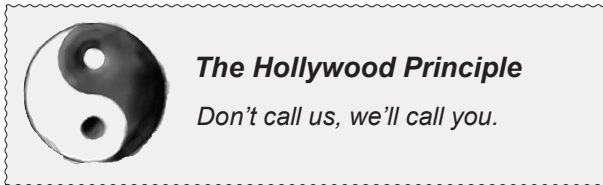


The Hollywood Principle

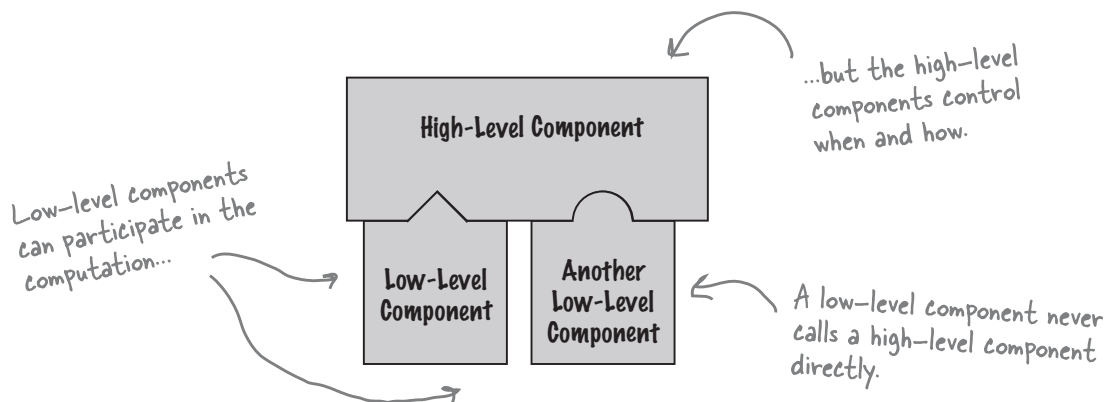
We've got another design principle for you; it's called the Hollywood Principle:



Easy to remember, right? But what has it got to do with OO design?

The Hollywood Principle gives us a way to prevent “dependency rot.” Dependency rot happens when you have high-level components depending on low-level components depending on high-level components depending on sideways components depending on low-level components, and so on. When rot sets in, no one can easily understand the way a system is designed.

With the Hollywood Principle, we allow low-level components to hook themselves into a system, but the high-level components determine when they are needed, and how. In other words, the high-level components give the low-level components the “don’t call us, we’ll call you” treatment.

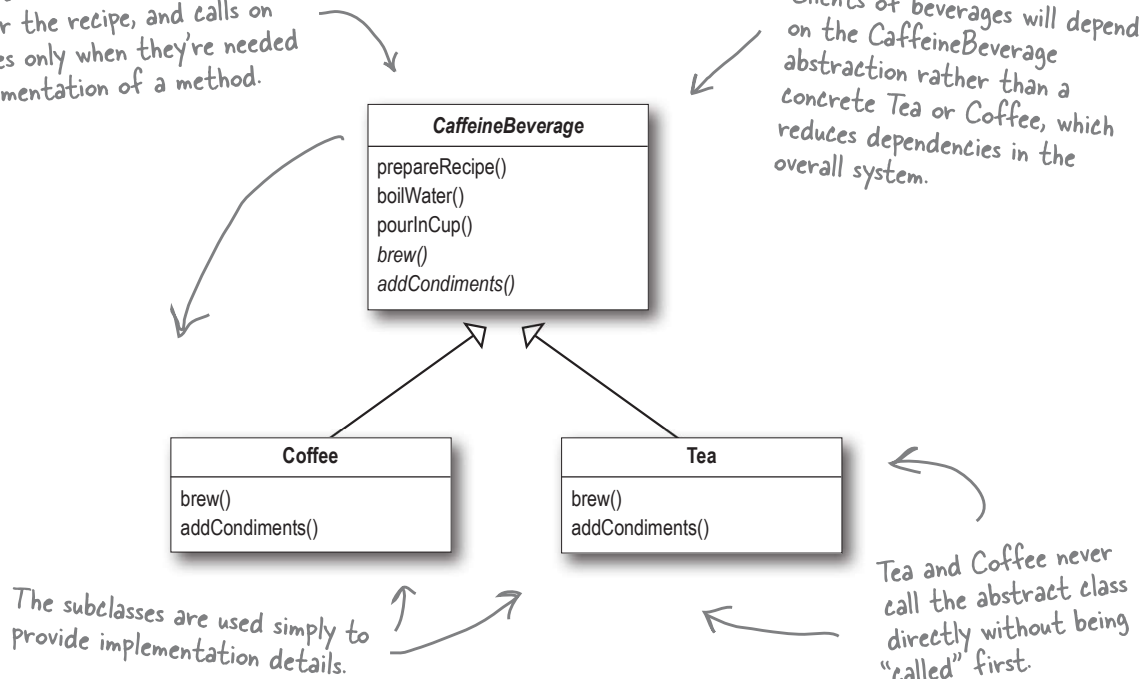


The Hollywood Principle and Template Method

The connection between the Hollywood Principle and the Template Method Pattern is probably somewhat apparent: when we design with the Template Method Pattern, we're telling subclasses, "don't call us, we'll call you." How? Let's take another look at our CaffeineBeverage design:

CaffeineBeverage is our high-level component. It has control over the algorithm for the recipe, and calls on the subclasses only when they're needed for an implementation of a method.

Clients of beverages will depend on the CaffeineBeverage abstraction rather than a concrete Tea or Coffee, which reduces dependencies in the overall system.



What other patterns make use of the Hollywood Principle?

The Factory Method and Observer; any others?