

DESIGN PATTERNS

- O QUE VOCÊ PRECISA SABER PARA SE VIRAR NO MERCADO
- GUILHERME CARREIRO (@karreiro)
- 01.02.2018

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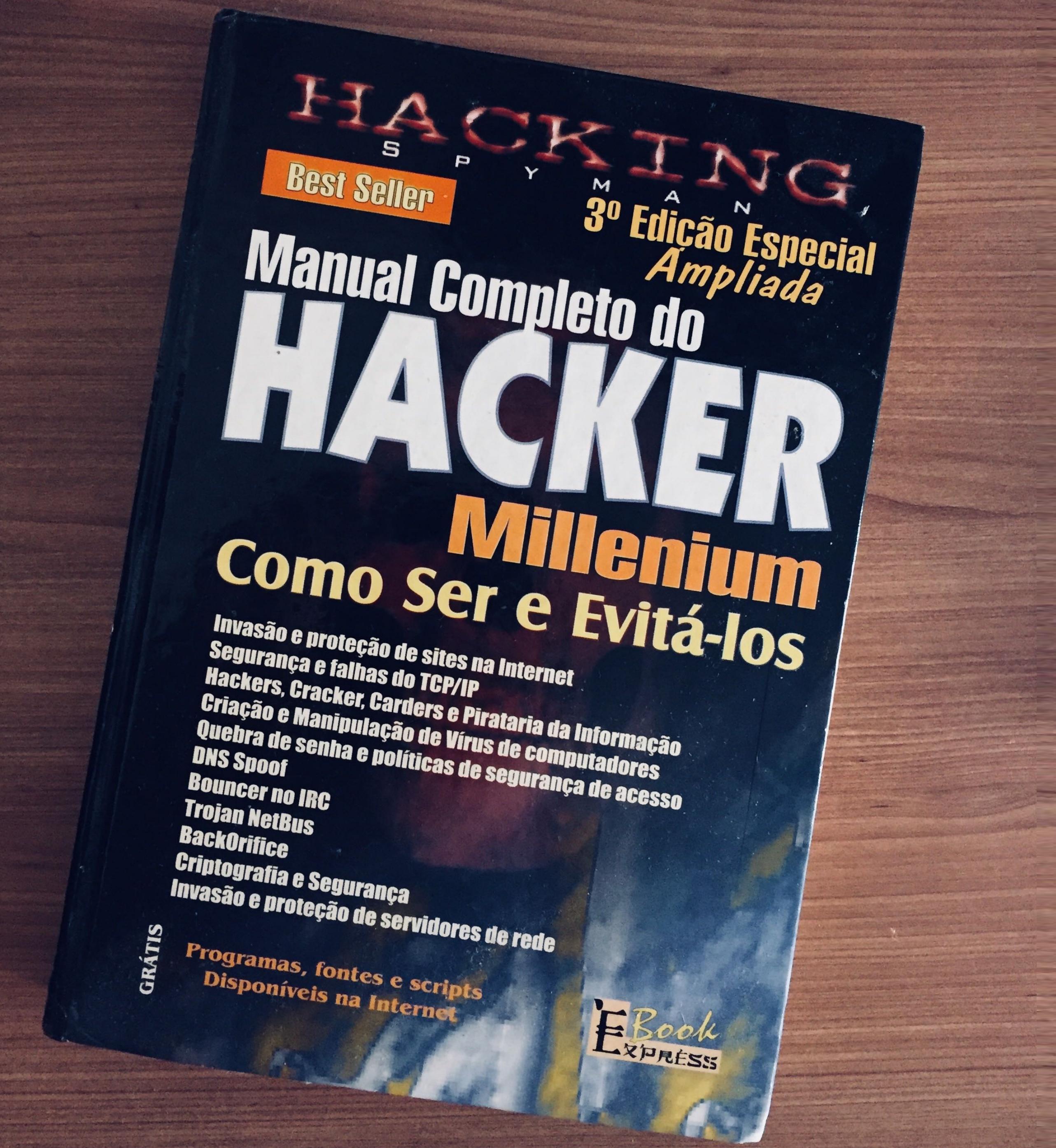


