#### **Advanced Object-Oriented Design**

# **About Validation**

A pretext to talk about delegation of actions

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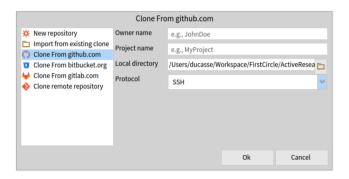
#### Goal

- How can we navigate an instance tree?
- With optional states that can be skipped?



#### The case: Validation

- We want to validate UI forms
- Nested components may want to validate or not their contents



#### A tree of instances



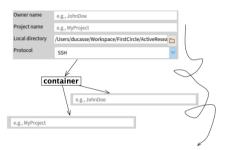
## A first design

- Any presenter can validate its contents.
- Per dafault does not nothing.

```
SpPresenter >> validate 
^ self
```



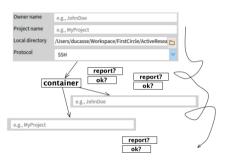
# Flow's first design



### **Analysis**

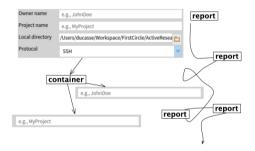
- We need to have a report to know if the validation failed or not.
- Should validate return a report?
- If validate returns a report then we have to return an ok report for anybody.
- We do not want to force a report for all the tree instances.

## Flow's first design



## Second design: provide an accumulator

Pass around a basket and let any sub instance decides if it wants to participate



### Second design: code

```
SpPresenter >> validateInto: aReport
^ self

SpOptionPresenter >> validate
```

```
| report | report := SpValidationReport new. self layout children do: [:presenter | presenter validateInto: report ]. ^ report
```

### Local and global together

SpTextInputFieldWithValidation >> validateInto: aValidationReport self validate.

aValidationReport addAll: validationErrors

Each validating subcomponent

- gets the responsibility to fill up the report
- can bring its information to the report

#### **Conclusion**

• Let the object decides if it wants to join a process but passing a container



#### A course by

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