



Creational Patterns	Creational patterns prescribe the way that objects are created.		
Structural Patterns	 Structural patterns are concerned with how classes and objects are composed to form larger structures 		
Behavioral Patterns	 Behavioral patterns are concerned with algorithms and the assignment of responsibilities between objects. 		
Concurrency Patterns	 Concurrency patterns prescribe the way access to shared resources is coordinated or sequenced 		

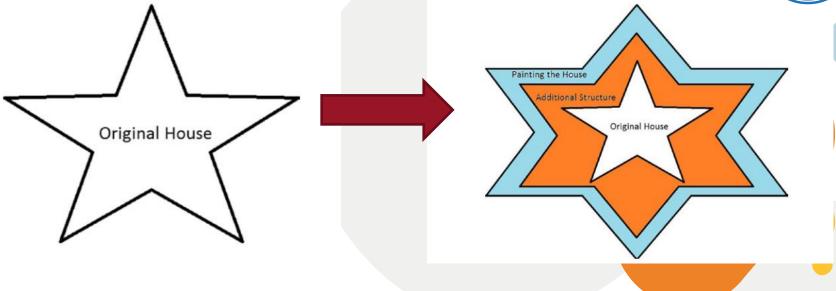


Design Patterns Scope



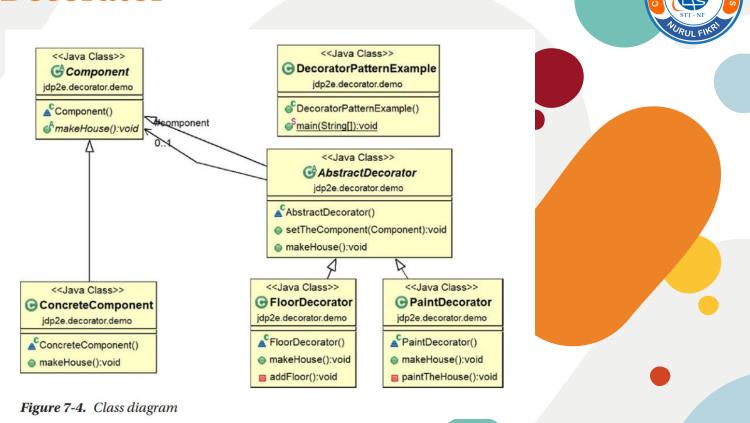
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		Purpose			
		Creational	Structural	Behavioral	
Scope	Class	Factory method	 Adapter 	InterpreterTemplate method	
	Object	Abstract factoryBuilderPrototypeSingleton	AdapterBridgeCompositeDecoratorFasadFlyweightProxy	 Chain of responsibility Command Iterator Mediator Memento Observer State Strategy Visitor 	
		_			







Review - Decorator











Behavioral Pattern

Chain of Responsibility



GoF Definition

- Avoid coupling the sender of a request to its receiver by giving more than one object a chance to handle the request.
- Chain the receiving objects and pass the request along the chain until an object handles it.

- In this pattern, you form a chain of objects where each object in the chain handles a particular kind of request.
- If an object cannot handle the request fully, it passes the request to the next object in the chain. The same process may follow until the end of a chain is reached.

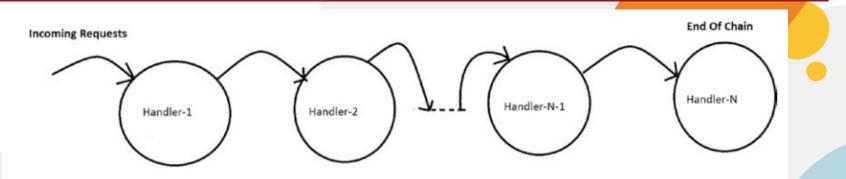


Figure 22-1. The concept of a chain-of-responsibility pattern



Real World Example

- Each organization employs customer care executives who receive feedback or complaints directly from the customers. If the employees cannot answer the customers' issues properly, they forward these issues/escalations to the appropriate departments in the organization.
- A similar scenario occurs when a patient visits a hospital. Doctors from one department can refer a patient to a different department for further diagnosis.



Computer World Example

- Consider a software application (e.g., a printer) that can send emails and faxes. So, customers can report faxing issues or email issues. Let's assume that these issues are handled by handlers. So, you introduce two different types of error handlers: EmailErrorHandler and FaxErrorHandler.
- Note that the chain ends with EmailErrorHandler. But if you need to handle a different type of issue—for example, authentication issues (which can occur due to security vulnerabilities), you can make a handler called AuthenticationErrorHandler and place it after EmailErrorHandler.



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Chain of Responsibility Example



Note In java.util.logging.Logger, you can see a different overloaded version of log() methods that supports a similar concept.

Another built-in support can be seen in the doFilter (ServletRequest request, ServletResponse response, FilterChain chain) interface method in javax. Servlet. Filter.





Chain of Responsibility Example

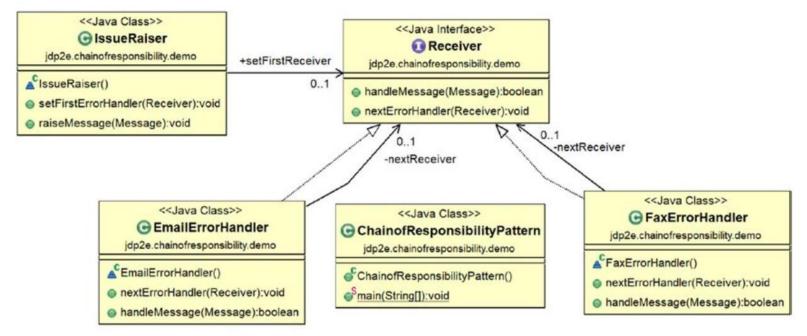
Illustration

Let's consider the scenario that is discussed in the computer-world example. Let's further assume that in the following example, you can process both normal and high-priority issues that may come from either the email or fax pillar.

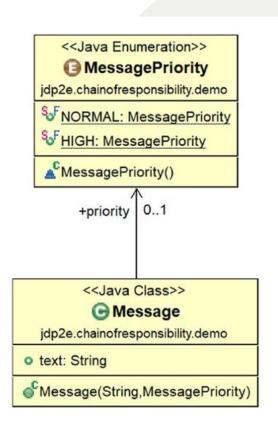


Class Diagram





Class Diagram





Decorator Example (Package Explorer)



ChainofResponsibilityPattern

- > A JRE System Library [jdk1.8.0_172]
- - ChainofResponsibilityPattern.java
 - →

 ← Chainof Responsibility Pattern
 - S main(String[]): void
 - ▼

 © EmailErrorHandler
 - nextReceiver
 - AndleMessage (Message): boolean
 - a nextErrorHandler(Receiver): void
 - ▼ ② FaxErrorHandler
 - nextReceiver
 - A handleMessage (Message): boolean
 - nextErrorHandler(Receiver) : void
 - ▼ ② IssueRaiser
 - setFirstReceiver
 - raiseMessage(Message) : void
 - setFirstErrorHandler(Receiver) : void

- - priority
 - text
 - Message(String, MessagePriority)
- - ₹ HIGH
 - &F NORMAL
- ▼ Q Receiver
 - A handleMessage(Message): boolean
 - A nextErrorHandler(Receiver) : void