@KARREIRO_

GUILHERME

- JAVA, RUBY
- OPEN SOURCE
- RED HAT

2006



```
#submit, #key { width: 90%; font-size: 24px; }
#language { margin-top: .5em; }
.error { background: #f66; }
span.h3 { padding: 0 8px; font-size: 1.3em; font-weight: bold; }
</style>
<?php
}
add_action( 'wp_head', 'wpmu_activate_stylesheet' );

get_header( 'wp-activate' );
?>

<div id="signup-content" class="widecolumn">
<div class="wp-activate-container">
<?php if ( empty( $_GET['key'] ) && empty( $_POST['key'] ) ) { ?>

<h2><?php _e( 'Activation Key Required' ); ?></h2>
<form name="activateform" id="activateform" method="post" action="<?php echo network_site_url( 'wp-activate.php' ); ?>">
<p>
  <label for="key"><?php _e( 'Activation Key:' ); ?></label>
  <br /><input type="text" name="key" id="key" value="" size="50" />
</p>
<p class="submit">
  <input id="submit" type="submit" name="Submit" class="submit" value="<?php esc_attr_e( 'Activate' ); ?>" />
</p>
</form>

<?php
} else {

$key      = ! empty( $_GET['key'] ) ? $_GET['key'] : $_POST['key'];
$result = wpmu_activate_signup( $key );
if ( is_wp_error( $result ) ) {
  if ( 'already_active' == $result->get_error_code() || 'blog_taken' == $result->get_error_code() ) {
    $signup = $result->get_error_data();
  }
?>
```

```

#submit, #key { width: 90%; font-size: 24px; }
#language { margin-top: .5em; }
.error { background: #f66; }
span.h3 { padding: 0 8px; font-size: 1.3em; font-weight: bold; }
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        </p>
        <p class="submit">
            <input id="submit" type="submit" name="Submit" class="submit" value="<?php esc_attr_e( 'Activate' ); ?>" />
        </p>
    </form>
<?php
} else {
    $key      = ! empty( $_GET['key'] ) ? $_GET['key'] : $_POST['key'];
    $result   = wpmu_activate_signup( $key );
    if ( is_wp_error( $result ) ) {
        if ( 'already_active' == $result->get_error_code() || 'blog_taken' == $result->get_error_code() ) {
            $signup = $result->get_error_data();
        }
    }
}

```







```
void save(File file,
          User author) {

    if (file == null) {
        String defaultExtension = ".txt";

        file.setExtension(defaultExtension);
    }

    String noAuthor = "none";

    if (author == null) {
        file.setAuthor(noAuthor);
    } else {
        if (author.getName() == null) {
            file.setAuthor(noAuthor);
        }
    }

    saveApi.call(file);
}
```

```
Modal modal = new DefaultModal("Success!");
modal.show();

// ...

Modal modal = new DefaultModal(800, 600, "Success!");
modal.show();

// ...

Modal modal = new DefaultModal(800, 600, "success-modal", "Success!");
modal.show();
```

Page 1

https://127.0.0.1/system.html

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Plain Text Editor - Message

Success! :)

OK

```
Modal modal = new DefaultModal("Success!");
modal.show();

// ...

Modal modal = new DefaultModal(800, 600, "Success!");
modal.show();

// ...

Modal modal = new DefaultModal(800, 600, "success-modal", "Success!");
modal.show();
```

```
boolean analyzeRecursion(Row row,
                         Issue issue,
                         Context context) {

    Tree tree = loadTree();

    for (Column column : row.getColumns()) {
        for (Component component : column.getComponents()) {
            issue.push(new LayoutRef(NAV_COMPONENT, component.getTypeName()));
            String perspectiveId = component.getProperties().get(PERSPECTIVE_ID);

            if (perspectiveId != null) {
                boolean hasIssue = analyzeRecursion(perspectiveId, issue);
                if (hasIssue) {
                    return true;
                }
            }

            String groupId = component.getProperties().get(GROUP_ID);
            String defaultId = component.getProperties().get(DEFAULT_ID);

            if (context != null && context.getGroupId() != null) {
                groupId = context.getGroupId();
            }
        }
    }
}
```



Old Man

I must ask you, courageous one...
Do you intend to make your way to
the castle?

the design patterns world?

I do.

...

