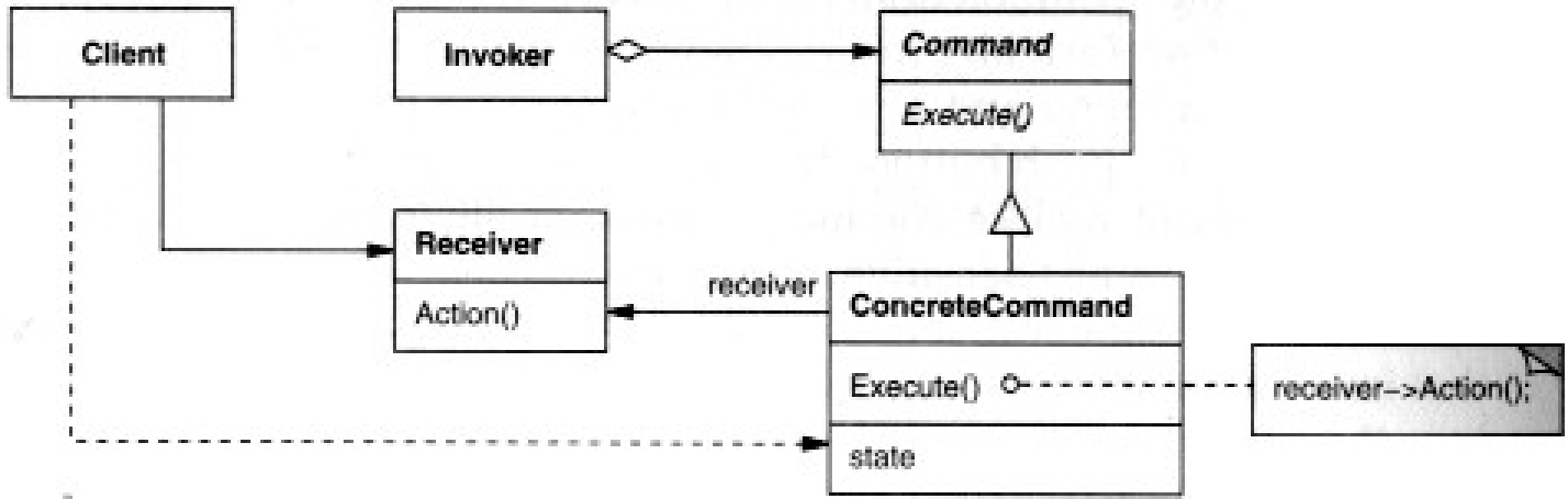
Lecture 51 – 3 December

# Task 7 Questions?



# Command Pattern

- Encapsulates request as object, thereby allowing parameterizing of clients with different requests, queuing or logging requests, and supporting undoable operations
  - similar to message in Observer pattern
  - very useful for Interpreter pattern



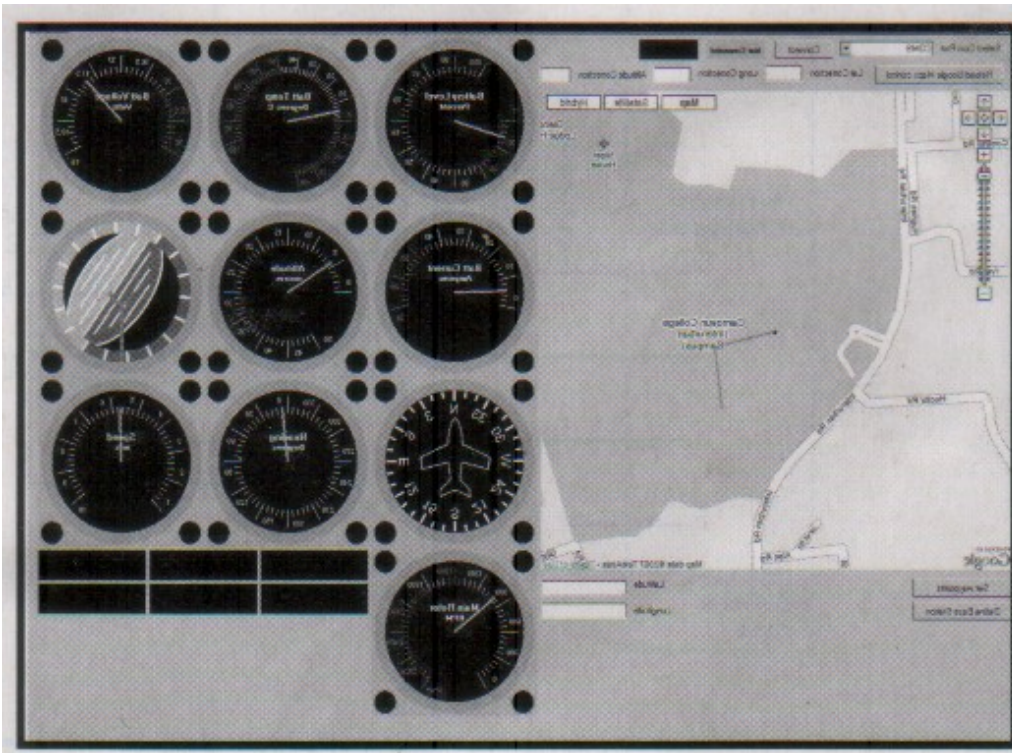
# Command Pattern

- Applications
  - OOP variant of callbacks
  - specify, queue, and execute requests at different times
  - macros
  - scripts
  - undo / transaction rollback
  - redo
  - audit trail for testing

