risitor: CHA Code EXamples

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Outline

- Visitor: C++ Code Examples

Code Examples

• Visitor

```
#include <iostream>

using namespace std;

class Item;
class ItemA;
class ItemB;

class ItemVisitor;
class Pricing1Visitor;
class Pricing2Visitor;
```

"Design Patterns: Elements of Reusable Object-Oriented Software,"Erich Gamma, Richard Helm, Ralph Johnson, John Vlissides, Addison Wesley, 1995

```
class Item {
public:
         virtual ~Item() {};
         void SetPrice(double p) { _price = p; };
         double GetPrice() { return _price; };
         virtual double NetPrice() { return _price; };
         virtual double DiscountPrice() { return 0.6*_price; };
         virtual void Accept(ItemVisitor&) = 0;
protected:
         Item() {};
private:
         double _price;
```

```
class ItemA: public Item {
public:
          ItemA() {};
          virtual void Accept(ItemVisitor& v) { v.VisitItemA(this); }
};
class ItemB : public Item {
public:
          ItemB() {};
          virtual void Accept(ItemVisitor& v) { v.VisitItemB(this); }
};
```

```
class ItemVisitor {
public:
          virtual void VisitItemA(Item*) {};
          virtual void VisitItemB(Item*) {};
protected:
         ItemVisitor() {};
};
```

```
class Pricing1Visitor : public ItemVisitor {
public:
  Pricing1Visitor() { _total = 0.0; };
         double GetTotalPrice() { return _total; };
         virtual void VisitItemA(ItemA* pa) { _total += pa->NetPrice(); };
         virtual void VisitItemB(ItemB* pb) { _total += pb-
>DiscountPrice(); };
private:
         double _total;
};
```

```
class Pricing2Visitor : public ItemVisitor {
public:
  Pricing2Visitor() { _total = 0.0; };
         double GetTotalPrice() { return _total; };
         virtual void VisitItemA(ItemA* pa) { _total += pa-
>DiscountPrice(); };
         virtual void VisitItemB(ItemB* pb) { _total += pb->NetPrice(); };
private:
         double _total;
};
```

Code Examples Cont'd

```
int main () {
         ItemA a;
         a.SetPrice(10);
         ItemB b;
         b.SetPrice(20);
         Pricing1Visitor p1;
         a.Accept(&p1); // p1.VisitItemA(&a);
         b.Accept(&p1); // p1.VisitItemB(&b);
         cout << "Pricing: p1.GetTotalPrice() = for a & b"</pre>
<< p1.GetTotalPrice() << endl;
         Pricing2Visitor p2;
          a.Accept(&p2); // p2.VisitItemA(&a);
          b.Accept(&p2); // p2.VisitItemB(&b);
         cout << "Pricing: p2.GetTotalPrice() = for b & b"</pre>
<< p2.GetTotalPrice() << endl;
```