B

“Each pattern describes a problem which occurs over and over again in our environment, and then describes the core of the solution to that problem, in such a way that you can use this solution a million times over, without ever doing it the same way twice”

Cristopher Alexander

“Each pattern describes a problem which occurs over and over again in our environment, and then describes the core of the solution to that problem, in such a way that you can use this solution a million times over, without ever doing it the same way twice”

Cristopher Alexander

<https://127.0.0.1/system.html>

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Page 1

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Plain Text Editor - Message

Success! :)

OK



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CENÁRIO: new, new, new...

```
Modal modal = new DefaultModal("Success!");
modal.show();

// ...

Modal modal = new DefaultModal(800, 600, "Success!");
modal.show();

// ...

Modal modal = new DefaultModal(800, 600, "success-modal", "Success!");
modal.show();
```

CENÁRIO: new, new, new...

```
void save(File file) {  
  
    Modal modal;  
    Boolean success = saveApi.call(file);  
  
    if (success) {  
        modal = new DefaultModal(400, 300, "success-modal", "Success!");  
    } else {  
        modal = new DefaultModal(400, 300, "error-modal", "Oops... :( ");  
    }  
  
    modal.show();  
}
```

FACTORY METHOD



(1)

```
class ModalFactory {  
  
    static Modal create(Type type) {  
        switch(type) {  
            case Success:  
                return new DefaultModal(400, 300, "success-modal", "Success!");  
            case Error:  
                return new DefaultModal(400, 300, "error-modal", "Oops... :( ");  
            default:  
                throw new RuntimeException();  
        }  
    }  
}
```

(1)

```
void save(File file) {  
  
    Modal modal;  
    Boolean success = saveApi.call(file);  
  
    if (success) {  
        modal = ModalFactory.create(Type.Success);  
    } else {  
        modal = ModalFactory.create(Type.Error);  
    }  
  
    modal.show();  
}
```

(1)

```
class ModalFactory {  
  
    static Modal create(Type type) {  
        switch(type) {  
            case Success:  
                return new DefaultModal(400, 300, "success-modal", "Success!");  
            case Error:  
                return new DefaultModal(400, 300, "error-modal", "Oops... :( ");  
            default:  
                throw new RuntimeException();  
        }  
    }  
}
```

(2)

```
interface ModalFactory {
    Modal create();
}

// ...

class SuccessModalFactory implements ModalFactory {
    public Modal create() {
        return new DefaultModal(400, 300, "success-modal", "Success!");
    }
}

// ...

class ErrorModalFactory implements ModalFactory {
    public Modal create() {
        return new DefaultModal(400, 300, "error-modal", "Oops... :( ");
    }
}
```

```
void save(File file) {  
  
    Modal modal;  
    ModalFactory modalFactory;  
    Boolean success = saveApi.call(file);  
  
    if (success) {  
        modalFactory = new SuccessModalFactory();  
    } else {  
        modalFactory = new ErrorModalFactory();  
    }  
  
    modal = modalFactory.create();  
    modal.show();  
}
```

CENÁRIO: != null, == null

```
save(file, null);
save(file, user);

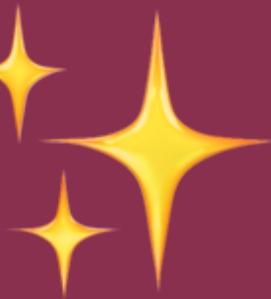
// ...

void save(File file,
          User author) {

    if (author == null) {
        file.setAuthor("none");
    } else {
        file.setAuthor(author.getName());
    }

    saveApi.call(file);
}
```

NULL OBJECT



```
    save(file, null);
    save(file, user);

    // ...

void save(File file,
          User author) {

    if (author == null) {
        file.setAuthor("none");
    } else {
        file.setAuthor(author.getName());
    }

    saveApi.call(file);
}
```

```
    save(file, User.NONE);
    save(file, user);

    // ...

void save(File file,
          User author) {

    file.setAuthor(author.getName());
    saveApi.call(file);
}
```

