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Listing 2: OCP.cpp

```
Product apple("Apple", Color::Green, Size::Small);
Product tree("Tree", Color::Green, Size::Large);
Product house("House", Color::Blue, Size::Large);

ProductList all{apple, tree, house};

BetterFilter bf;
ColorSpecification green(Color::Green);

auto green_things = bf.filter(all, green);
for (auto& product : green_things)
    std::cout << product.name << " is green" << std::endl;

SizeSpecification big(Size::Large);
// green_and_big is a product specification
AndSpecification<Product> green_and_big(big, green);

auto green_big_things = bf.filter(all, green_and_big);
for (auto& product : green_big_things)
    std::cout << product.name << " is green and big" << std::endl;
```

Full source code OCP.cpp

### 1.1.3 Liskov Substitution Principle

Objects should be replaceable with instances of their subtypes without altering program correctness.

Listing 3: LSP.cpp

```
Rectangle r(5, 5);
process(r);

// Square (subtype of Rectangle) violates the Liskov Substitution Principle
Square s(5);
process(s);
```

Full source code LSP.cpp

### 1.1.4 Interface Segregation Principle

Many client-specific interfaces better than one general-purpose interface.

Listing 4: ISP.cpp

```
Printer printer;
Scanner scanner;
Machine machine(printer, scanner);
std::vector<Document> documents{Document(std::string("Hello")),
                                  Document(std::string("Hello"))};

machine.print(documents);
machine.scan(documents);
```

Full source code ISP.cpp

## 1.1 SOLID

**S** = Single Responsibility Principle

**O** = Open-Closed Principle

**L** = Liskov Substitution Principle

**I** = Interface Segregation Principle

**D** = Dependency Inversion/Injection

### 1.1.1 Single Responsibility Principle

A class should only have a single responsibility.

Listing 1: SRP.cpp

```
Journal journal("My Journal");
journal.add("First Entry");
journal.add("Second Entry");
journal.add("Third Entry");

// Use a separate class/entity for saving.
// Saving journals is not a base responsibility of a journal.
PersistenceManager().save(journal, "journal.txt");
```

Full source code SRP.cpp

### 1.1.2 Open-Closed Principle

Entities should be open for extension but closed for modification.

### 1.1.5 Dependency Inversion/Injection

Dependencies should be abstract rather than concrete.

#### Dependency Inversion Principle

1. **High-level modules should not depend on low-level modules. Both should depend on abstractions.** Example: reporting component should depend on a `ConsoleLogger`, but can depend on an `ILogger`.
2. **Abstractions should not depend upon details. Details should depend upon abstractions.** In other words, dependencies on interfaces and supertypes is better than dependencies on concrete types.

**Inversion of Control (IoC)** – the actual process of creating abstractions and getting them to replace dependencies.

**Dependency Injection** – use of software frameworks to ensure that a component's dependencies are satisfied.

Listing 5: BoostDI.cpp

```
// without DI
std::cout << "without DI\n";
auto e1 = std::make_shared<Engine>();
auto logger1 = std::make_shared<ConsoleLogger>();
auto c1 = std::make_shared<Car>(e1, logger1);
std::cout << *c1 << std::endl;

// with DI
std::cout << "with DI\n";
using namespace boost;
// whenever an ILogger is needed a ConsoleLogger instance will be created
auto injector = di::make_injector(di::bind<ILogger>().to<ConsoleLogger>());
// engine created with default constructor
auto c = injector.create<std::shared_ptr<Car>>();

std::cout << *c << std::endl;
```

Full source code BoostDI.cpp

## 2.1 Builder

When **piecewise** object construction is complicated, provide an API for doing it succinctly.

**Builder Example. Building a string:**

- Building a string out of substrings
  - e.g. web server page rendering
- Concatenate a single `std::string`
  - `my_text += boost::lexical_cast<string>(my_int);`
- `printf("%s = %n", "meaning of life", 42);`
- `Boost.Format`
  - `format("%1%.x=%2% : %3%-th try") % "toto" % 40.23 % 50`
- Represent as OO structure and implement operator<< on an object graph

### 2.1.1 Life without Builder

Listing 1: LifeWithoutBuilder.cpp

```
// 1. Using out-of-the-box string concatenation
auto text = "hello";
string output;
output += "<p>";
output += text;
output += "</p>";
cout << "1. cout;" << endl;
cout << output << endl;
```

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```
// 2. Using printf:
cout << "\n2. Printf:" << endl;
printf("<p>%s</p>\n", text);

// 3. Using string streams
string words[] = {"hello", "world"};
ostringstream oss;
oss << "<ul>\n";
for (auto w : words) oss << " <li>" << w << "</li>\n";
oss << "</ul>\n";
cout << "\n3. Output Stream:" << endl;
printf("%s", oss.str().c_str());
```

Full source code LifeWithoutBuilder.cpp

### 2.1.2 Builder

A builder is a separate component with an API for building up a complex object. You can give the builder a public constructor or return it via a static function

Listing 2: Builder.cpp

```
HtmlBuilder builder("ul");
builder.add_child("li", "hello");
builder.add_child("li", "world");
cout << builder.str() << endl;
```

Full source code Builder.cpp

### 2.1.3 Fluent Builder

To make a fluent builder, return *this* or *this*.

Listing 3: FluentBuilder.cpp

