

Getting to Know the Structural Design Patterns



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Structural Patterns

Decorator

Bridge

Facade

Proxy

Composite

Adapter

Flyweight



Class Structural Patterns

Adapter



Object Structural Patterns

Decorator

Bridge

Facade

Proxy

Composite

Flyweight



Object Structural Patterns

Decorator

Bridge

Facade

Proxy

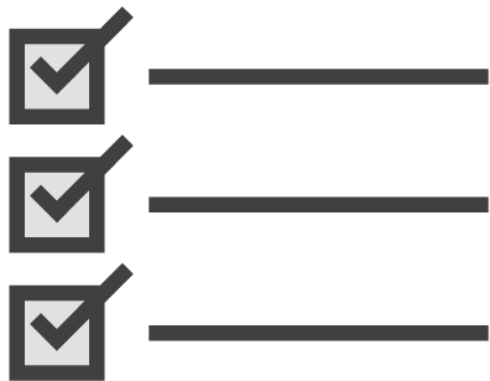
Composite

Adapter

Flyweight



Structural Patterns You Should Know



Facade

Decorator

Adapter

Proxy



The Facade Pattern



The Facade Pattern



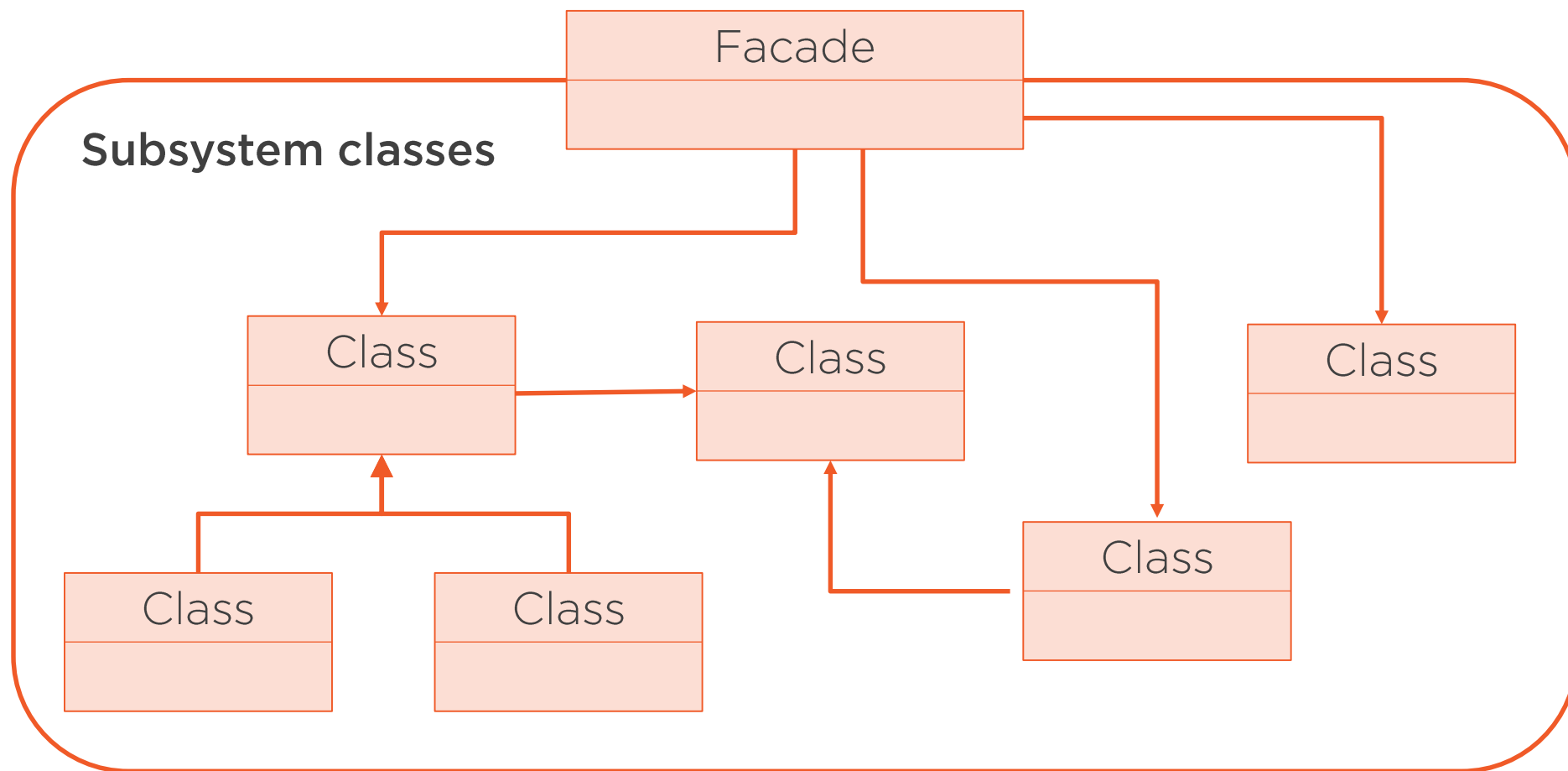
Provides a simplified interface to use subsystem classes

- It doesn't encapsulate subsystem classes

It may provide additional functionality

It decouples a client from the subsystem

The Facade Pattern



The Facade Pattern Example

```
order.registerOrder(order);  
customer.sendNotification(order, Order.RECEIVED);  
warehouse.sendNotification(order, Order.RECEIVED);  
sales.generateOrderReport(order);
```



The Facade Pattern Example

```
public class OrderFulfillmentFacade {  
    public void receiveOrder(Order order) {  
        order.registerOrder(order);  
        customer.sendNotification(order, Order.RECEIVED);  
        warehouse.sendNotification(order, Order.RECEIVED);  
        sales.generateOrderReport(order);  
    }  
    // ...  
}
```