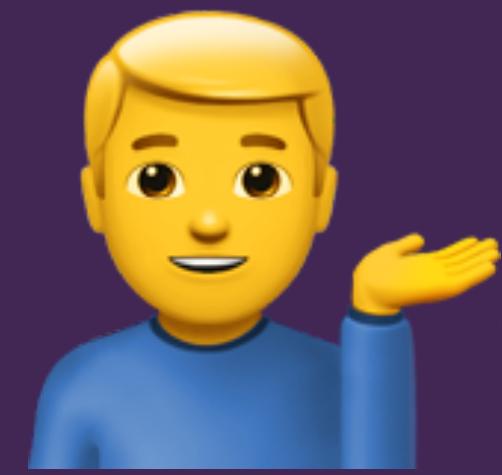
```
save(file, User.NONE);  
save(file, user);  
// ...  
  
void save(File file,  
          User author) {  
  
    file.setAuthor(author.getName());  
    saveApi.call(file);  
}
```

```
public interface User {  
  
    User NONE = new User() {  
  
        public String getName() {  
            return "none";  
        }  
    };  
  
    String getName();  
}
```

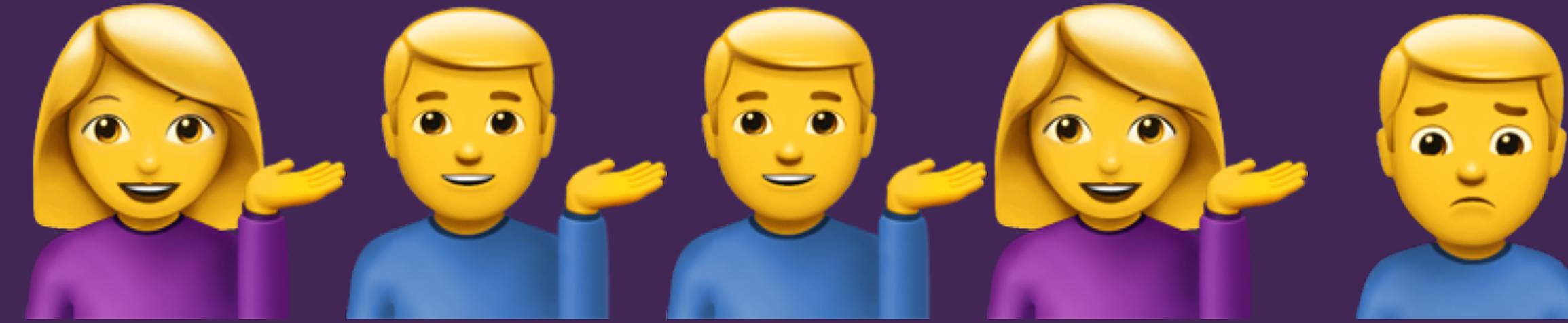




COMMUNICATION



ME



TEAM







SABER O PORQUÊ

REVIEW 

CREATIONAL

- ABSTRACT FACTORY
- BUILDER
- FACTORY METHOD
- OBJECT POOL
- PROTOTYPE
- SINGLETON

STRUCTURAL

- ADAPTER
- BRIDGE
- COMPOSITE
- DECORATOR
- FACADE
- FLYWEIGHT
- PRIVATE CLASS DATA
- PROXY

BEHAVIORAL

- CHAIN OF RESPONSIBILITY
- COMMAND
- INTERPRETER
- ITERATOR
- MEDIATOR
- MEMENTO
- NULL OBJECT
- OBSERVER
- STATE
- STRATEGY
- TEMPLATE METHOD
- VISITOR



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CENÁRIO: Fat Editor

```
class Editor {  
    // ...  
  
    Editor(File file,  
           User currentUser) {  
        this.file = file;  
        this.currentUser = currentUser;  
    }  
  
    void load() {  
  
        setupFileContent();  
  
        if (currentUser.isAdmin()) {  
            setupSaveButton();  
            setupCopyButton();  
            setupRenameButton();  
            setupDeleteButton();  
        }  
    }  
    // ...  
}
```

```
class Editor {  
    // ...  
  
    Editor(File file,  
           User currentUser) {  
        this.file = file;  
        this.currentUser = currentUser;  
    }  
  
    void load() {  
  
        setupFileContent(); ←  
  
        if (currentUser.isAdmin()) { ←  
            setupSaveButton();  
            setupCopyButton(); ←  
            setupRenameButton();  
            setupDeleteButton();  
        }  
    }  
    // ...  
}
```



