

Overview of the Design Patterns

This document gives an overview of the Design Patterns used in the Design Pattern Detection software.

1. Abstract Factory

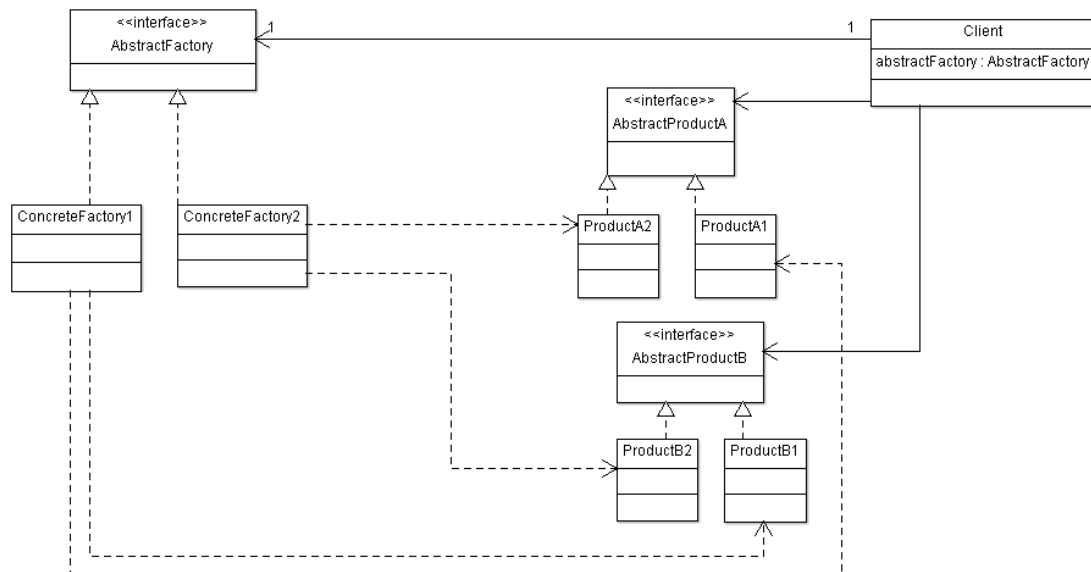
1.1 participants

AbstractFactory, ConcreteFactory, AbstractProduct, ConcreteProduct, Client

1.2 Collaborations

Client has one attribute of type AbstractFactory, with cardinalities 1 at each side.