```
// add_child returns an HtmlBuilder.
// Due to conversion operator HtmlElement() in HtmlBuilder this will be converted
to an
// HtmlElement!
HtmlElement htmlElement1 =
    HtmlElement::build("ul").add_child("li", "hello").add_child("li", "world");
cout << htmlElement1.str() << endl;
```

Full source code FluentBuilder.cpp

### 2.1.4 Groovy Style Builder

Initializer lists let you implement Groovy-style builders with ease.

Listing 4: GroovyStyle.cpp

```
std::cout << P{IMG{"http://pokemon.com/pikachu.png"},
    P{IMG{"http://pokemon.com/pikachu.jpg"}}}
<< std::endl;
```

Full source code GroovyStyle.cpp

### 2.1.5 Builder Facets

Different facets of an object can be built with different builders working in tandem.

Listing 5: Facets.cpp

```
Person p = Person::create()
    .lives()
    .at("123 London Road")
    .with_postcode("SW1 1GB")
    .in("London")
    .works()
    .at("PragmaSoft")
    .as_a("Consultant")
    .earning(10e6);

cout << p << endl;
```

Full source code Facets.cpp

## 2.2 Factories

Definition Factory: A separate component responsible solely for the **wholesale (not piecewise)** creation of objects.

- Object creation logic becomes too convoluted
- Constructor is not descriptive
  - Name mandated by name of containing type
  - Cannot overload with same sets of arguments with different names
  - Can turn into 'optional parameter hell'
- Object creation (**non-piecewise** unlike Builder) can be outsourced to
  - A separate function (**Factory Method**)
  - That may exist in a separate class (**Factory**)
  - You can even have a hierarchy of classes with **Abstract Factory**
- A factory method is a function that creates objects
- A factory can take care of object creation
- A factory can reside inside the object or be external
- Hierarchies of factories can be used to create related objects

### 2.2.1 Point Example

Listing 6: PointExample.cpp

```
Point p{1, 2};
std::cout << p << std::endl;
```

Full source code PointExample.cpp

### 2.2.2 Factory Method

A **function** that helps create objects. Like a constructor but more descriptive.

Listing 7: FactoryMethod.cpp

```
auto p = Point::NewPolar(5, M_PI_4);
std::cout << p << std::endl;
```

Full source code FactoryMethod.cpp

### 2.2.3 Factory

A **class** that helps create objects.

Listing 8: Factory.cpp

```
auto cartesianPoint = PointFactory::NewCartesian(1.1, 2.2);
auto polarPoint = PointFactory::NewPolar(2.0, M_PI_4);

std::cout << cartesianPoint << std::endl;
std::cout << polarPoint << std::endl;
```

Full source code Factory.cpp

### 2.2.4 Inner Factory

An **inner class** that helps create objects.

Listing 9: InnerFactory.cpp

```
auto cartesianPoint = Point::Factory.NewCartesian(2, 3);
std::cout << cartesianPoint << std::endl;
```

Full source code InnerFactory.cpp

### 2.2.5 Abstract Factory

A factory construct used to construct object in hierarchies.

Listing 10: Builder.cpp AbstractFactory.cpp

```
// Would work but we want to have a more OO like interface.
auto d = make_drink("tea");

DrinkFactory df;
df.make_drink("coffee");
```

Full source code AbstractFactory.cpp

2.2.6 Functional Factory

Use of mappings from strings to factory functions.

Listing 11: FunctionalFactory.cpp

```
DrinkWithVolumeFactory dvf;
dvf.make_drink("tea");
```

Full source code FunctionalFactory.cpp

See also definition of class DrinkWithVolumeFactory

2.3 Prototype

Definition of Prototype: A partially or fully initialized object that you copy/clone and make use of.

- Complicated objects (e.g. cars) aren't designed from scratch
  - They reiterate existing designs
- An existing (partially constructed design) is a *Prototype*
- We make a copy/clone of the prototype and customize it
  - Requires 'deep copy' support
  - Painful without metadata!
- We make the cloning convenient (e.g. via a *Factory*)
- To implement a prototype, partially construct an object and store it somewhere
- Clone the prototype and then customize the instance
- Ensure deep copying! (Be careful of shallow copies esp. with respect to pointers!)

2.3.1 Prototype Factory

Use a factory to make prototypes more comfortable to use.

Listing 12: Prototype.cpp

```
auto john = EmployeeFactory::NewMainOfficeEmployee("John", 100);
auto jane = EmployeeFactory::NewAuxOfficeEmployee("Jane", 123);

cout << *john << endl << *jane << endl;
```

Full source code Prototype.cpp

2.3.2 Prototype with Boost Serialization

Use Boost Serialization for deep copying of prototype data.

Listing 13: Serialization.cpp

```
Employee john;
john.name = "John Doe";
john.address = new Address("123 East Dr", "London", 123);

// Boost Serialization does a deep copy out-of-the box!
auto clone = [](Employee c) {
    // Write employee to an archive
    ostringstream oss;
    boost::archive::text_oarchive oa(oss);
    oa << c;

    string s = oss.str();

    // Read it back in. Deep copy automatically done!
    Employee result;
    istringstream iss(s);
    boost::archive::text_iarchive ia(iss);
    ia >> result;
    return result;
};

Employee jane = clone(john);
jane.name = "Jane";
jane.address->street = "123B West Dr";

cout << john << endl << jane << endl;
```

Full source code Serialization.cpp

2.4 Singleton

Definition of Singleton: A component which is instantiated only once.

*"When discussing which patterns to drop, we found that we still love them all. (Not really—I'm in favor of dropping Singleton. Its use is almost always a design smell.)"* - Erich Gamma

- For some components it only makes sense to have one in the system
  - Database repository
  - Object factory

- E.g. when the constructor call is expensive
  - We only do it once
  - We provide everyone with the same instance
- Want to prevent anyone creating additional copies
- Need to take care of lazy instantiation and multithreading
- A safe singleton is easy: just make a static variable and return a reference to it
- Singletons are difficult to test
- Consider defining singleton lifetime with a DI container

2.4.1 Singleton Database

Listing 14: SingletonDatabase.cpp