DECORATOR

```
void open(File file,
          User currentUser) {

    Editor editor = new SimpleEditor(file);

    if (currentUser.isAdmin()) {
        editor = new AdvancedEditor(editor);
    }

    editor.load();
}
```

```
interface Editor {  
    void load();  
}  
  
class SimpleEditor implements Editor {  
    // ...  
  
    public SimpleEditor(final File file) {  
        this.file = file;  
    }  
  
    @Override  
    public void load() {  
        setupFileContent();  
    }  
  
    // ...  
}
```

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```
public class AdvancedEditor implements Editor {  
  
    private Editor decorated;  
  
    public AdvancedEditor(Editor decorated) {  
        this.decorated = decorated;  
    }  
  
    @Override  
    public void load() {  
  
        decorated.load();  
  
        setupSaveButton();  
        setupRenameButton();  
        setupDeleteButton();  
    }  
  
    // ...  
}
```



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```
public class AdvancedEditor implements Editor {  
  
    private Editor decorated;  
  
    public AdvancedEditor(Editor decorated) {  
        this.decorated = decorated;  
    }  
  
    @Override  
    public void load() {  
  
        decorated.load();  
  
        setupSaveButton();  
        setupRenameButton();  
        setupDeleteButton();  
    }  
  
    // ...  
}
```

BUILDER

```
Modal successModal = new ModalBuilder().withMessage("Success! : )")  
    .withSuccessTheme()  
    .build();
```

```
// ...
```

```
Modal errorModal = new ModalBuilder().withMessage("Oops! Error :( ")  
    .withErrorTheme()  
    .withCloseButton()  
    .withContent(getStackTrace())  
    .build();
```

```
public class ModalBuilder {  
  
    Boolean closeButtonEnabled = false;  
  
    String message = "";  
  
    public ModalBuilder withCloseButton() {  
        this.closeButtonEnabled = true;  
  
        return this;  
    }  
  
    public ModalBuilder withMessage(String message) {  
        this.message = message;  
  
        return this;  
    }  
  
    public Modal build() {  
        return new DefaultModal(this);  
    }  
  
    // ...  
}
```

COMMAND

```
public interface Command {  
    void execute();  
}
```

```
Command command = new Command() {  
    @Override  
    public void execute() {  
        System.out.println("Success : )");  
    }  
};  
  
command.execute();  
// Success : )
```

```
public interface Command {  
    void execute();  
}
```

```
Command command = new Command() {  
    @Override  
    public void execute() {  
        System.out.println("Success : )");  
    }  
};  
  
command.execute();  
// Success : )
```

```
Command command = new Command() {  
    @Override  
    public void execute() {  
        System.out.println("Oops :O");  
    }  
};  
  
command.execute();  
// Oops :O
```

```
@FunctionalInterface  
public interface Command {  
    void execute();  
}
```

```
Command command = () -> {  
    System.out.println("Success : )");  
};
```

```
command.execute();  
// Success : )
```

```
Command successCallback = () -> {
    System.out.print("Success :)");
};

Command errorCallback = () -> {
    System.out.print("Error :( ");
};

save(file, successCallback, errorCallback);

// ...

private void save(final File file,
                  final Command successCallback,
                  final Command errorCallback) {

    if (saveApi.save(file)) {
        successCallback.execute();
    } else {
        errorCallback.execute();
    }
}
```

```
public void loadUsers(LoadMode mode) {  
  
    if (LoadMode.LOAD_INACTIVE_USERS.equals(mode)) {  
        showModal(User.loadInactiveUsers());  
    } else if (LoadMode.LOAD_PUBLIC_USERS.equals(mode)) {  
        showModal(User.loadPublicUsers());  
    } else if (LoadMode.LOAD_ADMIN_USERS.equals(mode)) {  
        showModal(User.loadAdminUsers());  
    }  
  
    showErrorModal();  
}
```

```
Map<LoadMode, Command> LOAD_COMMANDS = new HashMap<LoadMode, Command>() {{
    put(LoadMode.LOAD_INACTIVE_USERS, () -> {
        showModal(User.loadInactiveUsers());
    });

    put(LoadMode.LOAD_PUBLIC_USERS, () -> {
        showModal(User.loadPublicUsers());
    });

    put(LoadMode.LOAD_ADMIN_USERS, () -> {
        showModal(User.loadAdminUsers());
    });
}}
```

```
public void loadUsers(LoadMode mode) {
    Command command = LOAD_COMMANDS.get(mode);

    if (command != null) {
        command.execute();
    } else {
        showErrorModal();
    }
}
```