# Command Pattern

Header	Length	Data	Checksum	Footer
0xA5	0x5A	0x03	0x54 0x45 0x32	0x00 0xCE 0xCC 0x33
—	—	—	Family Command Payload	Sum of data and length — —

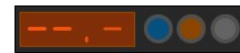
**Table 1**—This is an example of a packet sent between the base station and the helicopter. This packet, when received and decoded by the helicopter, will set the speed of the engine.



Group description	Group byte	Command	Command description
Testing/tuning	0x54	0x45	Engine speed adjust
	0x54	0x50	Pitch servo adjust
	0x54	0x52	Roll servo adjust
	0x54	0x43	Collective servo adjust
	0x54	0x51	Anti-torque servo adjust
	0x54	0x66	Set operations mode
Flight operations	0x54	0xDD	General-purpose data dump
	0x46	0x45	Engage engine
	0x46	0x48	Hover
	0x46	0x43	GPS Correction factor
	0x46	0x47	Go to GPS coordinates
	0x46	0x52	Return to base
	0x46	0x50	Request pre-flight packet
	0x46	0x4D	Discreet movement
	0x46	0x49	Request for information
Telemetry data	0x74	0x4C	Location
	0x74	0x48	Heading/speed/altitude
	0x74	0x5A	Attitude
	0x74	0x42	Battery status
	0x74	0x45	Error report
	0x74	0x50	Preflight packet
	0x74	0x52	Rotor RPM

**Table 2**—This is a listing of the communications protocol used in our system. The protocol is flexible and it can expand to up to 65,535 commands, which would be broken into 256 groups. As an added bonus, the code is easily modified to accommodate the extra commands.