```
// Cannot do something like this because copy constructor does not exist!
// auto singletonDB = SingletonDatabase::get();

std::cout << SingletonDatabase::get().get_population("Tokyo") << "\n";

// We will always get the same instance of the singleton database!
assert(&SingletonDatabase::get() == &SingletonDatabase::get());
```

Full source code SingletonDatabase.cpp

Structural Design Patterns

3.1 Adapter

Definition of Adapter: A construct which adapts an existing interface X to conform to a required interface Y.

- Electrical devices have different power (interface) requirements.
  - Voltage (5V, 220V)
  - Socket/plug type (Europe, UK, USA)
- We cannot modify our gadgets to support every possible interface.
- Thus, we use a device - an adapter - that gives us the interface we require.
- Implementing an Adapter is easy:
  - Determine the API you have and the API you need.
  - Create a component which aggregates (has a reference to, ...) the adaptee.
  - Intermediate representations can pile up. Use caching and other optimizations.

3.1.1 Stack

Listing 1: StructuralStack.cpp

```
// Stack from the STL is just an adapter of a vector.
// Stack has an underlying container (by default deque).
// Stack uses methods of underlying container
// e.g. push_back, pop_back, back, ...
// to implement stack specific methods like push, pop, top, ...
std::stack<int> stack;
stack.push(123);
int x = stack.top();
stack.pop();
```

Full source code StructuralStack.cpp

3.1.2 String

Listing 2: StructuralString.cpp

```
String string("Hello    World");

auto parts = string.to_lower().split();
for (const auto& part : parts) cout << "<" << part << ">" << endl;
```

Full source code StructuralString.cpp

3.2 Bridge

Definition of Bridge: A mechanism that decouples an interface (interface hierarchy) from an implementation (implementation hierarchy).

- Decouple abstraction from implementation.
- Both can exist as hierarchies.
- A stronger form of encapsulation.

3.2.1 PIMPL

PIMPL = Pointer to an IMPLementation

See also Pimpl For Compile-Time Encapsulation

Listing 3: main.cpp

```
Person john(std::string("John"));
// greet method is implemented in class PersonImpl not in class Person
john.greet();
```

Full source code main.cpp

3.2.2 Shape Sizing

Listing 4: ShapeSizing.cpp

```
RasterRenderer rasterRenderer;
// Circle uses a raster renderer which is a reference to a Renderer.
Circle raster_circle(rasterRenderer, 10, 10, 5);
raster_circle.draw();
raster_circle.resize(2);
raster_circle.draw();
```

Full source code ShapeSizing.cpp

3.3.2 Geometric Shapes

Listing 6: graphics.cpp

```
Group root("root");
Circle c1;
root.objects.push_back(&c1);

Group subgroup("sub");
Circle c2;
Rectangle r1;
subgroup.objects.push_back(&c2);
subgroup.objects.push_back(&r1);

root.objects.push_back(&subgroup);

root.draw();
```

Full source code graphics.cpp

3.4 Decorator

Definition of Decorator: Allows for adding behavior to individual objects without affecting the behavior of other objects of the same class.

- Want to augment existing functionality.
- Do not want to rewrite or alter existing code (Open-Closed Principle).
- Want to keep new functionality separate (Single Responsibility Principle)
- Need to be able to interact with existing structures
- Functional decorators let you wrap functions with before/after code (e.g. for logging).
- An aggregate decorator does not give you the underlying object's features, but can be composed at runtime.
- A decorator based on mixin inheritance is more flexible, exposes underlying object's features, but is only constructible at compile time because of implementation as C++ template functions.

3.4.1 Function Decorator

Listing 7: functionDecorator.cpp

```
// logger is a decorator
Logger logger{[]() {cout << "Hello" << endl; }, "HelloFunc"};
logger();

// Template argument not deduced from lambda. Need a helper function.
// Logger2<T>? logger1{[]() {cout << "Hello" << endl; }, "HelloFunc"};
make_logger2{[]() { cout << "Hello" << endl; }, "HelloFunction"};

// add_logger behaves like the original add function.
auto add_logger = make_logger3(add, "Add");
auto result = add_logger(2, 3);
```

Full source code functionDecorator.cpp

3.3 Composite

Definition of Composite: A mechanism for treating individual (scalar) and compositions of objects in a uniform manner.

- Objects use other objects' fields and members through inheritance and composition.
- Composition lets us make compound objects.
  - A mathematical expression composed of simpler expressions
  - A grouping of shapes that make up several shapes
- Composite design pattern is used to treat both single and composite objects **uniformly** (i.e. with identical APIs)
- Objects can use either objects either via inheritance or composition.
- Some composed and singular objects need similar/identical behaviors.
- Composite design pattern lets us treat both types of objects uniformly.
- C++ has no special support for the idea of 'enumeration' of objects.
- **Trick:** A single object can *masquerade* to become suitable for begin/end iteration.
  - See Neural Network code which unfortunately compiles only under Microsoft Windows.
  - Link to Neurons code.