The Facade Pattern Example

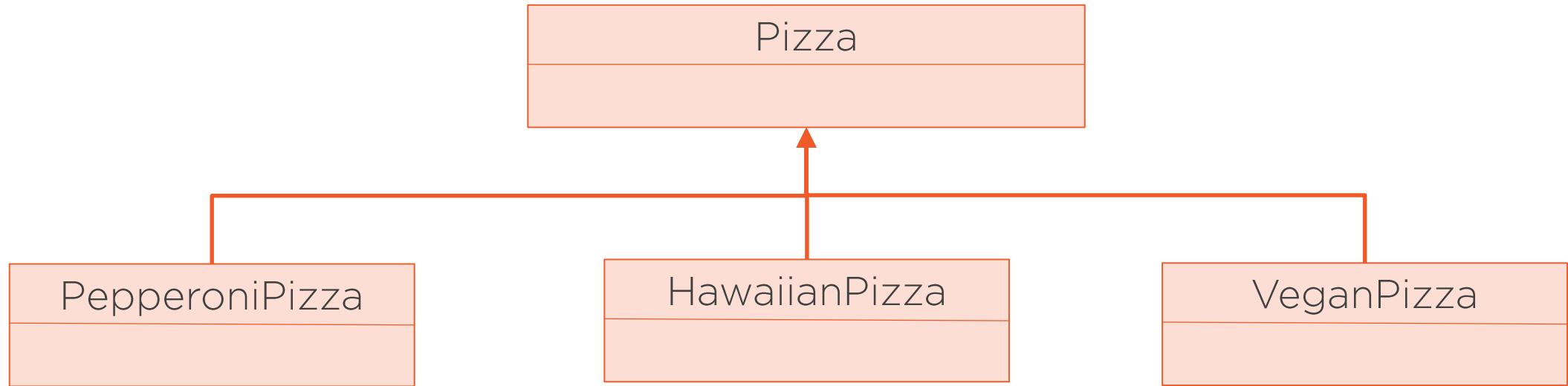
```
OrderFulfillmentFacade facade =  
    new OrderFulfillmentFacade(  
        order, customer, warehouse, sales  
    );  
// ...  
facade.receiveOrder(order);
```



