FRAMEWORKS AND THE TEMPLATE PATTERN

USE A FRAMEWORK

FRAMEWORKS ARE COMPLICATED COLLECTIONS OF INTERCONNECTED CLASSES

TO FLY A PLANE..

DRESS THE PART

GET THE LITTLE DETAILS RIGHT AND TRUST THE PLANE TO DO THE REST

"LISTEN" TO THE PLANE - WATCH THE CONTROLS PAY ATTENTION TO THE ENVIRONMENT, AND RESPOND ACCORDINGLY

TO USE A FRAMEWORK..

DRESS THE PART..IMPLEMENT INTERFACES AND OVERRIDE CLASS METHODS AS YOU NEED TO

GET THE LITTLE DETAILS RIGHT - PUT IN SOME BITS OF BOILERPLATE CODE, AND TRUST THE FRAMEWORK TO DO THE REST

"LISTEN" TO THE FRAMEWORK BY SETING UP LISTENERS ON EVENTS IN THE FRAMEWORK AND RESPOND ACCORDINGLY

WE HAVE USED THE TERMS "EVENT" AND "LISTEN" A FEW TIMES, AND IT BEARS REPEATING -

LISTENING ON EVENTS IS AN IMPORTANT PART OF USING FRAMEWORKS CORRECTLY

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YOU DO LITTLE BITS OF BOILERPLATE STUFF TO GET THE FRAMEWORK DOING ITS THING..

..AND THEN WAIT FOR THE FRAMEWORK TO SAY TO YOU - "THERE IS THIS SPECIFIC BIT THAT ONLY YOU CAN TAKE CARE OF - HERE IT IS FOR YOUR ATTENTION"

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THAT SPECIFIC BIT IS CALLED AN

EVENT

AND THE PLACE WHERE YOU, THE PROGRAMMER, STAND BY WAITING FOR THE EVENT AND DECIDE HOW TO REACT TO THE EVENT IS CALLED

THE LISTENER

NOW, THE FRAMEWORK DOES NOT KNOW WHAT SPECIFIC EVENTS ARE IMPORTANT AND NEED YOUR INTERVENTION, SO IT PROVIDES A WAY FOR YOU TO LISTEN TO WHATEVER EVENTS MATTER TO YOU

THIS ANONYMOUS INNER CLASS IMPLEMENTS SOME INTERFACE SO THAT THE FRAMEWORK KNOWS HOW TO PASS THE EVENT OBJECT TO THE EVENT LISTENER

"REGISTER TO LISTEN ON AN EVENT" IS HOW THIS IS PROCESS OF SIGNING UP FOR UPDATES IS DECRIBED

WHEN THE EVENT ACTUALLY OCCURS, THE FRAMEWORK WILL CALL THE LISTENER CODE AND PASS IT AN OBJECT WITH THE DETAILS OF WHAT JUST HAPPENED -

AN EVENT OBJECT

THIS IS A PRECURSOR TO

THE OBSERVER PATTERN