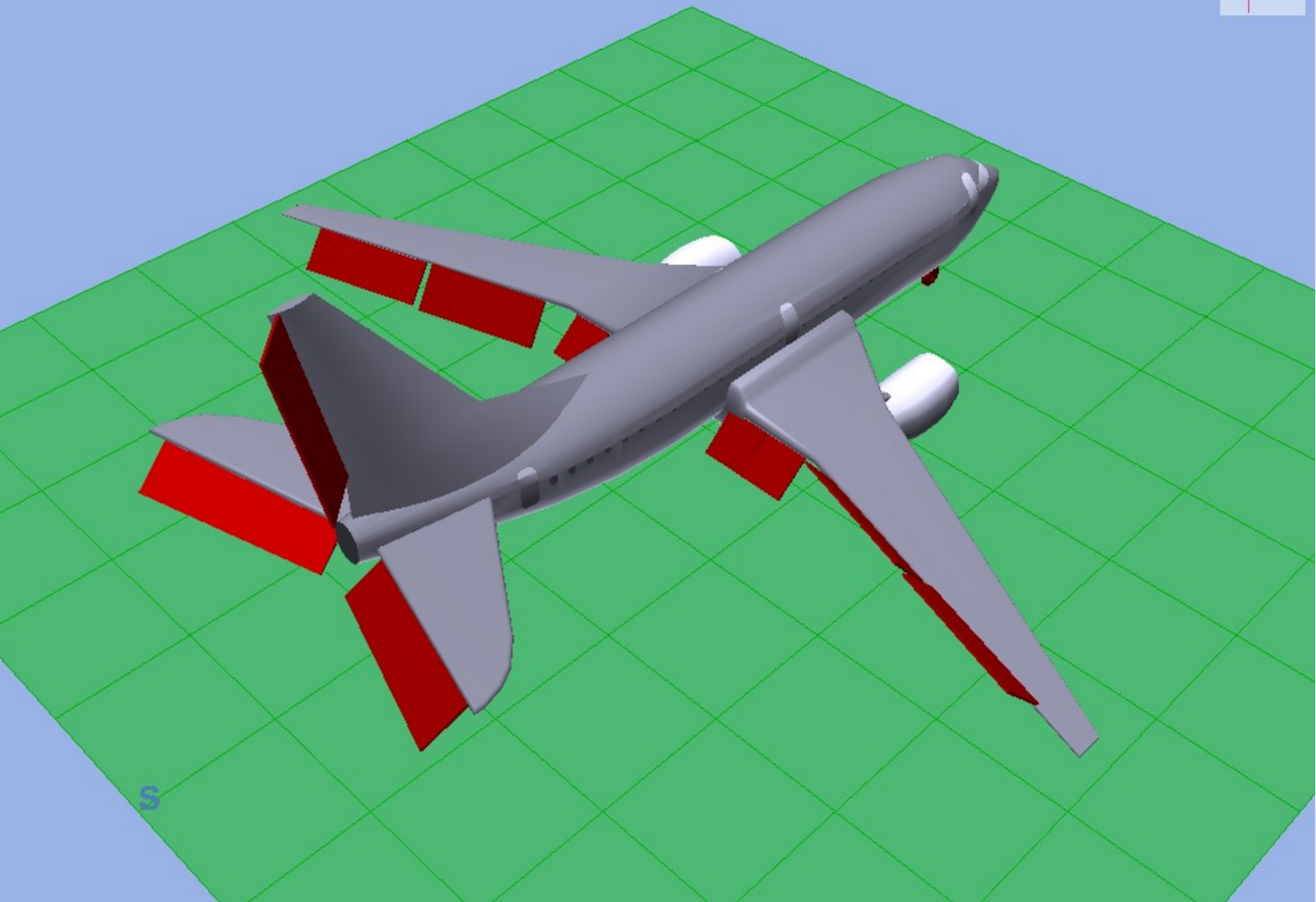






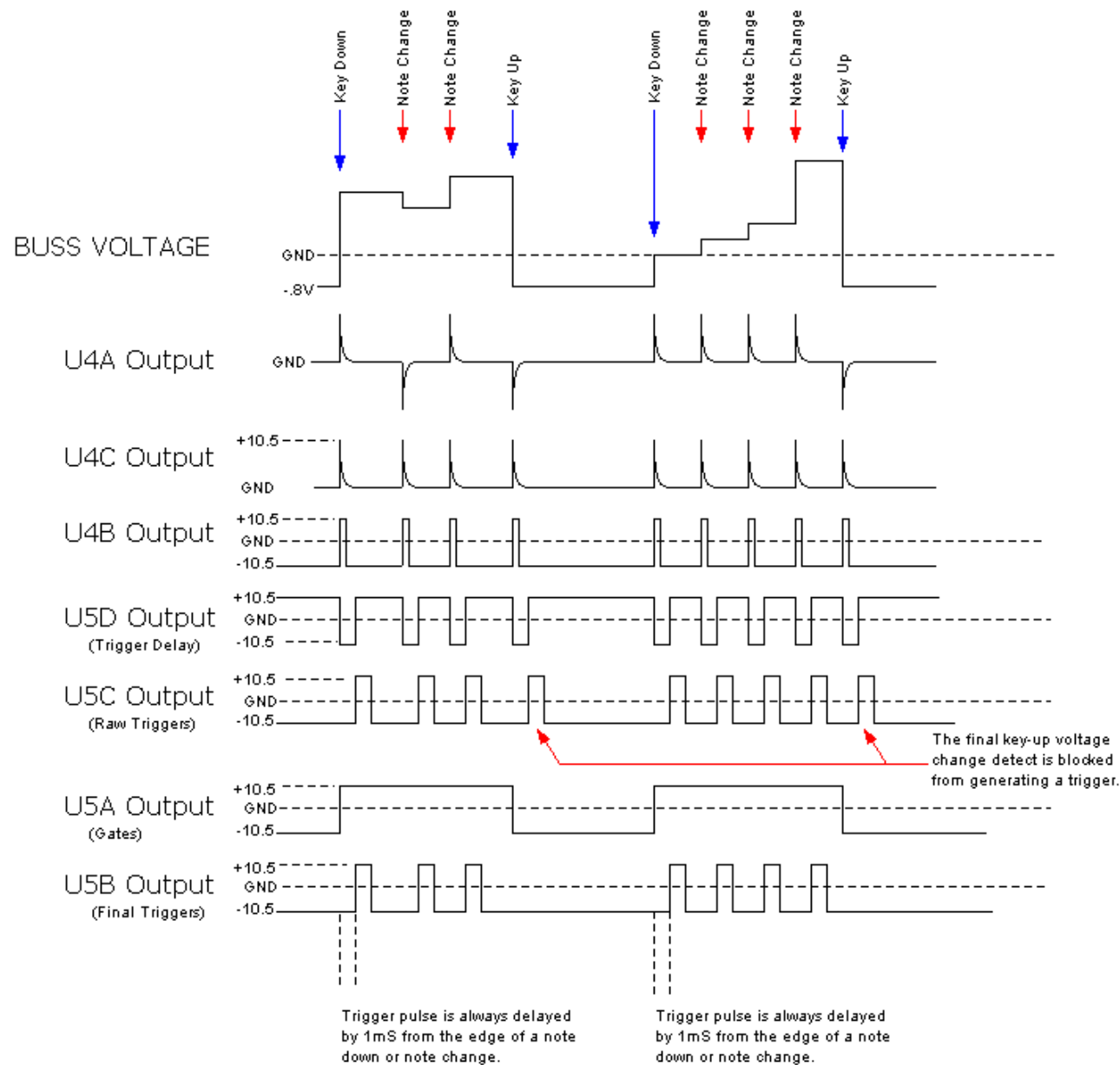






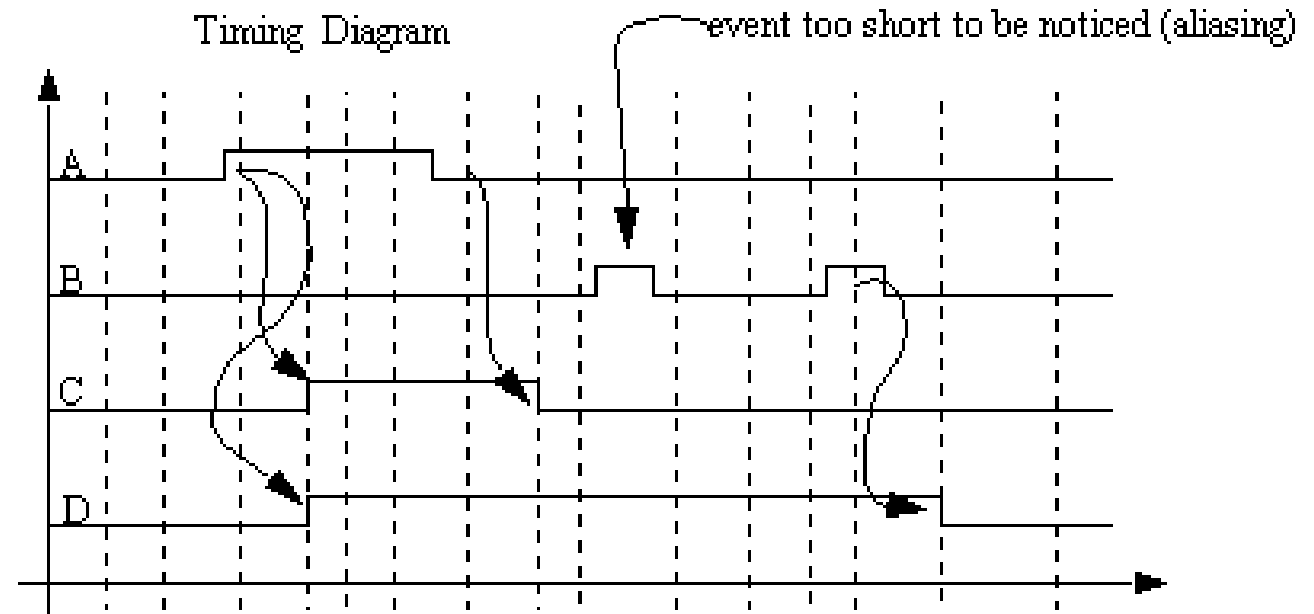
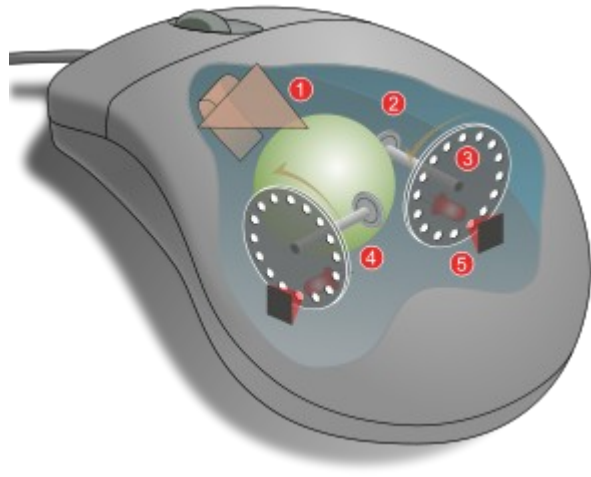
# Command Pattern

## Keyboard Controller Timing Diagram



source: [musicfromouterspace.com](http://musicfromouterspace.com)