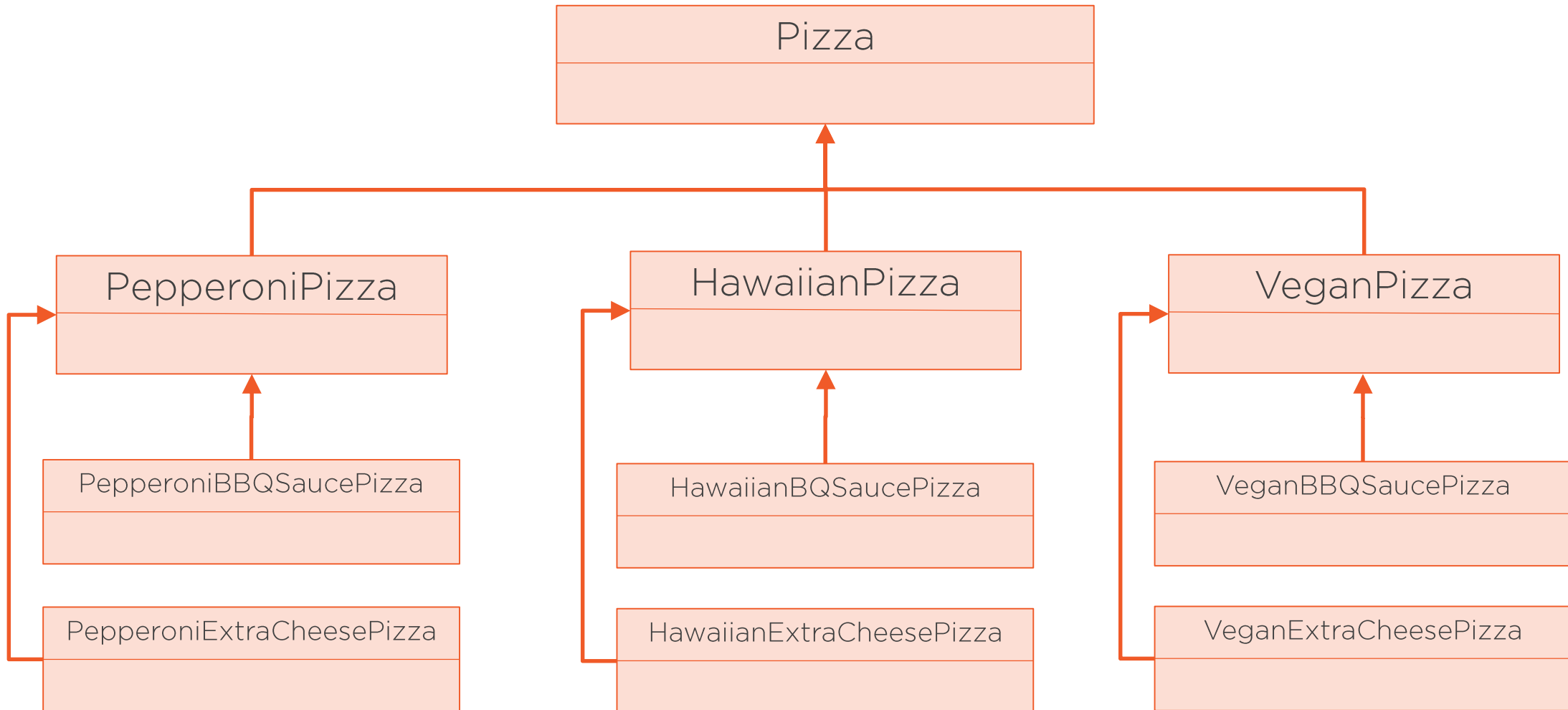
The Decorator Pattern



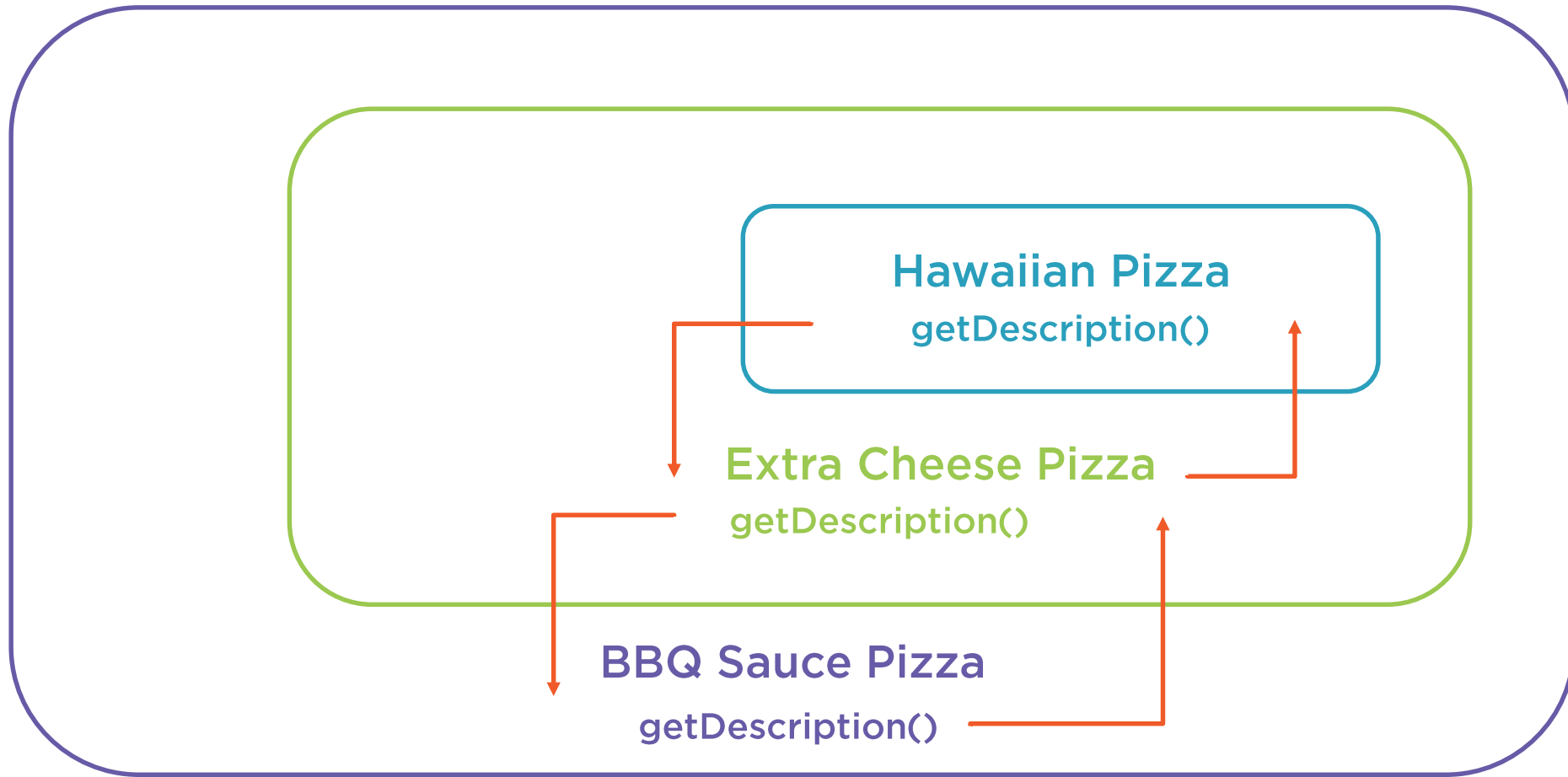
A Pizza Class Hierarchy



A Pizza Class Hierarchy



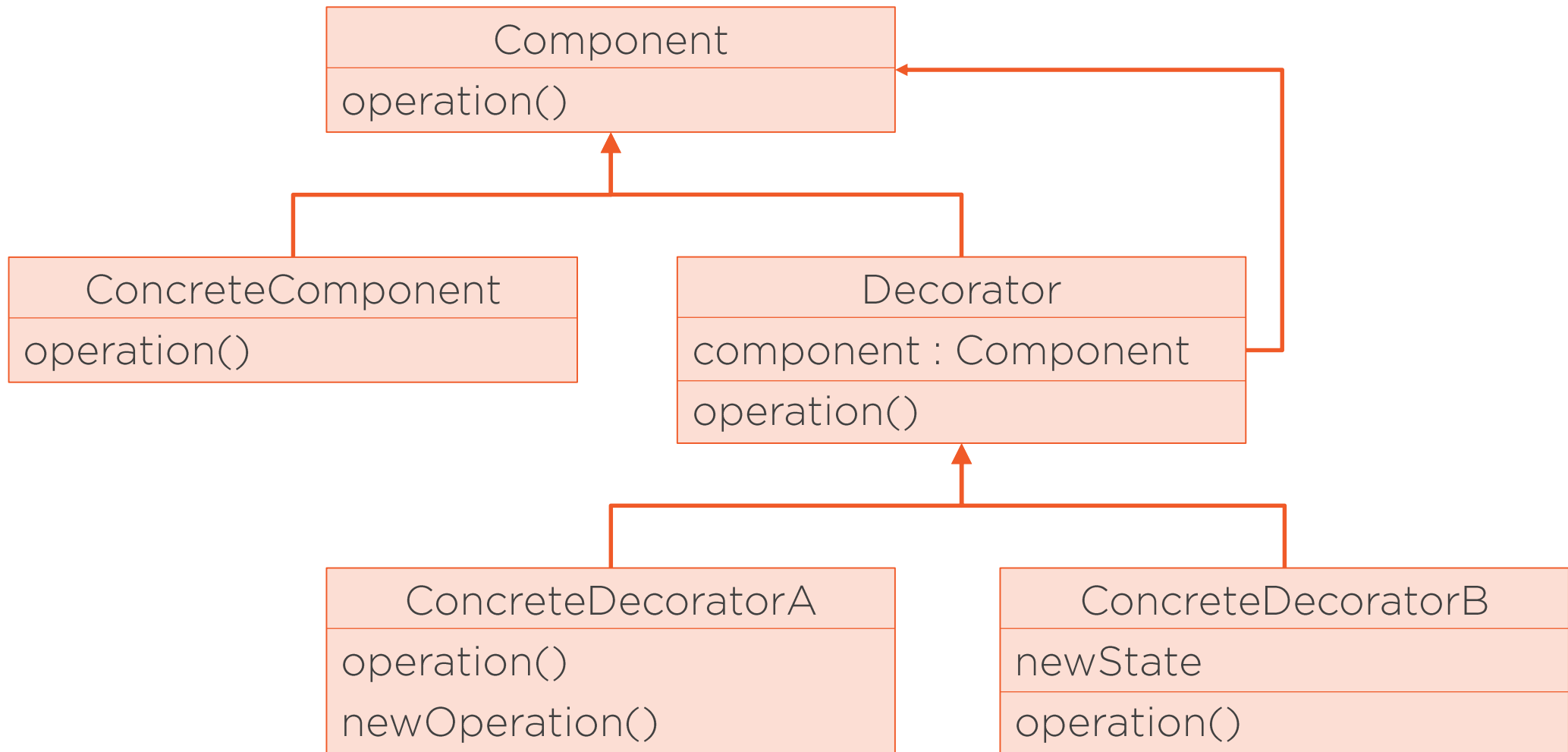
