### COMP 504: Graduate Object-Oriented Programming and Design

Lecture 9: Singleton Design Pattern and Design Review

Mack Joyner (mjoyner@rice.edu)

https://www.clear.rice.edu/comp504



#### <select>

Dropdown box instead of a button

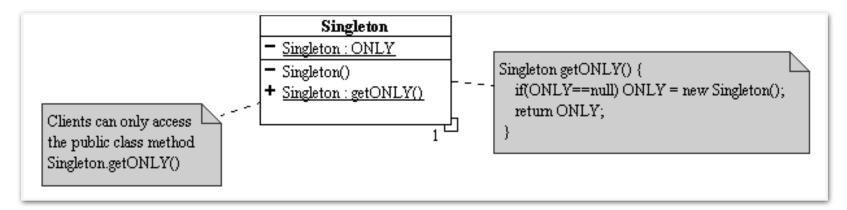
- Allows user the ability select option(s)
  - By default, user can select one option
  - Has attribute multiple to select multiple options.
- Use <option> tag inside <select> to specify choices

To get the values: \$("#slt-id").val()



## Singleton Design Pattern

- The <u>singleton</u> design pattern is used when only 1 instance of the class is needed
- The constructor is made private to prevent users from creating more than 1 instance
  - use public static method (e.g. getONLY) to access instance
- Static field ONLY is not automatically initialized



Why would it be beneficial to have only 1 instance of a class?



# Singleton Design Pattern Principles

- Only create 1 instance of some class if needed
  - represents null or empty
  - centralized objects (global accumulator)
  - objects with no state (fields)
- Restrict users from creating multiple instances
  - constructor must be private
- Use public method to provide access to single instance
  - needs to be static since users are restricted from creating a class instance



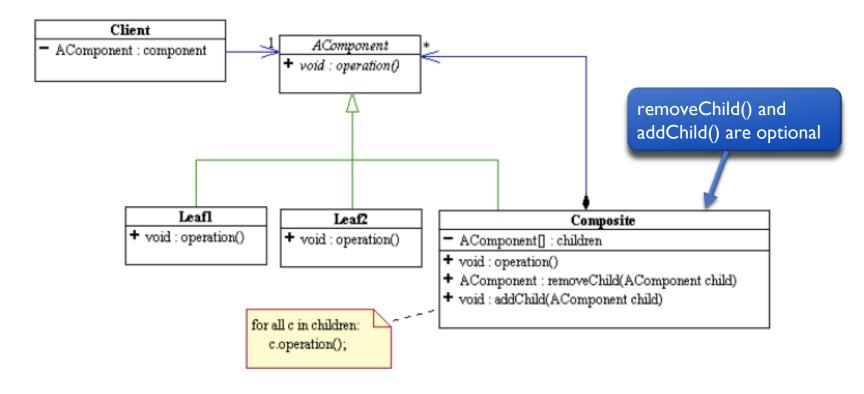
## **Strategy Design Pattern**

How would you change the ball class(es) to use the strategy design pattern?



# **Composite Design Pattern (Strategy)**

- Composite has a collection of leaf objects extending abstract class
- Composite operation is a function that only iterates through each child operation





#### **Use Cases**

A use case is an example of how a user might interact with an application

Design and develop an application by collecting as many use cases as possible

 Use case set informs developer what interfaces are needed to build system



## Worksheet #6: Strategy Ball World View Design

#### **Design Specification:**

- Make balls with strategies
- Switch strategies
- Some balls may not switch strategies (not switchable)



#### **Announcements & Reminders**

- HW #2 due Friday, Sept 18th at 11:59pm
- Quiz #2 available Wednesday, due Wednesday, Sept 23 at 11:59pm

