



Lecture 13: Template Pattern

IN710: Object-Oriented Systems Development

Semester One, 2020

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Tuesday, 21 April

LECTURE 12: FLYWEIGHT PATTERN RECAP

- ▶ Design pattern 08: flyweight pattern
 - ▶ Definition
 - ▶ Problem/solution
 - ▶ UML
 - ▶ Immutability
 - ▶ Implementation
 - ▶ Pros & cons

LECTURE 13: TEMPLATE PATTERN TOPICS

- ▶ Design pattern 09: template pattern
 - ▶ Definition
 - ▶ Problem/solution
 - ▶ Real world analogy
 - ▶ UML & implementation
 - ▶ Pros & cons

TEMPLATE PATTERN: GoF

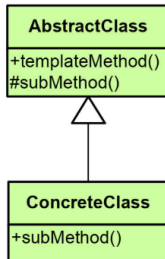
► GoF definition & UML

Template Method

Type: Behavioral

What it is:

Define the skeleton of an algorithm in an operation, deferring some steps to subclasses. Lets subclasses redefine certain steps of an algorithm without changing the algorithm's structure.



TEMPLATE PATTERN: DEFINITION

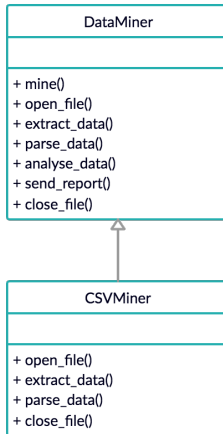
- ▶ Behavioural pattern
- ▶ A method in a superclass/abstract superclass
- ▶ Defines the skeleton of an operation in terms of a number of high-level steps
- ▶ Implemented by helper methods in the same class as the template method
- ▶ Helper methods may be either abstract or hook methods
- ▶ Intent is to define an overall structure of the operation
- ▶ Inversion of control
 - ▶ High-level code no longer determines what algorithm to run
 - ▶ Instead, a lower-level algorithm is selected at runtime

TEMPLATE PATTERN: PROBLEM

- ▶ Data mining application
- ▶ Analyses documents in various formats - .pdf, .docx & .csv

TEMPLATE PATTERN: SOLUTION

- ▶ DataMiner abstract class
- ▶ CSVDataMiner subclass

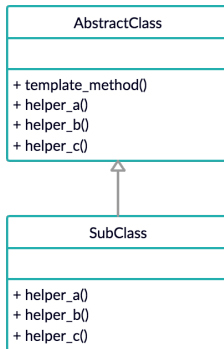


TEMPLATE PATTERN: REAL WORLD ANALOGY

- ▶ Building a house
- ▶ Each building step can be changed to make the resulting house different from others

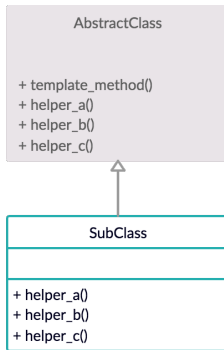
TEMPLATE PATTERN: UML

- Consider the following UML diagram:



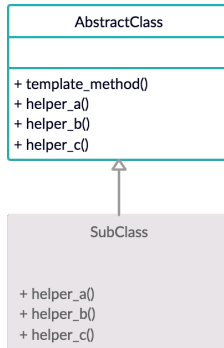
TEMPLATE PATTERN: UML

- Abstract class defines an operation that defines the skeleton/template of a behaviour



TEMPLATE PATTERN: UML

- Allows the subclass to provide its own implementation of the algorithm



TEMPLATE PATTERN: IMPLEMENTATION

```
from abc import ABC, abstractmethod
```

```
class MakeDinner(ABC):
```

```
    @abstractmethod
```

```
    def prepare(self):  
        pass
```

```
    @abstractmethod
```

```
    def cook(self):  
        pass
```

```
    @abstractmethod
```

```
    def eat(self):  
        pass
```

```
    def cleanup(self):  
        pass
```

```
    def process(self):
```

```
        self.prepare()
```

```
        self.cook()
```

```
        self.eat()
```

```
        self.cleanup()
```

```
class MakePizza(MakeDinner):
```

```
    def prepare(self):
```

```
        print('Preparing the pizza')
```

```
    def cook(self):
```

```
        print('Cooking the pizza')
```

```
    def eat(self):
```

```
        print('Eating the pizza')
```

TEMPLATE PATTERN: IMPLEMENTATION

```
class MakeSteak(MakeDinner):
    def prepare(self):
        print('Preparing the steak')

    def cook(self):
        print('Cooking the steak')

    def eat(self):
        print('Eating the steak')

    def cleanup(self):
        print('Cleaning up')

def main():
    make_pizza = MakePizza()
    make_pizza.process()
    make_steak = MakeSteak()
    make_steak.process()

if __name__ == '__main__':
    main()
    # Preparing the pizza
    # Cooking the pizza
    # Eating the pizza
    # Preparing the steak
    # Cooking the steak
    # Eating the steak
    # Cleaning up
```

TEMPLATE PATTERN: PROS

- ▶ The clients can override only certain parts of a large algorithm
- ▶ Duplicate code can be moved into the superclass

TEMPLATE PATTERN: CONS

- ▶ There may be limitation to the clients by the provided skeleton/template of an algorithm
- ▶ May violate the Liskov Substitution Principle - suppressing a default step implementation
- ▶ Harder to maintain the more steps a template method has

PRACTICAL

- ▶ Series of tasks covering today's lecture
- ▶ Worth 1% of your final mark for the Object-Oriented Systems Development course
- ▶ Deadline: Tuesday, 14 April at 5pm (first week of mid-semester break)

REMINDER: EXAM 03

- ▶ Series of tasks covering lectures 09-12
- ▶ Worth 6% of your final mark for the Object-Oriented Systems Development course
- ▶ Deadline: Thursday, 2 April at 5pm

LECTURE 14: PROTOTYPE PATTERN TOPICS

- ▶ Design pattern 10: prototype pattern
 - ▶ Definition
 - ▶ Problem/solution
 - ▶ UML & implementation
 - ▶ Pros & cons