Decorators



Hawaiian Pizza, extra cheese, BBQ sauce



The Decorator Pattern



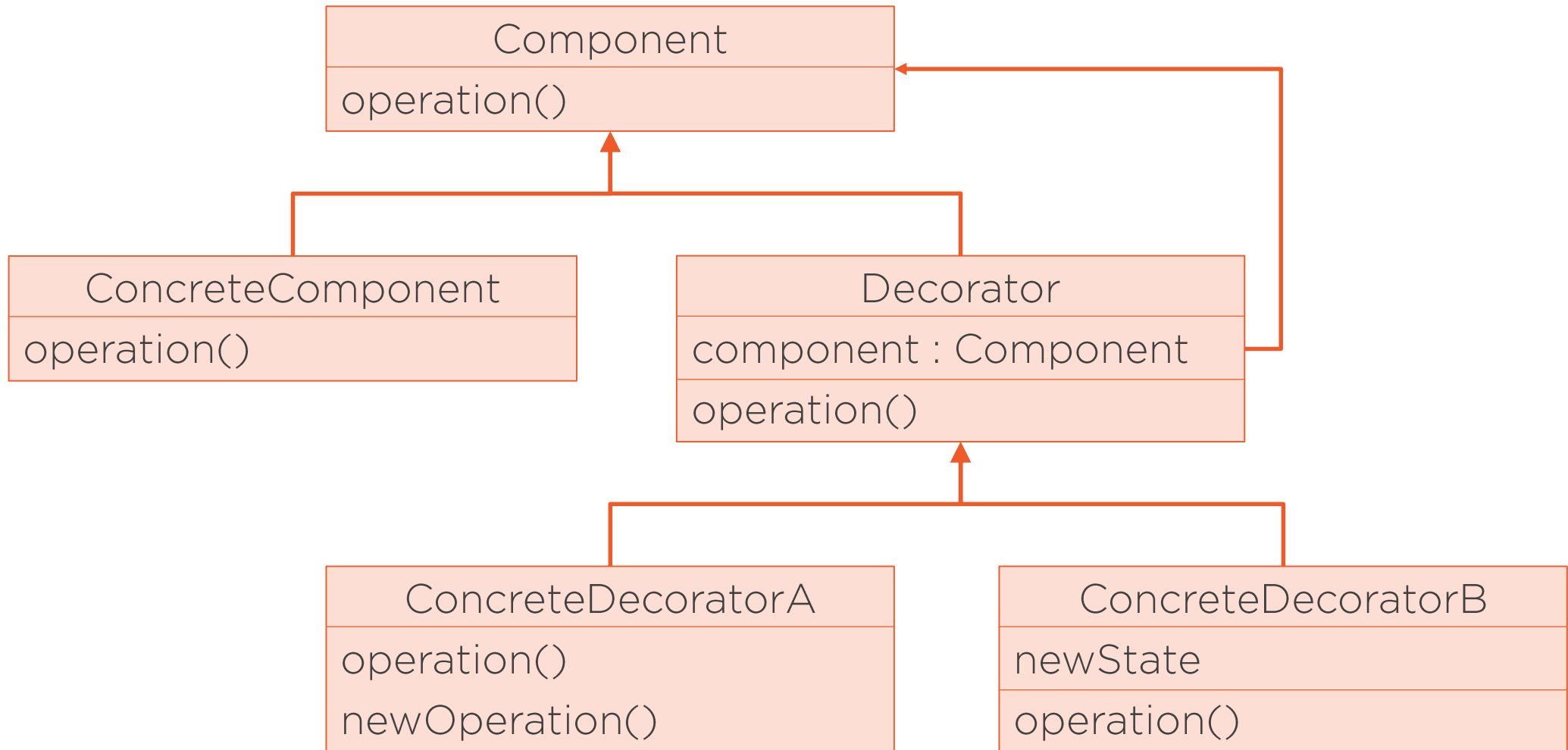
The Decorator pattern
doesn't use inheritance to
get behavior.