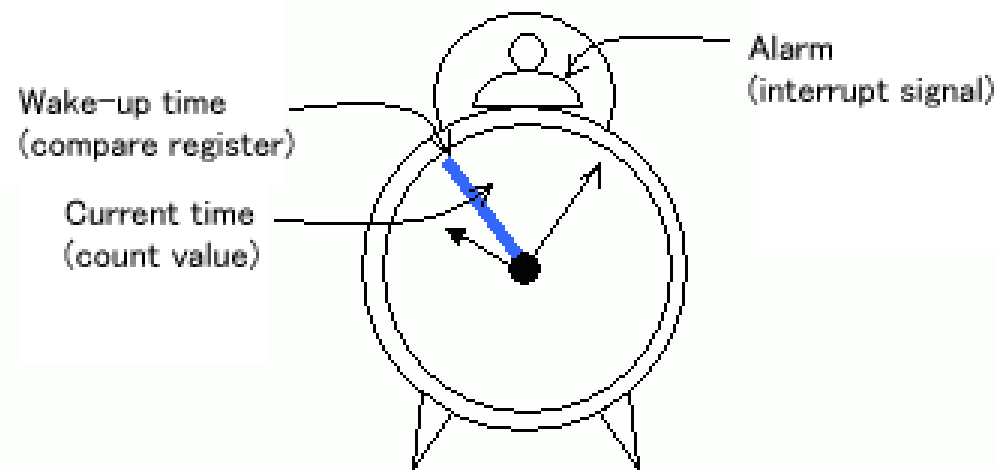
# Command Pattern



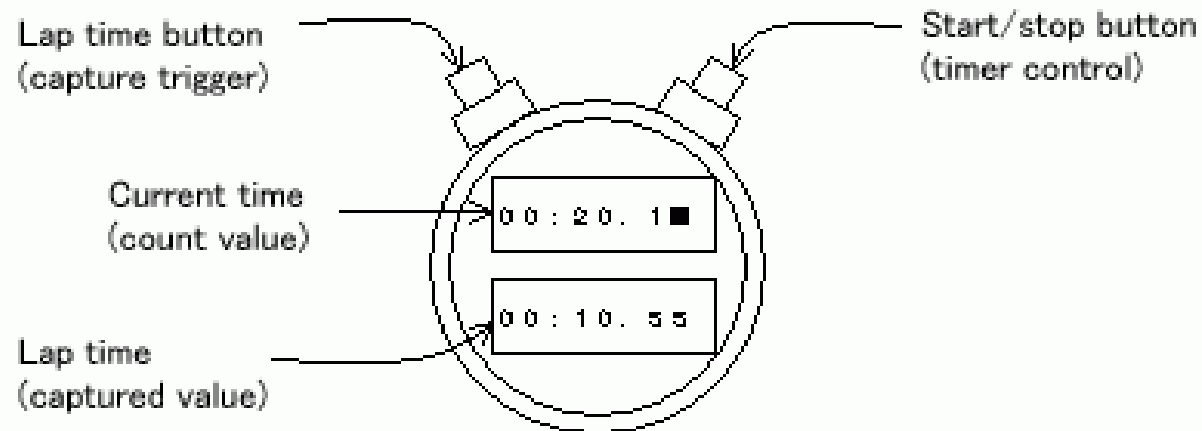
These lines indicate PLC input/output refresh times. At this time all of the outputs are updated, and all of the inputs are read. Notice that some inputs can be ignored if at the wrong time, and there can be a delay between a change in input, and a change in output.

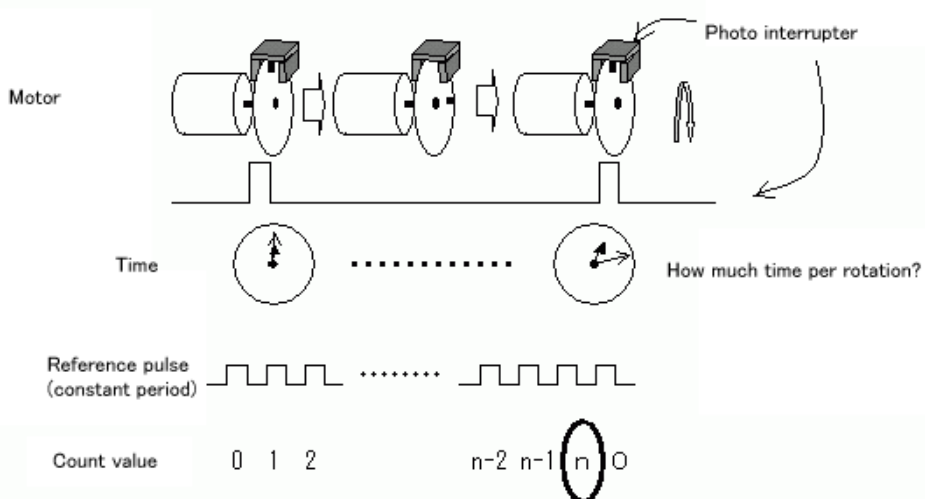
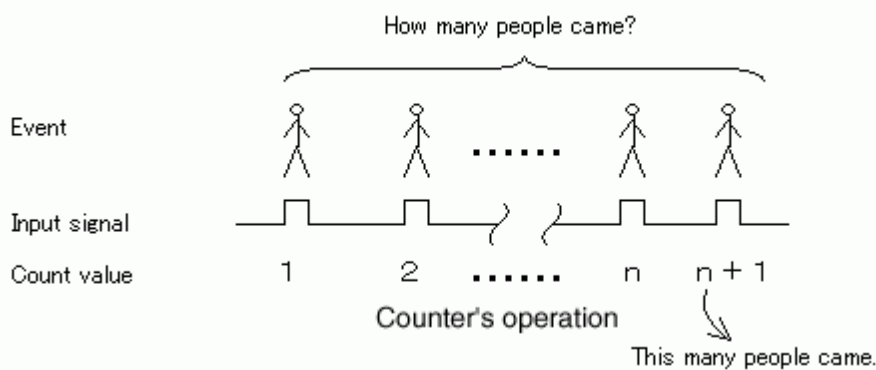
The space between the lines is the scan time for the ladder logic. The spaces may vary if different parts of the ladder diagram are executed each time through the ladder (as with state space code). The space is a function of the speed of the PLC, and the number of Ladder logic elements in the program.