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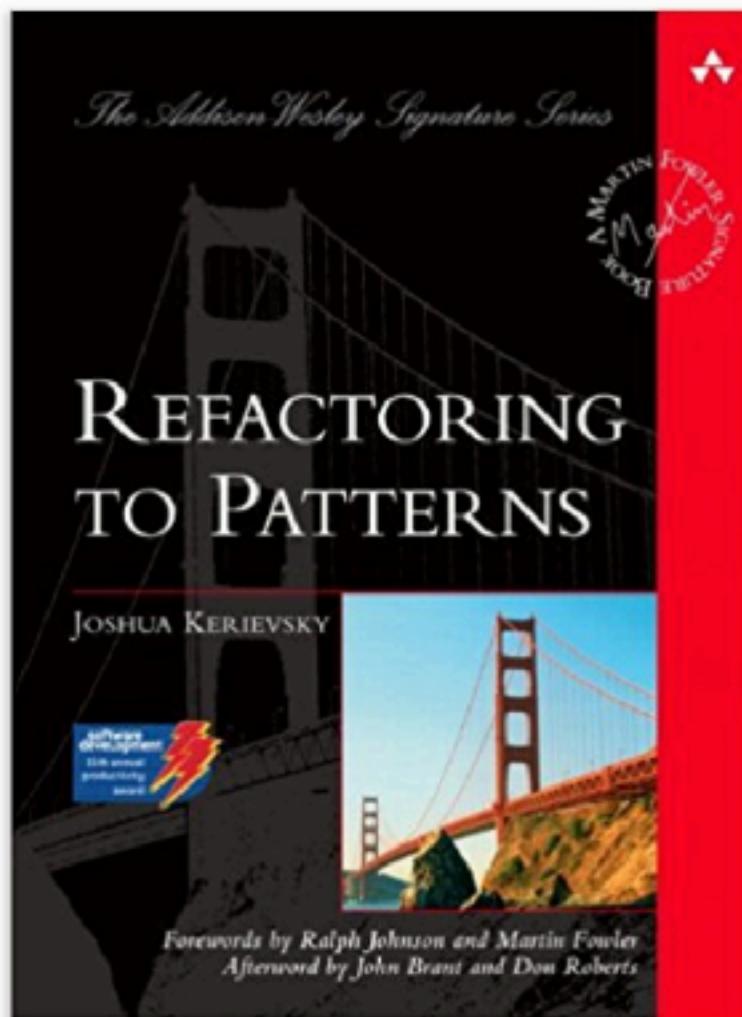
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Refactoring to Patterns em Java 8

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Minibiografia

Eder Ignatowicz (@ederign) é Senior Software Engineer da JBoss pela Red Hat, membro do time do Drools e jBPM, possui ampla experiência no desenvolvimento de sistemas financeiros e leciona em diversos cursos de graduação e pós-graduação. É Doutorando e Mestre em Engenharia Elétrica pela Unicamp e Bacharel em Ciência da Computação pela Universidade Estadual de Londrina.