1.3 A Diagram



1.4 the pattern xml

```
<?xml version="1.0" encoding="UTF-8"?>
<patterns>
<pattern name="Abstract Factory" family="Abstract Factory">
<nodes>
<node id="Client">
<node.rule nodeType="CONCRETE_CLASS"/>
</node>
<node id="AbstractFactory">
<node.rule nodeType="INTERFACE"/>
```

```
</node>
<node id="AbstractProductA">
<node.rule nodeType="INTERFACE"/>
</node>
<node id="AbstractProductB">
<node.rule nodeType="INTERFACE"/>
</node>
<node id="ConcreteFactory1">
<node.rule nodeType="CONCRETE_CLASS"/>
</node>
<node id="ConcreteFactory2">
<node.rule nodeType="CONCRETE_CLASS"/>
</node>
<node id="ProductA1">
<node.rule nodeType="CONCRETE_CLASS"/>
</node>
<node id="ProductA2">
<node.rule nodeType="CONCRETE_CLASS"/>
</node>
<node id="ProductB1">
<node.rule nodeType="CONCRETE_CLASS"/>
</node>
<node id="ProductB2">
<node.rule nodeType="CONCRETE_CLASS"/>
</node>
</nodes>
<relations>
<relation node1="Client" node2="AbstractFactory">
<relation.rule relationType="ASSOCIATES_WITH" cardinalityLeft="1"
cardinalityRight="1"/>
<relation.rule relationType="HAS_ATTRIBUTE_OF" cardinalityLeft="1"
cardinalityRight="1"/>
</relation>
<relation node1="Client" node2="AbstractProductA">
<relation.rule relationType="ASSOCIATES_WITH" cardinalityLeft="1"
cardinalityRight="1"/>
</relation>
<relation node1="Client" node2="AbstractProductB">
<relation.rule relationType="ASSOCIATES_WITH" cardinalityLeft="1"
cardinalityRight="1"/>
</relation>
<relation node1="ProductA1" node2="AbstractProductA">
<relation.rule relationType="IMPLEMENTS" cardinalityLeft="1"
cardinalityRight="1"/>
</relation>
<relation node1="ProductA2" node2="AbstractProductA">
```

```

<relation.rule relationType="IMPLEMENTS" cardinalityLeft="1"
cardinalityRight="1"/>
</relation>
<relation node1="ProductB1" node2="AbstractProductB">
<relation.rule relationType="IMPLEMENTS" cardinalityLeft="1"
cardinalityRight="1"/>
</relation>
<relation node1="ProductB2" node2="AbstractProductB">
<relation.rule relationType="IMPLEMENTS" cardinalityLeft="1"
cardinalityRight="1"/>
</relation>
<relation node1="ConcreteFactory1" node2="AbstractFactory">
<relation.rule relationType="IMPLEMENTS" cardinalityLeft="1"
cardinalityRight="1"/>
</relation>
<relation node1="ConcreteFactory2" node2="AbstractFactory">
<relation.rule relationType="IMPLEMENTS" cardinalityLeft="1"
cardinalityRight="1"/>
</relation>
<relation node1="ConcreteFactory1" node2="ProductA1">
<relation.rule relationType="DEPENDS_ON" cardinalityLeft="1"
cardinalityRight="1"/>
</relation>
<relation node1="ConcreteFactory2" node2="ProductA2">
<relation.rule relationType="DEPENDS_ON" cardinalityLeft="1"
cardinalityRight="1"/>
</relation>
<relation node1="ConcreteFactory1" node2="ProductB1">
<relation.rule relationType="DEPENDS_ON" cardinalityLeft="1"
cardinalityRight="1"/>
</relation>
<relation node1="ConcreteFactory2" node2="ProductB2">
<relation.rule relationType="DEPENDS_ON" cardinalityLeft="1"
cardinalityRight="1"/>
</relation>
</relations>
</pattern>
</patterns>

```

1.5 Other recommendations (GoF p. 102)

- a. Concrete factories are singletons. You can implement them like this.
- b. Abstract factory should be an interface and not an abstract class.

2. Builder

3. Factory Method

4. Prototype

5. Singleton

6. Adapter

A. Object Adapter

6.1 Participants

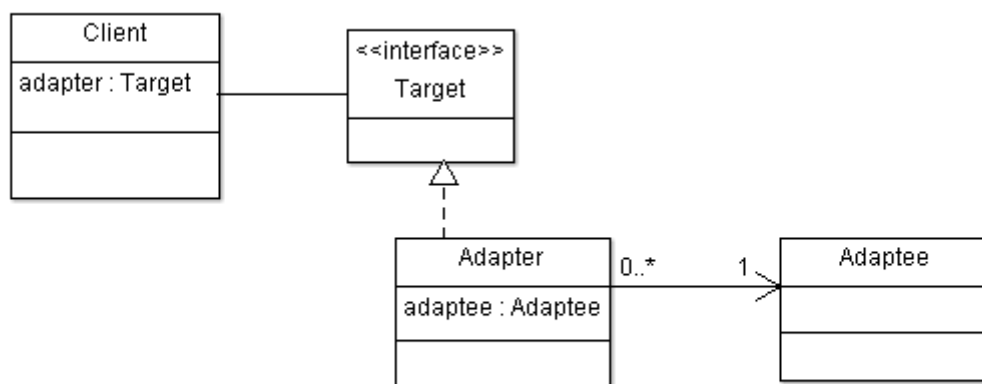
Client, Target, Adapter, Adaptee

6.2 Collaborations

The Client has an attribute of type Target.

The Adapter has one or more attribute of type Adaptee.