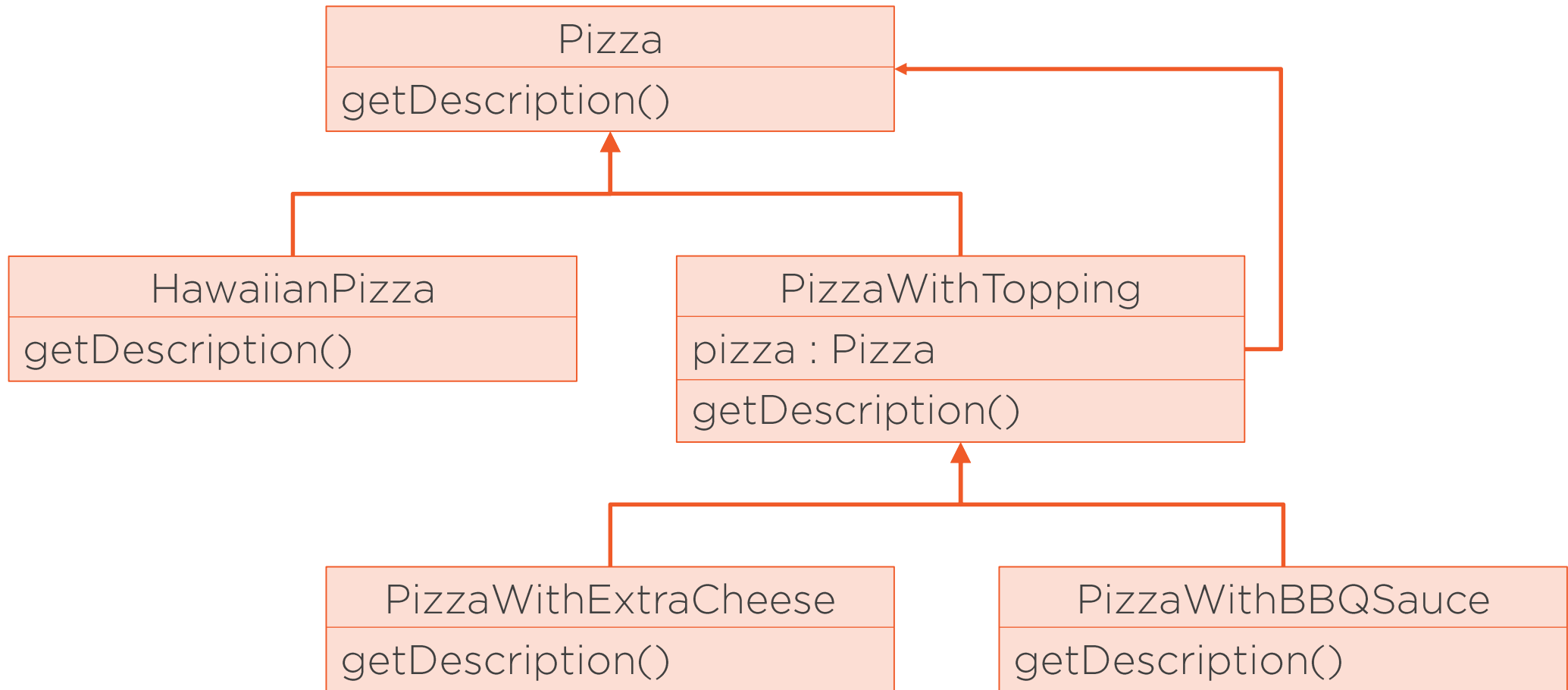
But for type matching.



The Decorator Pattern



Decorator Pattern Example



HawaiianPizza Class

```
public class HawaiianPizza extends Pizza {  
    public String getDescription() {  
        return "Hawaiian Pizza";  
    }  
    // ...  
}
```



PizzaWithTopping Class

```
public abstract class PizzaWithTopping extends Pizza {  
    protected Pizza pizza;  
  
    public abstract String getDescription();  
}
```



PizzaWithExtraCheese Class

```
public class PizzaWithExtraCheese extends PizzaWithTopping {  
    public PizzaWithExtraCheese(Pizza pizza) {  
        this.pizza = pizza;  
    }  
  
    @Override  
    public String getDescription() {  
        return pizza.getDescription() + ", extra cheese";  
    }  
}
```



PizzaWithBBQSauce Class

```
public class PizzaWithBBQSauce extends PizzaWithTopping {  
    public PizzaWithBBQSauce (Pizza pizza) {  
        this.pizza = pizza;  
    }  
  
    @Override  
    public String getDescription() {  
        return pizza.getDescription() + ", BBQ sauce";  
    }  
}
```



Using the Decorator Pattern

```
Pizza pizza = new Pizza();
```

```
pizza = new PizzaWithExtraCheese(pizza);
```

```
pizza = new PizzaWithBBQSauce(pizza);
```



Using the Decorator Pattern

```
Pizza pizza = new PizzaWithBBQSauce(new PizzaWithExtraCheese(new Pizza()));  
System.out.println(pizza.getDescription());  
  
// Hawaiian Pizza, extra cheese, BBQ sauce
```

The diagram illustrates the decorator pattern structure. It shows a chain of decorators: `PizzaWithBBQSauce` decorates `PizzaWithExtraCheese`, which in turn decorates the base `Pizza` object. Red arrows indicate the flow: a top arrow points from the `PizzaWithBBQSauce` constructor to the `PizzaWithExtraCheese` constructor, and another top arrow points from the `PizzaWithExtraCheese` constructor to the `Pizza` constructor. A bottom arrow points from the `getDescription()` method call back to the `PizzaWithBBQSauce` object, showing how the request for description is passed through the decorators.



