



Design Patterns with Java (5041.24)

Assignment 01 – Strategy & Observer

Deadline 17. Jan. 2025 23:59:59

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General Notes

Assignment 1 is fine but assignment 2 is not okey at all. We will make a quick walkthrough of the solutions on Monday. Please be there and look how this can be implemented.

You will have to read through the chapter 2 again .

Then resubmit again for next week at least part 2, but you are welcome to try part 1 without using the enum if you want 😊 .

01: Refactoring Deck Storage to Strategy

This is a fine solution 😊 and a good diagram

Comment

- 1) You've decided to handle the `setStorage(StorageFormat format)` inside the `Deck` class using the enum. This is OK, but a bit redundant. If you decide to add a new storage strategy you also need to change the enum and the `setStorage(StorageFormat format)` method.

The better way is to have the constructor accept the `DeckStorage` interface as a parameter at construction time. Something like this

```
public Deck(DeckStorage deckStorage) {  
    this.storage = deckStorage;  
    cards = new ArrayList<>();  
    for (Suit suit : Suit.values()) {  
        for (Rank rank : Rank.values()) {  
            cards.add(new Card(suit, rank));  
        }  
    }  
}
```

Then you can stop using the `StorageFormat` enum and the `Deck` never needs to “know” what type of `DeckStorage`(s) there are only that one of them is given at startup.

You could keep the `setStorage` but change it to accept an object that implements the `DeckStorage` interface, then you can change the storage strategy at runtime. Something like this.

```
public void setStorage(DeckStorage deckStorage) {
```

I see that you handle the case where `storage` is null. If you get the `DeckStorage` at construction time you would not need to handle this here, because you could guarantee that it would not be null.

02: My awsome stockmarket

You haven't implemented the observer pattern in this solution. The only thing you've done is the naive (wrong) solution that is demonstrated in the first part of the chapter in the book :S. The diagram is correct for your solution but doesn't represent the Observer pattern. It should be something like this:

The Observer Pattern

Defines a one-to-many dependency between objects so that when one object changes state, all of its dependents are notified and updated automatically.