```
Neuron *begin() { return this; }
Neuron *end() { return this + 1; }
```

3.3.1 Object Composition and Iteration

Listing 5: composite.cpp

```
AdditionExpression sum{
    make_shared<Literal>(2),
    make_shared<AdditionExpression>(make_shared<Literal>(3), make_shared<Literal>
    (4))};

cout << "2+(3+4) = " << sum.eval() << endl;

vector<double> v;
sum.collect(v);
for (auto x : v) cout << x << " ";
cout << endl;

vector<double> values{1, 2, 3, 4};
double s = 0;
for (auto x : values) s += x;
cout << "average is " << (s / values.size()) << endl;

accumulator_set<double, stats<tag::mean>> acc;
for (auto x : values) acc(x);
cout << "average is " << mean(acc) << endl;
```

Full source code composite.cpp

3.4.2 Wrapping Decorator

Listing 8: wrappingDecorator.cpp

```
Circle circle(5);
cout << circle.str() << endl;

ColoredShape red_circle(circle, "red");
cout << red_circle.str() << endl;

TransparentShape red_half_visible_circle(red_circle, 128);
cout << red_half_visible_circle.str() << endl;

// Oops! Unfortunately this does not work!
// red_half_visible_circle.resize();
```

Full source code wrappingDecorator.cpp

3.4.3 Mixin Decorator

Listing 9: mixinDecorator.cpp

```
// Won't work without a default constructors. Here for Circle.
ColoredShape<Circle> green_circle("green");
green_circle.radius = 5;
cout << green_circle.str() << endl;

TransparentShape<ColoredShape<Square>> blue_invisible_square[0.5];
blue_invisible_square.color = "blue";
blue_invisible_square.side = 10;
cout << blue_invisible_square.str() << endl;
```

Full source code mixinDecorator.cpp

3.4.4 Improved Decorator

Listing 10: improvedDecorator.cpp

```
// Now we can provide transparency and radius in the constructor.
// Default constructors are not needed any more.
TransparentShape<Square> half_hidden_square[0.5, 15.f];
cout << half_hidden_square.str() << endl;
```

Full source code improvedDecorator.cpp

3.5 Façade

Definition of Façade: Provides a simple, easy to understand/use interface over a large and sophisticated body of code.

- Balancing complexity and presentation/usability.
- Typical home:
  - Many subsystems (electrical, sanitation).

- Complex internal structure (e.g. floor layers).
- End user not exposed to internals.
- Same with software!
  - Many systems working together provide flexibility, but...
  - API consumers want it to 'just work'.
- Make a library easier to understand, use and test.
- Reduce dependencies of user code on internal APIs that may change.
  - Allows more flexibility in developing/refactoring the library.
- Wrap a poorly designed collection of APIs with a single well-designed API.
- Build a Faade to provide a simplified API over a set of classes.
- May wish to (optionally) expose internals though the faade.
- May allow users to 'escalate' to use more complex APIs if they need to.

### 3.5.1 Bloom Terminal

Listing 11: Bloom.cpp

```
// Console is a faade for Windows, Viewports, Buffers,... used by the terminal app
auto window = Console::instance().multicolumn("Test", 2, 40, 40);

for (size_t i = 0; i < 40; i++) {
    window->buffers[1]->add_string("This is line " + boost::lexical_cast<string>(i));
}

window->Show();
```

Full source code Bloom.cpp

## 3.6 Flyweight

Definition of Flyweight: A space optimization technique that lets us use less memory by storing externally the data associated with similar objects.

- Avoiding redundancy when storing data, e.g. MMORPG:
  - Plenty of users with identical first/last names
  - No sense in storing same first/last name over and over again
  - Store a list of names and pointers to them
- Bold or italic text in the console:
  - Don't want each character to have an extra formatting character.
  - Operate on ranges (e.g. line, start/end).

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```
account2.deposit(2000);
account2.withdraw(2500);
account2.withdraw(1000);
```

Full source code nullobject.cpp

## 3.8 Proxy

Definition of Proxy: A class that is functioning as an interface to a particular resource. That resource may be remote, expensive to construct, or may require logging or some other added functionality.

- You are calling foo.bar().
- This assumes that foo resides in the same process as bar.
- What if, later on, you want to put all Foo related operations into a separate process?
  - How can you avoid changing all your code?
- Proxy to the rescue!
  - Same interface, entirely different behavior.
- This is an example for a communication proxy.
  - There are many others: logging, virtual, guarding,...
- How is Proxy different from Decorator?
  - Proxy provides an identical interface; decorator provides an enhanced interface.
  - Decorator typically aggregates (or has reference to) what it is decorating: proxy doesn't have to.
  - Proxy might not even be working with a materialized object.
- A proxy has the same interface as the underlying object.
- To create a proxy, simply replicate the existing interface of an object.
- Add relevant functionality to the redefined member functions.
  - As well as constructor, destructor, etc.
- Different proxies (communication, logging, caching, etc.) have completely different behaviors.

### 3.8.1 Smart Pointer Proxy

Smart pointers from the standard library don't need an explicit delete. Smart pointers are proxies for underlying raw pointers.

Listing 14: smartPointerProxy.cpp

```
BankAccount* a = new CurrentAccount(1000);
a->deposit(1500);
delete a;

auto b = make_shared<CurrentAccount>(1000);
```

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### 3.6.1 First/Last Name

Listing 12: flyweight.cpp

```
User2 john_doe("John", "Doe");
User2 jane_doe("Jane", "Doe");

cout << "John " << john_doe << endl;
cout << "Jane " << jane_doe << endl;

// "Doe" is only saved once in the system.
assert(&jane_doe.last_name.get() == &john_doe.last_name.get());
```

Full source code flyweight.cpp

## 3.7 Null Object

Definition of Null Object: A no-op object that satisfies the dependency requirement of some other object.