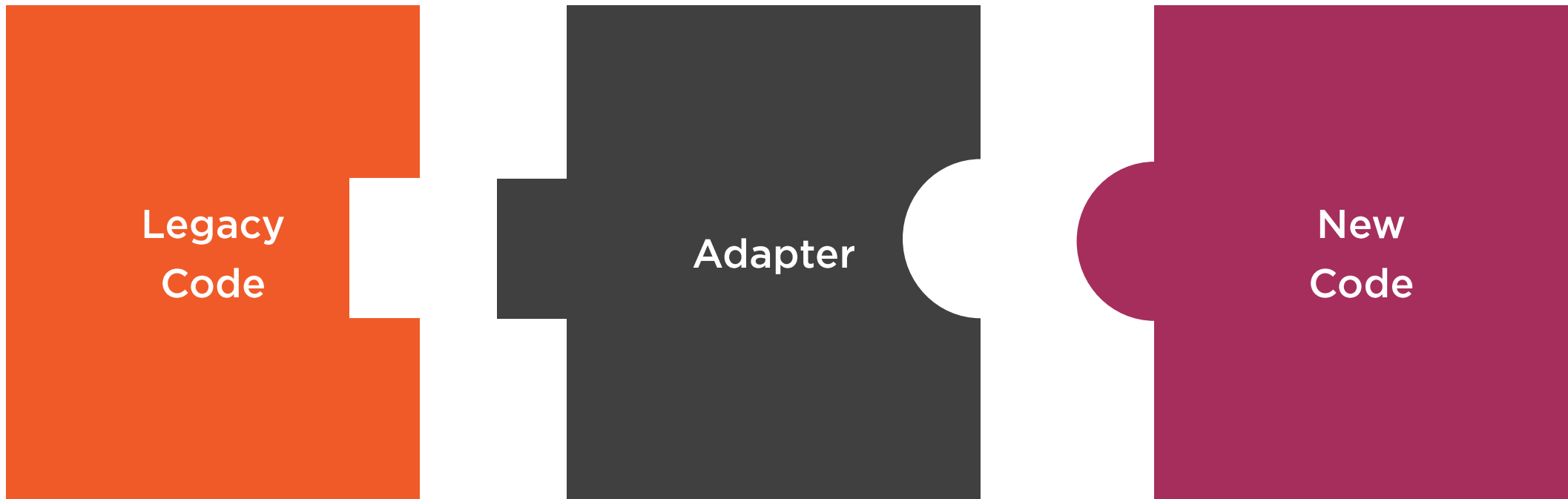
The Adapter Pattern



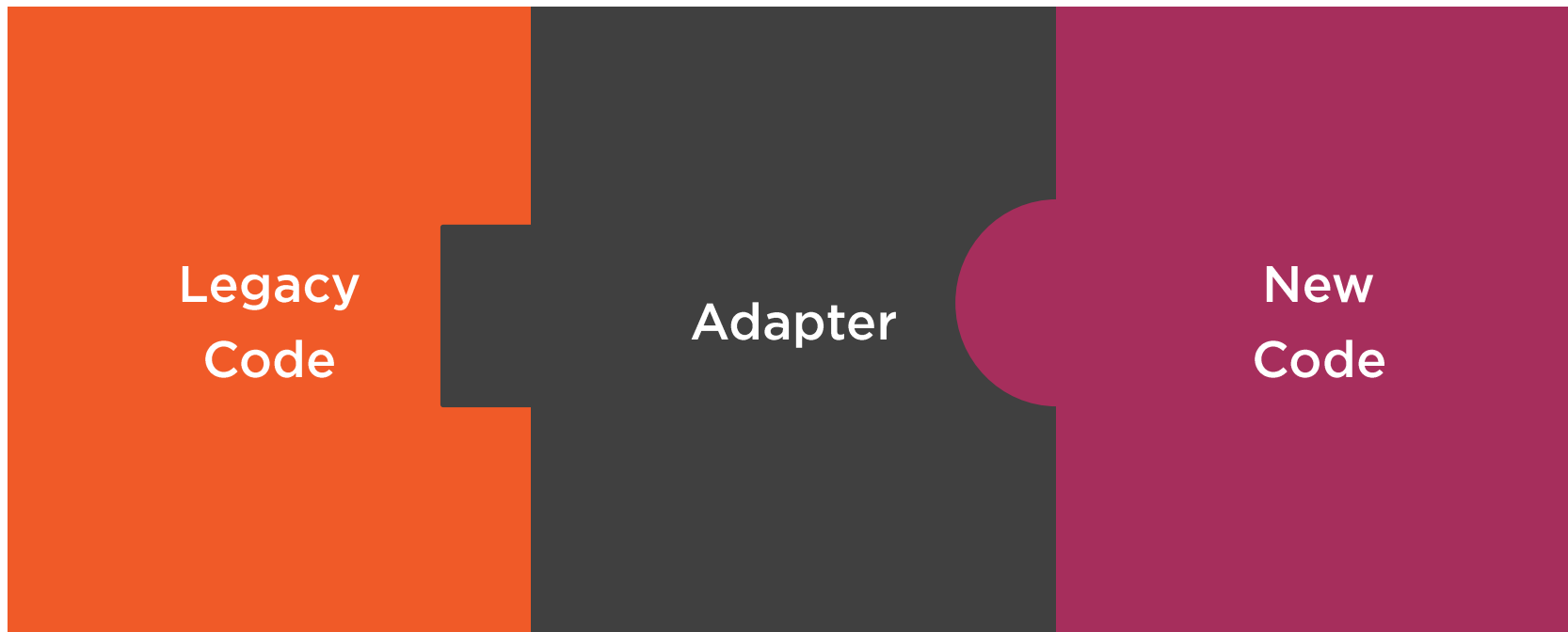
The Problem



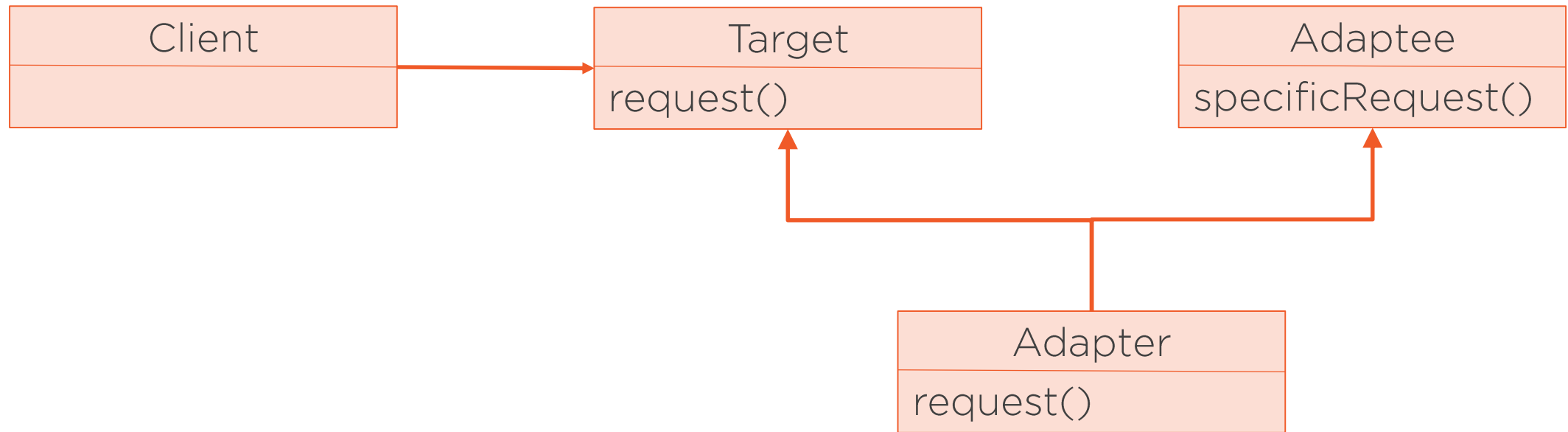
Adapting Code



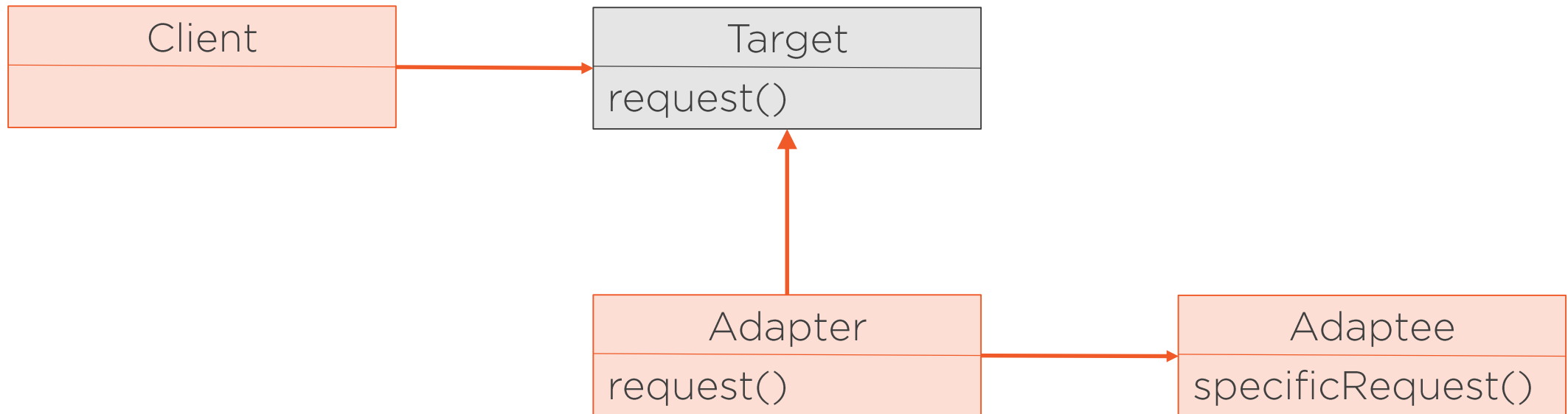
Adapting Code



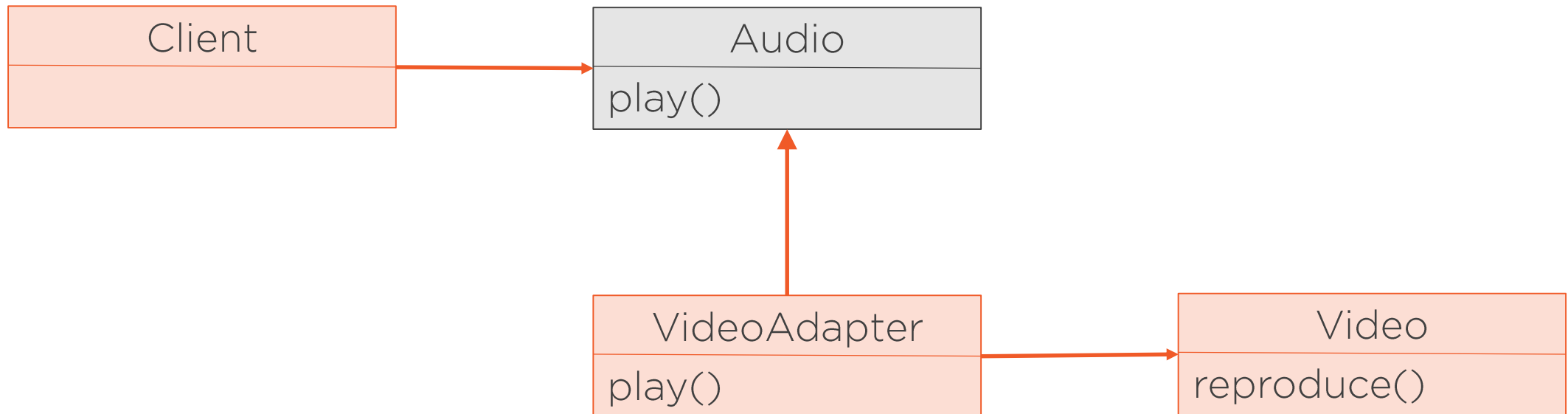
Class Adapter Pattern



Object Adapter Pattern



Object Adapter Pattern Example



VideoAdapter Class

```
public class VideoAdapter implements Audio {  
    private Video video;  
  
    public VideoAdapter(Video video) {  
        this.video = video;  
    }  
  
    public void play() {  
        Audio audio = extractAudio(video);  
        audio.play();  
    }  
  
    private Audio extractAudio(Video video) {  
        // ...  
    }  
}
```



