



OBJECT ORIENTED DESIGN PATTERNS 2

EX-11

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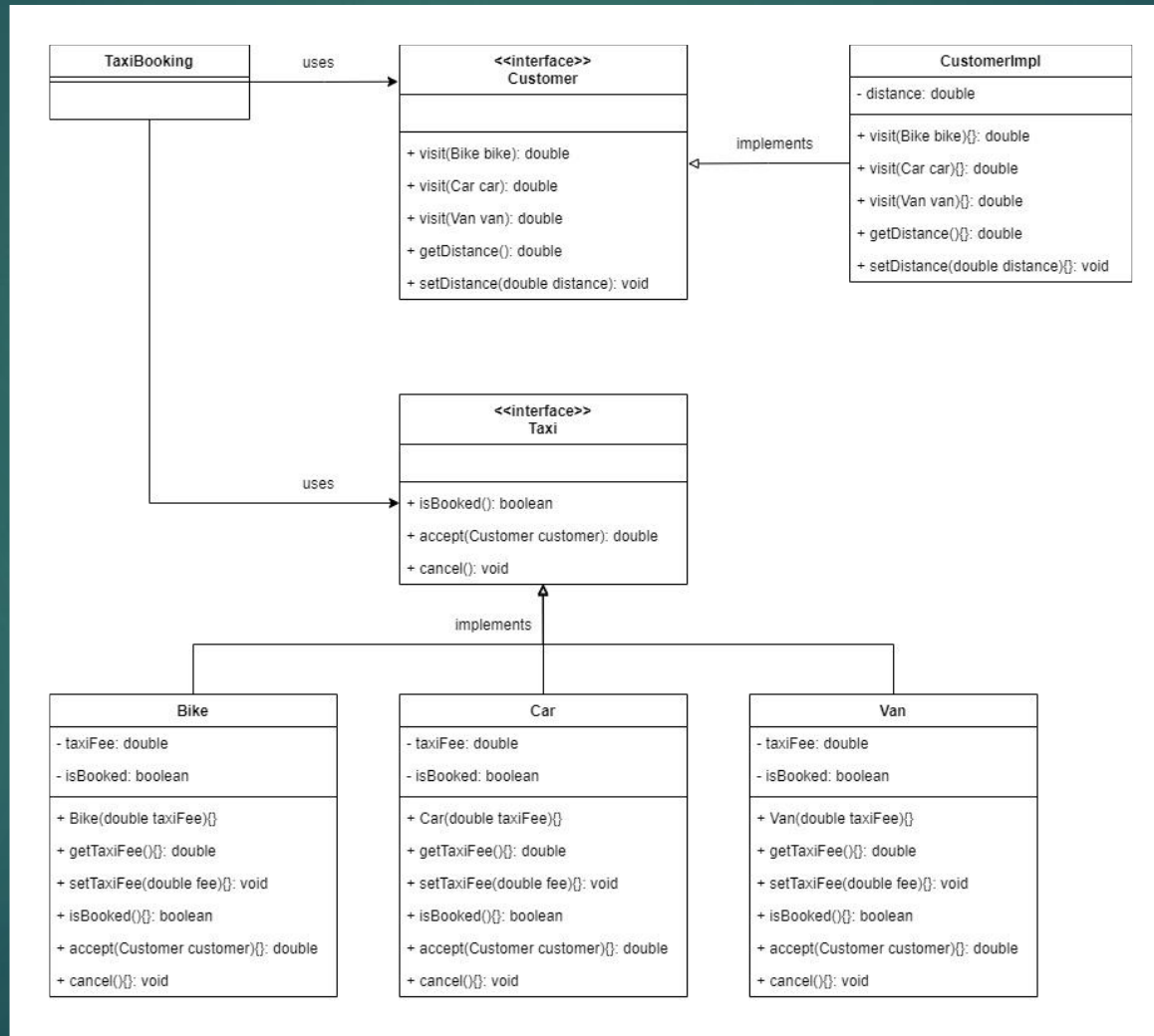
Visitor Design Pattern

- ▶ It is a type of behavioral design pattern.
- ▶ It manages algorithms, relationships, and responsibilities between objects.
- ▶ It is used to perform an operation on a group of similar kinds of objects at runtime.
- ▶ It decouples the operations from an object structure.
- ▶ we can easily add new behaviors to the existing class hierarchy without changing the existing code using these patterns.
- ▶ These design patterns provide all about class object communication.
- ▶ These are the patterns that are specifically concerned with communication between objects.

Scenario

- ▶ Write a program to demonstrate the process of a taxi company using the visitor pattern, including the followings,
 - A person calls a taxi company to book a vehicle.
 - The customer can select any vehicle type, such as a Bike, Car, Van.
 - The company dispatches the vehicle to the customer.
 - The taxi picks up the customer and drops them off at the destination.

UML Diagram





Let's go to see the Demo