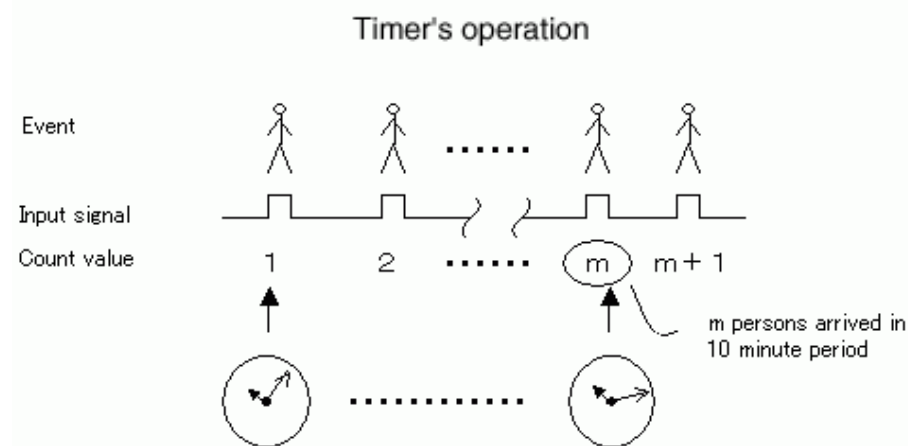
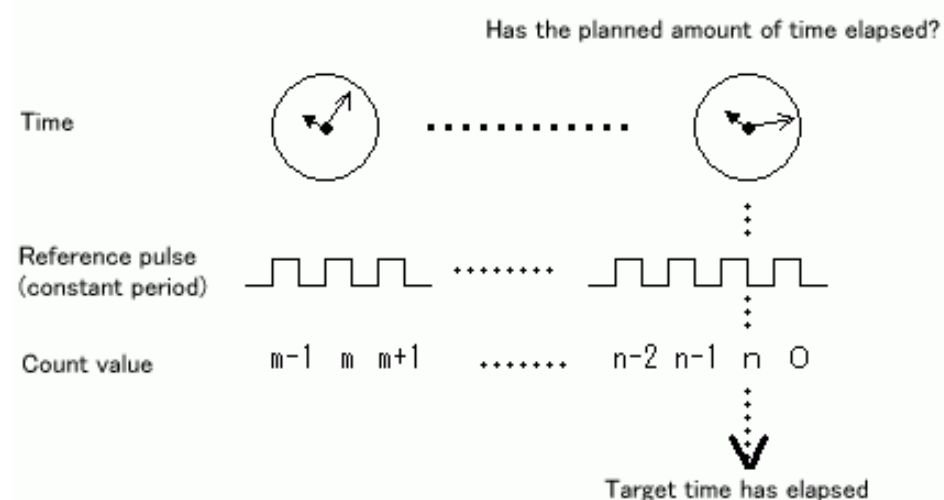