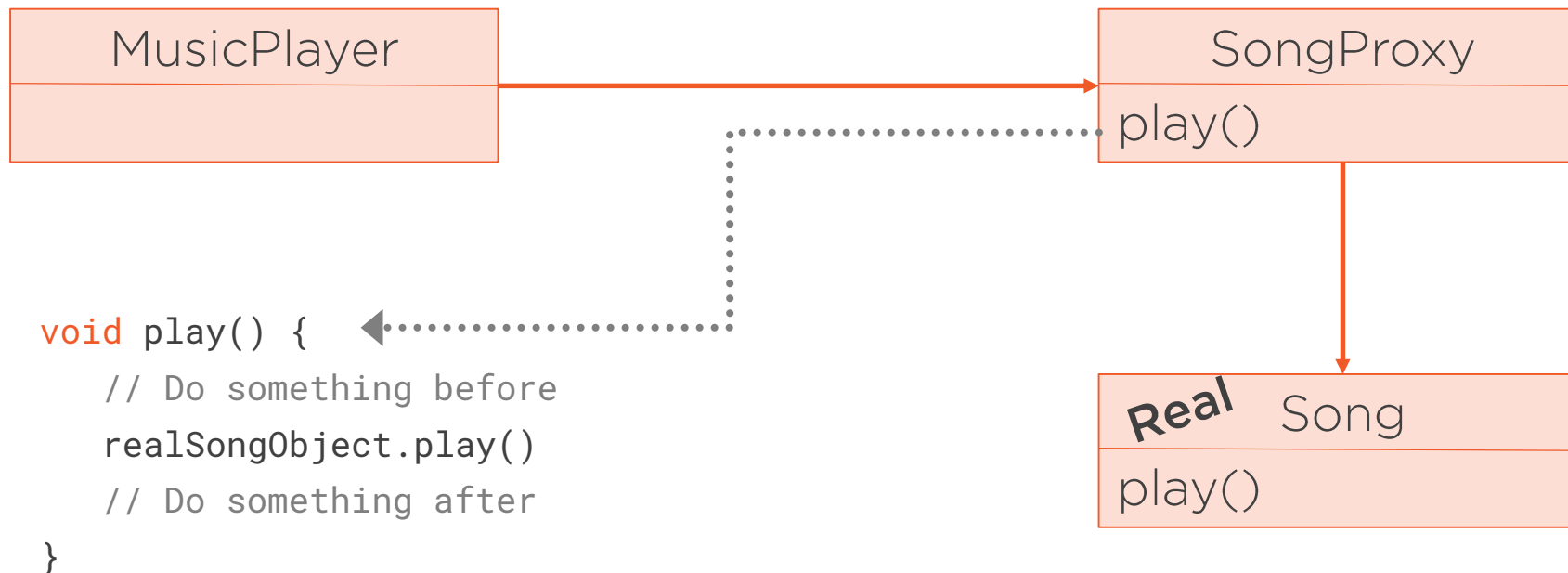
The Proxy Pattern



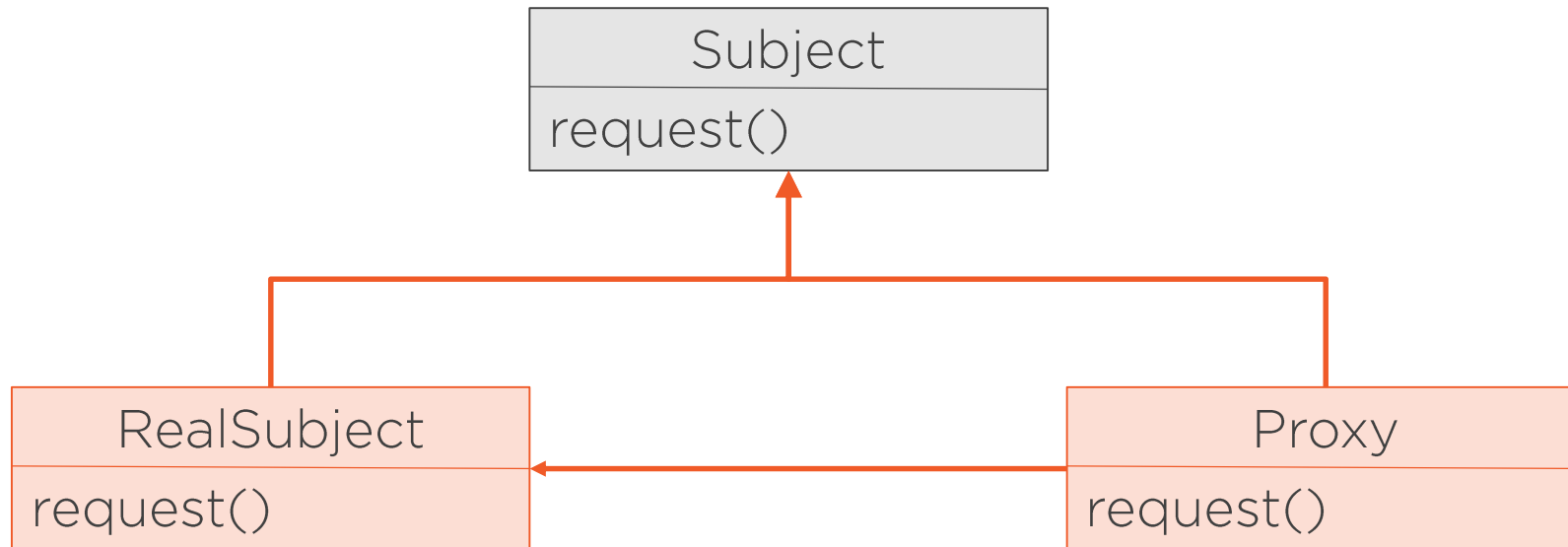
Using an Object



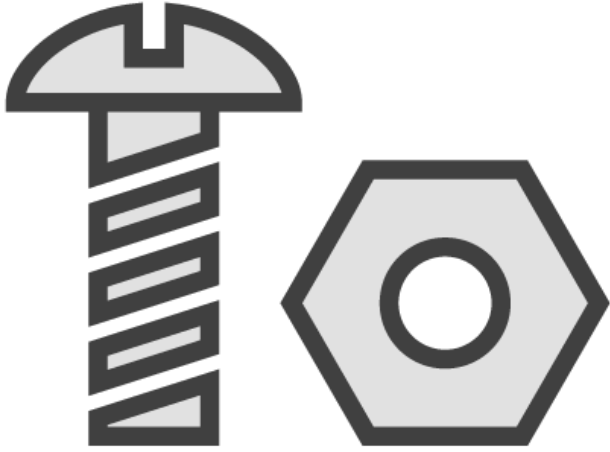
Using a Proxy to an Object



The Proxy Pattern



Common Uses of a Proxy



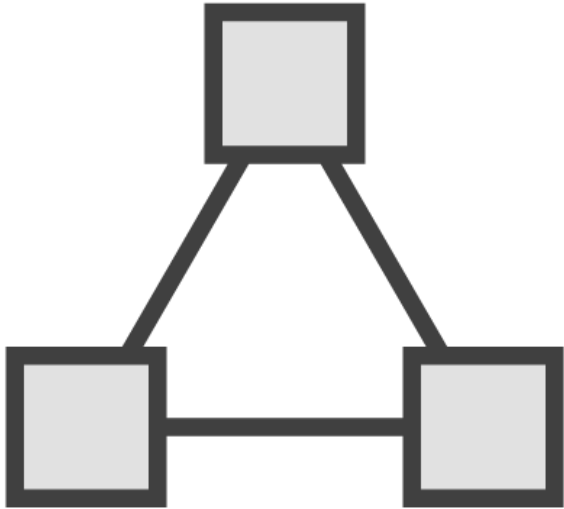
Remote Calls

Security

Cache

Virtual

How Is Proxy Related to Other Patterns?



Facade

Decorator

Adapter



Things to Remember



Facade

- Simplifies an interface to a subsystem, decoupling a client from it.

Decorator

- Attach additional responsibilities to an object dynamically.

Adapter

- Convert the interface of a class into another interface clients expect.

Proxy

- Provides a surrogate for another object to control access to it.



Things to Remember



Proxy and Decorator

Decorator and Adapter

Proxy, Decorator, and Adapter

Adapter and Facade