6.3 Diagram



6.4 pattern xml

```
<?xml version="1.0" encoding="UTF-8"?>
<patterns>
```

```

<pattern name="Object Adapter" family="Adapter">
<nodes>
<node id="Client">
<node.rule nodeType="CONCRETE_CLASS"/>
</node>
<node id="Target">
<node.rule nodeType="INTERFACE"/>
</node>
<node id="Adapter">
<node.rule nodeType="CONCRETE_CLASS"/>
</node>
<node id="Adaptee">
<node.rule nodeType="CONCRETE_CLASS"/>
</node>
</nodes>
<relations>
<relation node1="Client" node2="Target">
<relation.rule relationType="ASSOCIATES_WITH" cardinalityLeft="1"
cardinalityRight="1"/>
<relation.rule relationType="HAS_ATTRIBUTE_OF" cardinalityLeft="1"
cardinalityRight="1"/>
</relation>
<relation node1="Adapter" node2="Target">
<relation.rule relationType="IMPLEMENTS" cardinalityLeft="1"
cardinalityRight="1"/>
</relation>
<relation node1="Adapter" node2="Adaptee">
<relation.rule relationType="ASSOCIATES_WITH"
cardinalityLeft="0..*" cardinalityRight="1"/>
<relation.rule relationType="HAS_ATTRIBUTE_OF" cardinalityLeft="1"
cardinalityRight="1"/>
</relation>
</relations>
</pattern>
</patterns>

```

6.5. Recommendations

B. Class Adapter

6.1 Participants

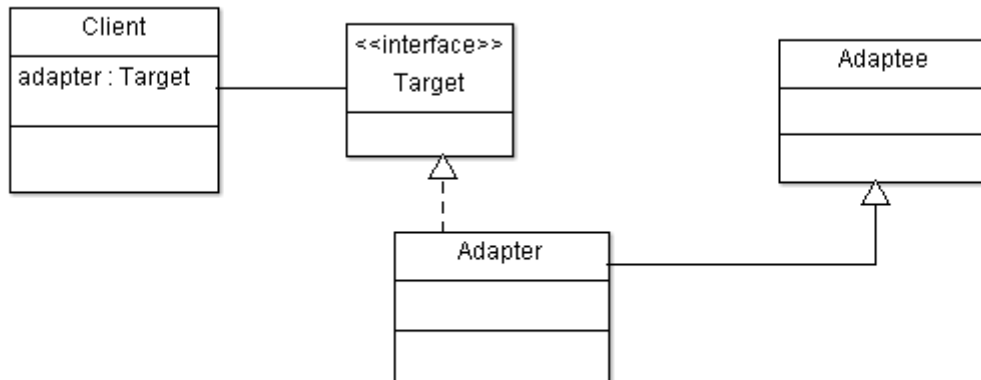
Client, Target, Adapter, Adaptee

In the case of a class adapter, the target must be an interface in a java implementation. The Adapter implements from the Target and inherits from the Adaptee.

6.2 Collaborations

The Client has an attribute of type Target.

6.3 Diagram



6.4 pattern xml

```
<?xml version="1.0" encoding="UTF-8"?>
<patterns>
  <pattern name="Object Adapter" family="Adapter">
    <nodes>
      <node id="Client">
        <node.rule nodeType="CONCRETE_CLASS"/>
      </node>
      <node id="Target">
        <node.rule nodeType="INTERFACE"/>
      </node>
      <node id="Adapter">
        <node.rule nodeType="CONCRETE_CLASS"/>
      </node>
      <node id="Adaptee">
        <node.rule nodeType="CONCRETE_CLASS"/>
      </node>
    </nodes>
    <relations>
      <relation node1="Client" node2="Target">
        <relation.rule relationType="ASSOCIATES_WITH" cardinalityLeft="1"
        cardinalityRight="1"/>
      </relation>
      <relation node1="Adapter" node2="Target">
        <relation.rule relationType="HAS_ATTRIBUTE_OF" cardinalityLeft="1"
        cardinalityRight="1"/>
      </relation>
      <relation node1="Adapter" node2="Adaptee">
        <relation.rule relationType="HAS_ATTRIBUTE_OF" cardinalityLeft="1"
        cardinalityRight="1"/>
      </relation>
    </relations>
  </pattern>
</patterns>
```

```
<relation.rule relationType="IMPLEMENTS" cardinalityLeft="1"
cardinalityRight="1"/>
</relation>
<relation node1="Adapter" node2="Adaptee">
<relation.rule relationType="INHERITS_FROM" cardinalityLeft="1"
cardinalityRight="1"/>
</relation>
</relations>
</pattern>
</patterns>
```

6.5 Recommendations

Set the adaptee attribute of the object adapter class Adapter with private visibility.