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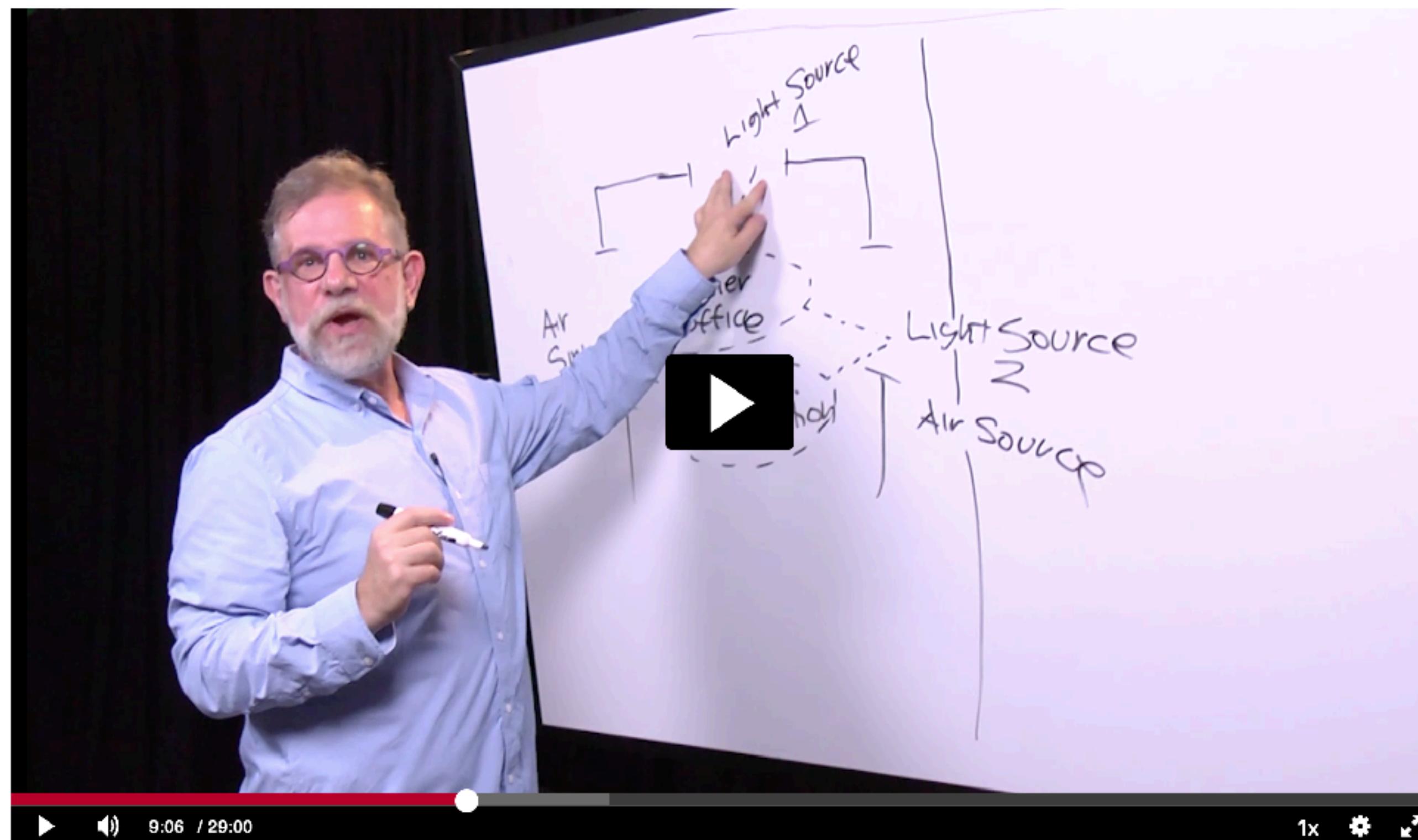
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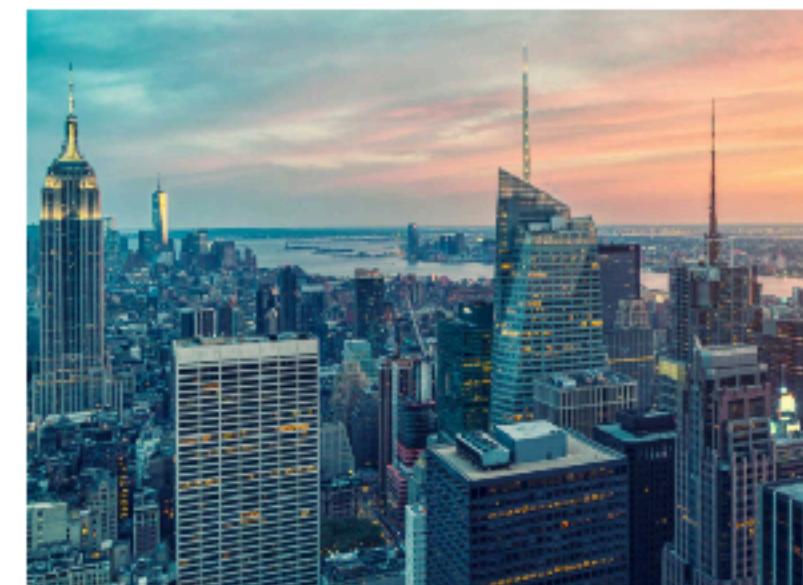
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