- When component A uses component B, if typically assumes that B is actually present.
  - You inject B, not e.g. optional<B>.
  - You do not inject a pointer and then check for nullptr everywhere.
- There is no option of telling A not to use an instance of B.
  - Its use is hard-coded.
- Thus, we build a no-op, non-functioning inheritor of B and pass that into A.
- Structural or Behavioral design pattern?
- Inherit from the required object.
- Implement the functions with empty bodies.
  - Return default values.
  - If those values are used, you are in trouble.
- Supply an instance of the Null Object in lieu of an actual object.

### 3.7.1 Null Logger

Listing 13: nullobject.cpp

```
auto consoleLogger = make_shared<ConsoleLogger>();
BankAccount account1(consoleLogger, "First account", 100);

account1.deposit(2000);
account1.withdraw(2500);
account1.withdraw(1000);

auto nullLogger = std::make_shared<NullLogger>(10);
// Constructor of BankAccount needs a logger. But we don't want one.
// Solution: Provide a null logger which doesn't log anything.
BankAccount account2(nullLogger, "Second account", 100);
```

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```
BankAccount* actual = b.get(); // pointer's own operations on a.
b->deposit(150); // underlying object's operations are on ->
cout << *b << endl; // note this expression is identical to what's above
// no delete
```

Full source code smartPointerProxy.cpp

### 3.8.2 Virtual Proxy

Listing 15: virtualProxy.cpp

```
LazyBitmap img("pokemon.png");
// Image will only be loaded on first attempt to draw the image.
draw_image(img);
draw_image(img);
draw_image(img);
```

Full source code virtualProxy.cpp

### 3.8.3 Communication Proxy

Listing 16: communicationProxy.cpp

```
cout << "Local Pong:\n";
Pong localPong;
for (int i = 0; i < 5; ++i) {
    tryit(localPong);
}

// For a remote Pong you just have to implement the same interface Pingable.
cout << "\nRemote Pong:\n";
RemotePong remotePong;
for (int i = 0; i < 5; ++i) {
    tryit(remotePong);
}
```

Full source code communicationProxy.cpp

## CHAPTER 4

## Behavioral Design Patterns

## 4.1 Chain of Responsibility

Definition of Chain of Responsibility: A chain of components who all get a chance to process a command or query, optionally having a default processing implementation and an ability to terminate the processing chain.

- You click a graphical element on a form
  - Button handles it, might stop further processing
  - Underlying group box
  - Underlying window
- CCG computer game
  - Creature has attack and defense values.
  - Those can be boosted by other cards.
- Command Query Separation (CQS)
  - Command = asking for an action or change (e.g. please set your attack value to 2).
  - Query = asking for information (e.g. please give me your attack value).
  - CQS = having separate means fo sending commands and queries.
    - Antithetical to set fields directly.
- Chain of Responsibility can be implemented as a pointer chain or a centralized construct (event bus).
- Enlist objects in the chain, possibly controlling their order.
- Remove object from chain when no longer applicable (e.g. in its own destructor).

## 4.1.1 Pointer Chain

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- X should do W
- Usage: GUI commands, multi-level undo/redo, macro recording and more!
- Encapsulate all details of an operation in a separate object.
- Define instructions for applying the command (either in the command itself, or elsewhere).
- Optionally define instructions for undoing the command.
- Can create composite commands (a.k.a. macros).

## 4.2.1 Composite Command with Undo/Redo

Listing 3: command.cpp

```
BankAccount ba;
// Composite command.
CommandList commands{Command{ba, Command::deposit, 100},
                      Command{ba, Command::withdraw, 200}};
printBalance(ba);

commands.call();
printBalance(ba);

commands.undo();
printBalance(ba);
```

Full source code command.cpp

## 4.3 Interpreter

Definition of Interpreter: A component that processes structured text data. Does so by turning it into separate lexical tokens (lexing) and then interpreting sequences of said tokens (parsing).

- Textual input needs to be processed.
  - e.g. turned into OOP structures.
- Some examples:
  - Programming language compilers, interpreters and IDEs.
  - HTML, XML and similar.
  - Numeric expressions (2+3/4).
  - Regular expressions.
- Turning strings into OOP based structures is a complicated process.
- Barring simple cases, an interpreter does two stages:
  - Lexing turns text in to a set of tokens, e.g.
    - `2*(3+4) -> Lit[2] Star LParen Lit[3] Plus Lit[4] RParen`
  - Parsing turns tokens into meaningful constructs
    - `MultiplicationExpression{Integer{2}, AdditionExpression{Integer{3}, Integer{4}}}`
- Parsed data can be traversed

Listing 1: cor\_pointer.cpp

```
Creature goblin("Goblin", 1, 1);
CreatureModifier root(goblin);
DoubleAttackModifier r1(goblin);
DoubleAttackModifier r1_2(goblin);
IncreaseDefenseModifier r2(goblin);
// Uncomment the following lines to stop chain of responsibility instantly
// NoBonusModifier no(goblin);
// root.add(&no);

root.add(&r1);
root.add(&r1_2);
root.add(&r2);

// Start chain of responsibility.
root.handle();

cout << goblin << endl;
```

Full source code cor\_pointer.cpp

## 4.1.2 Broker Chain

Listing 2: cor\_broker.cpp

```
Game game;
Creature goblin(game, 2 /* attack */, 2 /* defense */, "Strong Goblin");

cout << goblin << endl;