7. Bridge

1.1 Participants

Abstraction, Implementor, RefinedAbstraction, ConcreteImplementorA,

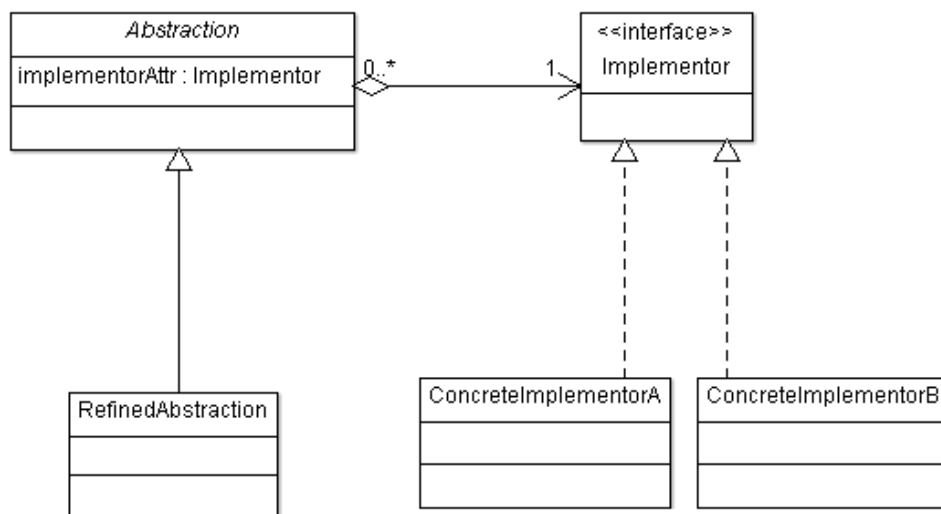
ConcreteImplementorB

As the Abstraction class has an attribute of type Implementor, it must be an abstract class.

1.2 Collaborations

The Abstraction class can have multiple instances of the Implementor class (cardinalities 0..* and 1)

1.3 Diagram



1.4 xml scheme

```
<?xml version="1.0" encoding="UTF-8"?>
<patterns>
<pattern name="Bridge" family="Bridge">
<nodes>
<node id="Abstraction">
<node.rule nodeType="ABSTRACT_CLASS"/>
</node>
<node id="Implementor">
<node.rule nodeType="INTERFACE"/>
</node>
<node id="RefinedAbstraction">
<node.rule nodeType="CONCRETE_CLASS"/>
</node>
```



```

<node id="ConcreteImplementor">
<node.rule nodeType="CONCRETE_CLASS"/>
</node>
</nodes>
<relations>
<relation node1="Abstraction" node2="Implementor">
<relation.rule relationType="ASSOCIATES_WITH"
cardinalityLeft="0..*" cardinalityRight="1"/> <relation.rule
relationType="HAS_ATTRIBUTE_OF" cardinalityLeft="1"
cardinalityRight="1"/>
</relation>
<relation node1="ConcreteImplementor" node2="Implementor">
<relation.rule relationType="IMPLEMENTS" cardinalityLeft="1"
cardinalityRight="1"/>
</relation>
<relation node1="RefinedAbstraction" node2="Abstraction">
<relation.rule relationType="INHERITS_FROM" cardinalityLeft="1"
cardinalityRight="1"/>
</relation>
</relations>
</pattern>
</patterns>

```

1.5 Recommendations

8. Composite

9. Decorator

10. Facade

11. Flyweight

12. Proxy

13. Chain Of Responsibility

14. Command

15. Interpreter

16. Iterator

17. Mediator

18. Memento

19. Observer

20. State

21. Strategy

22. Template Method

23. Visitor