**Alarm clock analogy for compare operation**

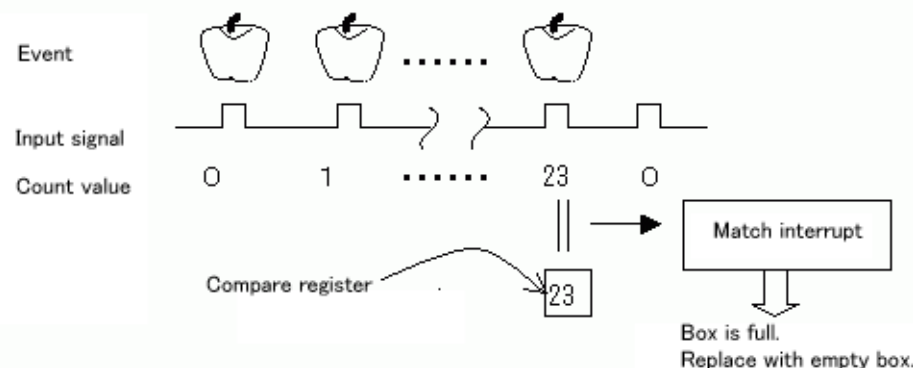




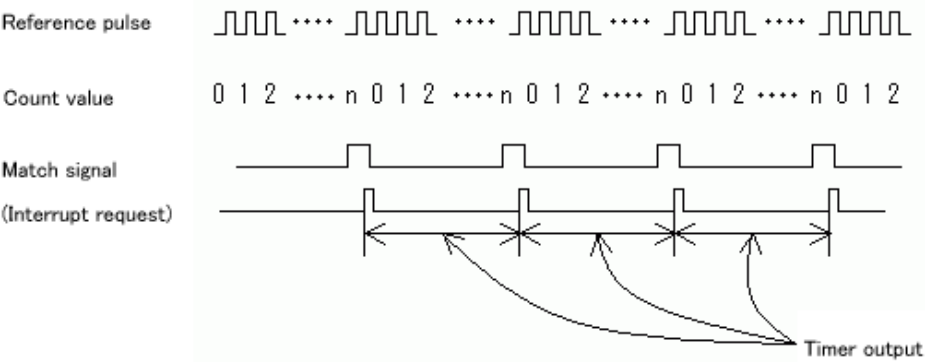
Time interval measurement example



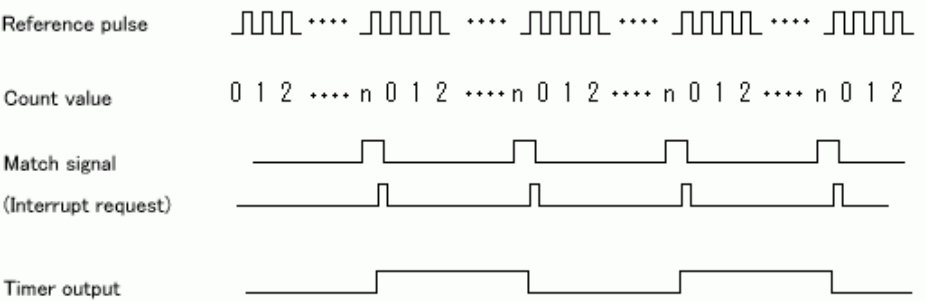
External event counter use example 1



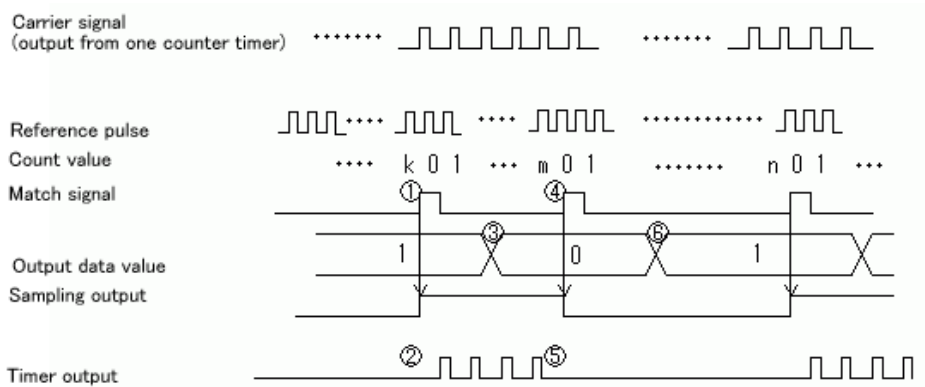
External event counter use example 2



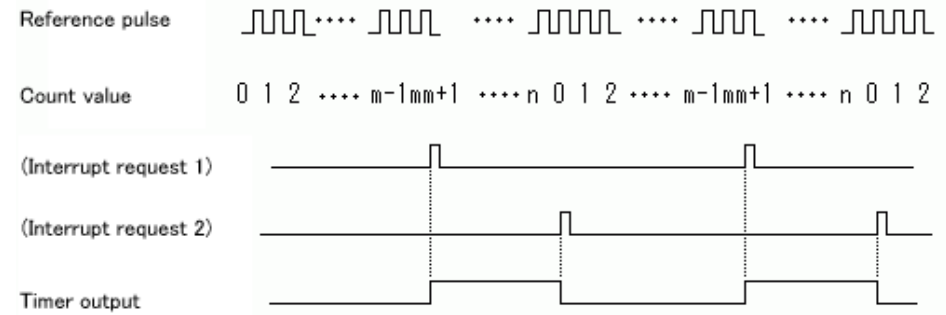
Pulse output operation example



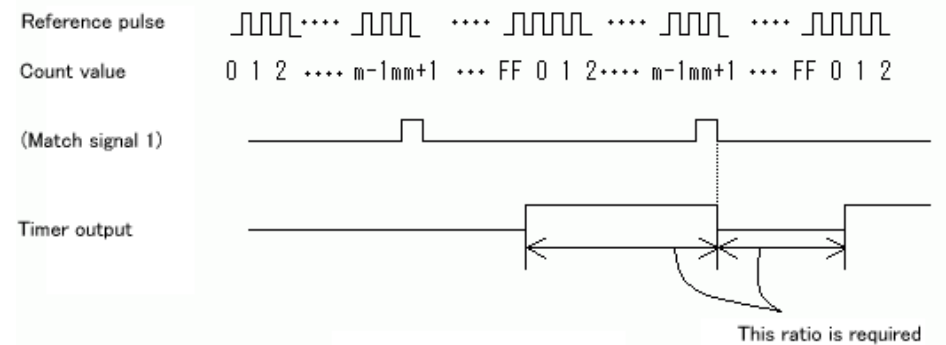
Square wave output operation example



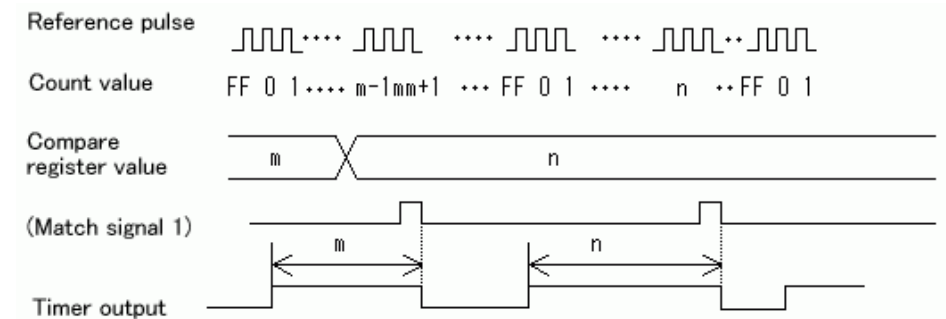
Carrier generation operation example



Pulse output operation example



PWM output operation example 1

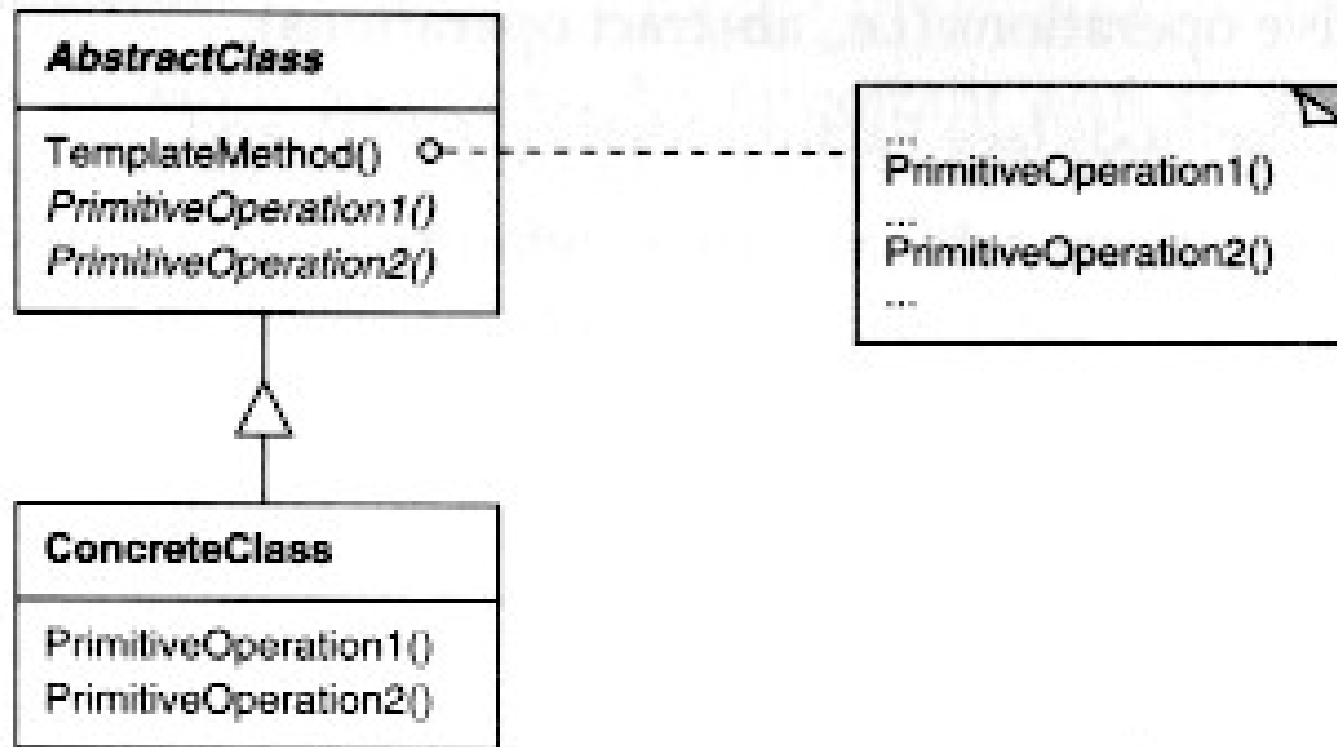


PWM output operation example 2




# Template Pattern

- Defines skeleton of algorithm in operation, deferring some steps to subclasses. Lets subclasses redefine certain steps of algorithm without changing its structure



# Template Pattern

- Informal contract for staging calls to delegated implementations
  - analogous to Command pattern at code level
- Higher-level plug-and-play; e.g., introduction + body + conclusion
  - typical
    - contractually specify behavior on implementation
    - the plug-and-play *what* (at low “primitive” conceptual access level)
  - template
    - augment typical contract with (runtime) agreement on usage of behavior
    - *how* the *what* will be called (at higher “composite” conceptual access level):
      1. `_open`
      2. `_initialize`
      3. `_start`
      4. `_run`
      5. `_stop`
      6. `_close`

*possibly some sharable elements; reduces code duplication*

# Template Pattern

- Similar to macro:

```
interface I_Viewer {
    // macros
    void _doOpenFile();
    void _doCloseFile();
    void _doExit();

    // callbacks / hooks
    void _handleAboutToOpen();
    void _handleOpening(double percentDone);
    void _handleDoneOpening();
}

public class Viewer implements I_Viewer {
    public void doOpenFile() {
        I_Document document = Document._requestDocument(this); // filename?
        document._doOpen();    // minimize handling of Document data
        document._doRead();
        document._doRender();
        document._doClose();
    }
    ...
    public void _handleAboutToOpen() { ... } // optional reactions
    public void _handleOpening(double percentDone) { ... }
    public void _handleDoneOpening() { ... }
}
```