{
    // Goblin only temporarily changed.
    DoubleAttackModifier dam(game, goblin);
    cout << goblin << endl;
}

cout << goblin << endl;
```

Full source code cor\_broker.cpp

## 4.2 Command

Definition of Command: An object which represents an instruction to perform a particular action. Contains all information necessary for the action to be taken.

- Ordinary C++ statements are perishable
  - Cannot undo a field assignment
  - Cannot directly serialize a sequence of actions
- Want an object that represents an operation
  - X should change its Y to Z

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## 4.3.1 Handwritten Interpreter

Listing 4: interpreter.cpp

```
// Hand-written interpreter (lexer and parser).
// For more complicated scenarios you could you e.g. Boost Sphinx.
string input("(13-4)-(12+1)");
auto tokens = lex(input);

cout << "Tokens of " << input << "\n";
for (auto& t : tokens) cout << t << "\n";
cout << endl;

auto parsed = parse(tokens);
cout << input << " = " << parsed->eval() << endl;
```

Full source code interpreter.cpp

## 4.4 Iterator

Definition of Iterator: An object that facilitates the traversal of a data structure.

- Iteration (traversal) is a core functionality of various data structures.
- An *iterator* is a class that facilitates the traversal
  - Keeps pointer to an element.
  - Knows how to move to a different element.
- Iterator types
  - Forward (e.g. on a list)
  - Bidirectional (e.g. on a doubly linked list)
  - Random access (e.g. on a vector)
- Iterator Requirements
  - Container Member Functions:
    - `begin()`
      - Points to the first element in the container. If empty is equal to `end()`.
    - `end()`
      - Points to the element immediately after the last element.
    - Facilitates use of standard algorithms.
    - Allow the use of range-based for loops:
      - `for (auto& x : my_container)`
    - Different names for different iterators.
  - Iterator Operators:
    - `operator !=`
      - Must return false if two iterators point to the same element.

- **operator \*** (dereferencing)
  - Must return a reference to (or a copy of) the data the iterator points to.
- **operator ++**
  - Gets the iterator to point to the next element.
- Additional operators as required (e.g. operator –, arithmetic, etc.)
- An iterator specifies how you can traverse an object.
- Typically needs to support comparison (!=), advancing (++), and dereferencing (\*).
  - May support other things, e.g. arithmetic, operator –, etc.
- Can have many different iterators (reverse, const, etc.)
  - Default on returned in begin()/end()
- Iterators can not be recursive.

#### 4.4.1 STL Iterators

Listing 5: iteratorSTL.cpp

```
vector<string> names{"john", "jane", "jill", "jack"};

vector<string>::iterator it = names.begin(); // or begin(names)
cout << "first name is " << *it << "\n";

++it; // advance the iterator
it->append(string(" goodall"));
cout << "second name is " << *it << "\n";

while (++it != names.end()) {
    cout << "another name: " << *it << "\n";
}

// traversing the entire vector backwards
// note global rbegin/end, note ++ not --
// expand auto here
for (auto ri = rbegin(names); ri != rend(names); ++ri) {
    cout << *ri;
    if (ri + 1 != rend(names)) // iterator arithmetic
        cout << ", ";
}
cout << endl;

// constant iterators
vector<string>::const_reverse_iterator jack = crbegin(names);
// won't work
// *jack += "test";
```

Full source code iteratorSTL.cpp

#### 4.4.2 Binary Tree Iterator

#### 4.4. Iterator

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Listing 6: binaryTreeIterator.cpp

```
// in order traversal
BinaryTree<string> family{
    new Node<string>{"me",
        new Node<string>{"mother", new Node<string>{"mother's mother"}},
        new Node<string>{"mother's father"}},
    new Node<string>{"father"}};

// pre order traversal
for (auto it = family.begin(); it != family.end(); ++it) {
    cout << (*it).value << endl;
}
```

Full source code binaryTreeIterator.cpp

#### 4.4.3 Boost Iterator Facade

Listing 7: facade.cpp

```
// Using 'Boost Iterator Facade' our Node looks like a traversable list.
Node alpha{"alpha"};
Node beta{"beta", &alpha};
Node gamma{"gamma", &beta};

for_each(ListIterator(&alpha), ListIterator(),
    [] (const Node& n) { cout << n.value << endl; });
```

Full source code facade.cpp

#### 4.5 Mediator

Definition of Mediator: A component that facilitates communication between other components without them being aware of each other or having direct (referential) access to each other.

- Components may go in and out of a system at any time.
  - Chat room participants.
  - Players in an MMORPG.
- It makes no sense for them to have direct references to each other.
  - Those references may go dead.
- Solution: Have them all refer to the some central component that facilitates communication.
- Create the mediator and have each object in the system refer to it.
  - e.g. a reference field.
- Mediator engages in bidirectional communication with its connected components.
- Mediator has functions the components can call.
- Components have functions the mediator can call.

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#### Chapter 4. Behavioral Design Patterns

- Signals/slots (Boost.Signals2) and event processing (RxCpp) libraries make communication easier to implement.

#### 4.5.1 Chat Room

Listing 8: chat.cpp

```
ChatRoom room;

auto john = room.join(Person{"john"});
auto jane = room.join(Person{"jane"});

john->say("hi room");
jane->say("oh, hey john");

auto simon = room.join(Person{"simon"});
simon->say("hi everyone!");

jane->pm("simon", "glad you could join us, simon");
```

Full source code chat.cpp

#### 4.5.2 Event Broker

Listing 9: mediator.cpp

```
// Using Boost Signal2.
Game game;
Player player("Dmitri", game);
Coach coach(game);

player.score();
player.score();
player.score();
```

Full source code mediator.cpp

#### 4.6 Memento

Definition of Memento: A token/handle representing the system state. Lets us roll back to the state when the token was generated. May or may not directly expose state information.

- An object or system goes through changes.
  - e.g. a bank account gets deposits and withdrawals.
- There are different ways of navigating those changes.
- One way is to record every change (Command design pattern) and teach a command to 'undo' itself.
- Another is simply to save snapshots of the system.
- Mementos are used to roll back changes arbitrarily.
- A memento is simply a token/handle class with (typically) no functions of its own.

#### 4.6. Memento

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- A memento is not required to expose directly the state(s) to which it reverts the system.
- Can be used to implement undo/redo.

#### 4.6.1 Memento with Undo/Redo

Listing 10: memento.cpp

```
// Simple bank account with restore.
BankAccount bal(100);
auto memento1 = bal.deposit(50); // 150
auto memento2 = bal.deposit(25); // 175
cout << bal << "\n";

// restore to memento1
bal.restore(memento1);
cout << bal << "\n";

// restore to memento2
bal.restore(memento2);
cout << bal << "\n-----\n";

// More elaborate bank account with undo.
BankAccount2 ba2(100);
ba2.deposit(50); // 150
auto memento3 = ba2.deposit(25); // 175
cout << ba2 << "\n";

ba2.undo();
cout << "Undo:\t " << ba2 << "\n";
ba2.undo();
cout << "Undo:\t " << ba2 << "\n";
ba2.redo();
cout << "Redo:\t " << ba2 << "\n";
// Restore still possible.
ba2.restore(memento3);
cout << "Restore: " << ba2 << "\n";
```

Full source code memento.cpp

#### 4.7 Observer

Definition of Observer: An observer is an object that wishes to be informed about events happening in the system, typically by providing a callback function to call when events occur. The entity generating the events is sometimes called *observable*.

- We need to be informed when certain things happen
  - Object's property changes.
  - Object does something.
  - Some external event occurs.
- We want to listen to events and be notified when they occur.
- No built-in event functionality in C++.

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#### Chapter 4. Behavioral Design Patterns

- Function pointers, std::function, OOP constructs, special libraries
- Implementation of Observer is an intrusive approach: an observable must provide subscribe and unsubscribe functions and must have explicit notification code.
- Special care must be taken to prevent issues in multithreaded scenarios.
- Reentrancy is very difficult to deal with.
- Libraries such as Boost.Signals2 provide a usable implementation of Observer.

#### 4.7.1 Observer with Boost Signal2

Listing 11: observer.cpp

```
Person p{123};
p.PropertyChanged.connect([](Person&, const string& property_name) {
    cout << property_name << " has been changed "
        << "\n";
});
p.SetAge(20);
```

Full source code observer.cpp

#### 4.7.2 Thread Safety and Observer

Listing 12: observer2.cpp

```
Person p{14};
ConsoleListener cl;
p.subscribe(&cl);
p.subscribe(&cl); // ignored
p.set_age(15);
p.set_age(16);
p.unsubscribe(&cl);
p.set_age(17);
```

Full source code observer2.cpp

### 4.8 State

Definition of State: A pattern in which the object's behavior is determined by its state. An object transitions from one state to another (something needs to *trigger* the transition). A formalized construct which manages states and transitions is called a *state machine*.

- Consider an ordinary telephone.
- What you do with it depends on the state of the phone/line.
  - If it's ringing or you want to make a call, you can pick it up.
  - Phone must be off the hook to take/make a call.
  - If you are calling someone, and it's busy, you put the handset down.
- Changes in state can be explicit or in response to events (e.g. Observer).

#### 4.8.2 Boost State Machine - MSM

Listing 14: msm.cpp

```
msm::back::state_machine<PhoneStateMachine> phone;

auto info = [&]() {
    auto i = phone.current_state()[0];
    cout << "The phone is currently " << state_names[i] << "\n";
};

info();
phone.process_event(CallDialed());
info();
phone.process_event(CallConnected());
info();
phone.process_event(PlacedOnHold());
info();
phone.process_event(PhoneThrownIntoWall());
info();

// try process_event here :)
phone.process_event(CallDialed());

cout << "We are done using the phone\n";
```

Full source code msm.cpp

### 4.9 Strategy (Policy)

Definition of Strategy: Enables the exact behavior of a system to be selected at either *run-time (dynamic)* or *compile-time (static)*. Also known as a *policy*.

- Many algorithms can be decomposed into higher-level and lower-level parts.
- Making tea can be decomposed into:
  - The process of making a hot beverage (boil water, pour into cup); and
  - Tea-specific things (get a teabag).
- The high-level algorithm can then be reused for making coffee or hot chocolate.
  - Supported by beverage-specific strategies.
- Define an algorithm at a high level.
- Define the interface you expect each strategy to follow.
- Provide for either dynamic or static(C++ templates) composition of strategy in the overall algorithm.

#### 4.9.1 Static Strategy

- Given sufficient complexity, it pays to formally define possible states and events/triggers.
- Can define:
  - State entry/exit behaviors.
  - Action when a particular event causes a transition.
  - Guard conditions enabling/disabling a transition.
  - Default action when no transitions are found for an event.

#### 4.8.1 Handwritten State Machine

Listing 13: basic.cpp

```
map<State, vector<pair<Trigger, State>>> rules;

rules[State::OffHook] = {{Trigger::CallDialed, State::Connecting}};

rules[State::Connecting] = {{Trigger::HungUp, State::OffHook},
    {Trigger::CallConnected, State::Connected}};

rules[State::Connected] = {{Trigger::LeftMessage, State::OffHook},
    {Trigger::HungUp, State::OffHook},
    {Trigger::PlacedOnHold, State::OnHold}};

rules[State::OnHold] = {{Trigger::TakenOffHold, State::Connected},
    {Trigger::HungUp, State::OffHook}};

// Initializing state
State currentState(State::OffHook);

while (true) {
    cout << "The phone is currently " << currentState << endl;
    select_trigger:
    cout << "Select a trigger (quit with 666):\n";

    int i = 0;
    for (auto item : rules[currentState]) {
        cout << i++ << ". " << item.first << "\n";
    }

    int input;
    cin >> input;
    if (input == 666)
        break;
    if (input < 0 || (input + 1) > rules[currentState].size()) {
        cout << "Incorrect option. Please try again."
            << "\n";
        goto select_trigger;
    }

    currentState = rules[currentState][input].second;
}

cout << "We are done using the phone\n";
```

Full source code basic.cpp

Listing 15: strategy\_static.cpp

```
// markdown
TextProcessor<MarkdownListStrategy> tpm;
tpm.append_list({"foo", "bar", "baz"});
cout << tpm.str() << endl;

// html
TextProcessor<HtmlListStrategy> tph;
tph.append_list({"foo", "bar", "baz"});
cout << tph.str() << endl;
```

Full source code strategy\_static.cpp

#### 4.9.2 Dynamic Strategy

Listing 16: strategy\_dynamic.cpp

```
// markdown
TextProcessor tp;
tp.set_output_format(OutputFormat::Markdown);
tp.append_list({"foo", "bar", "baz"});
cout << tp.str() << endl;

// html
tp.clear();
tp.set_output_format(OutputFormat::Html);
tp.append_list({"foo", "bar", "baz"});
cout << tp.str() << endl;
```

Full source code strategy\_dynamic.cpp

### 4.10 Template

Definition of Template: Allows us to define the 'skeleton' of the algorithm, with concrete implementations defined in subclasses.

- Algorithms can be decomposed into common parts and specifics.
- Strategy pattern does this through composition
  - High-level algorithm uses an interface.
  - Concrete implementations implement the interface.
- Template Method does the same thing through inheritance.
- Define an algorithm at a high level.
- Define constituent parts as pure virtual functions.
- Inherit the algorithm class, providing necessary function implementations.
- Similar to GP (Generative Programming).



4.10.1 Chess

Listing 17: template\_method.cpp

```
// Game is template for Chess.
Chess chess;
chess.run();
```

Full source code template\_method.cpp

4.11 Visitor

Definition of Visitor: A pattern where a component (visitor) is allowed to traverse the entire inheritance hierarchy. Implemented by propagating a single *visit()* function through the entire hierarchy.

- Dispatch: Which function to call?
  - Single dispatch: depends on name of request and type of receiver. This is standard C++ behavior.
  - Double dispatch: depends on name of request and type of two receivers - type of visitor and type of element being visited.
- Need to define a new operation on an entire class hierarchy
  - E.g. make a document model printable to HTML/Markdown.
- Do not want to keep modifying every class in the hierarchy.
- Create external component to handle the rendering.
  - But avoid type checks.
- Propagate a pure virtual *accept(Visitor&)* function through the entire hierarchy.
- Create visitor (interface) with *visit(Foo&)*, *visit(Bar&)* for each element in the hierarchy.
- Each *accept()* simply calls *visit(\*this)*.

4.11.1 Static Visitor

Listing 18: staticVisitor.cpp

```
Paragraph p("Here are some colors: ");
ListItem red("Red");
ListItem green("Green");
ListItem blue("Blue");
List colors(red, green, blue);

vector<Element*> document{&p, &colors};
ostream oss;
for_each(document.begin(), document.end(), [&](const Element* e) {
    // oss acts like a visitor
    e->printHTML(oss);
});
cout << oss.str();
```

Full source code staticVisitor.cpp

4.11.2 Double Dispatch

Listing 19: dynamicVisitor.cpp

```
Paragraph p("Here are some colors: ");
ListItem red("Red");
ListItem green("Green");
ListItem blue("Blue");
List colors(red, green, blue);

vector<Element*> document{&p, &colors};
HTMLVisitor htmlVisitor;
ostream oss;
for_each(document.begin(), document.end(), [&](const Element* e) {
    // we call 'accept()' which in turn calls 'visit()' with the proper class:
    // Paragraph, ListItem or List.
    e->accept(htmlVisitor);
});
cout << "HTML:\n" << htmlVisitor.str();

MarkdownVisitor markdownVisitor;
oss.clear();
for_each(document.begin(), document.end(), [&](const Element* e) {
    // we call 'accept()' which in turn calls 'visit()' with the proper class:
    // Paragraph, ListItem or List.
    e->accept(markdownVisitor);
});
cout << "\nMarkdown:\n" << markdownVisitor.str();
```

Full source code dynamicVisitor.cpp

4.11.3 Multiple Dispatch

Listing 20: multiDispatchVisitor.cpp

```
ArmedSpaceship spaceship;
Asteroid asteroid;
Planet planet;

collide(planet, spaceship);
collide(planet, asteroid);
collide(spaceship, asteroid);
// collide(planet, planet);
planet.collide(planet);
```

Full source code multiDispatchVisitor.cpp