



Lecture 07: Factory Pattern

IN710: Object-Oriented Systems Development

Semester One, 2020

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Tuesday, 10 March

GITHUB PULL REQUESTS

- ▶ Please fix your merge conflicts!!!

LECTURE 06: OBSERVER PATTERN RECAP

- ▶ Design pattern 02: observer pattern
 - ▶ Definition
 - ▶ Problem/solution
 - ▶ Real world analogy
 - ▶ UML & implementation
 - ▶ Pros & cons

LECTURE 07: FACTORY PATTERN TOPICS

- ▶ Design pattern 03: factory pattern
 - ▶ Definition
 - ▶ Problem/solution
 - ▶ UML & implementation
 - ▶ Applicability
 - ▶ Pros & cons

FACTORY PATTERN: GoF

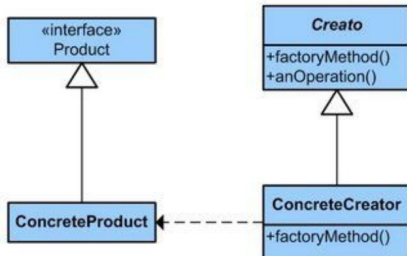
► GoF definition & UML

Factory Method

Type: Creational

What it is:

Define an interface for creating an object, but let subclasses decide which class to instantiate. Lets a class defer instantiation to subclasses.



FACTORY PATTERN: DEFINITION

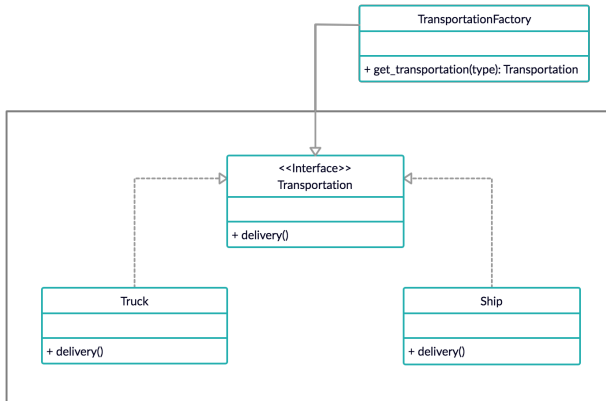
- ▶ Creational pattern
- ▶ Virtual constructor
- ▶ Deals with the problem of creating objects without having to specify the exact class of the object that will be created
- ▶ Done by creating objects by calling a factory method
 - ▶ Specified in an interface & implemented by child classes
 - ▶ Implemented in a base class & optionally overridden by derived classes
- ▶ Relies on inheritance

FACTORY PATTERN: PROBLEM

- ▶ Logistics management application

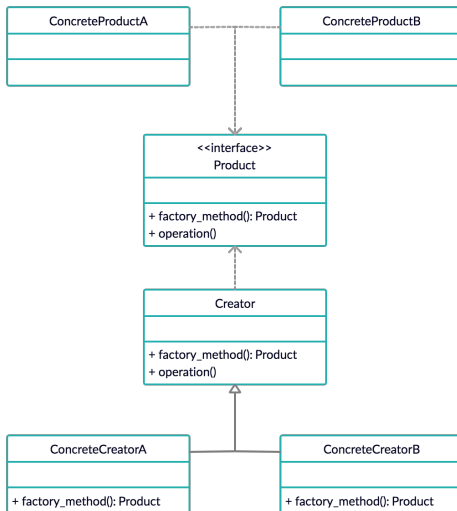
FACTORY PATTERN: SOLUTION

- Factory class
- Interface class



FACTORY PATTERN: UML

- Consider the following UML diagram:



FACTORY PATTERN: IMPLEMENTATION

```
from abc import ABC, abstractmethod

class Shape(ABC):
    @abstractmethod
    def draw(self):
        pass

class Circle(Shape):
    def draw(self):
        print('Drawing a circle')

class Triangle(Shape):
    def draw(self):
        print('Drawing a triangle')

class ShapeFactory:
    def get_shape(self, type):
        return Circle() if type == 'circle' else Triangle()

def main():
    shape_factory = ShapeFactory()
    circle = shape_factory.get_shape('circle')
    triangle = shape_factory.get_shape('triangle')
    circle.draw()
    triangle.draw()

if __name__ == '__main__':
    main()
```

FACTORY PATTERN: IMPLEMENTATION

```
from abc import ABC, abstractmethod

class ShapeFactory(ABC):
    @abstractmethod
    def factory_method(self):
        pass

    def draw(self):
        return self.factory_method().draw()

class CircleFactory(ShapeFactory):
    def factory_method(self):
        return Circle()

class Shape(ABC):
    @abstractmethod
    def draw(self):
        pass

class Circle(Shape):
    def draw(self):
        print('Drawing a circle')

def main():
    circle_factory = CircleFactory()
    circle_factory.draw()

if __name__ == '__main__':
    main()
```

FACTORY PATTERN: APPLICABILITY

- ▶ IDbCommand.CreateParameter - ADO.NET
- ▶ createElement - HTML5 DOM API
- ▶ javax.xml.parsers - Java
- ▶ QMainWindow::createPopupMenu - Qt

FACTORY PATTERN: PROS

- ▶ Avoid coupling between the creator & concrete classes
- ▶ New products can be introduced without having to change the client's code
- ▶ All the creation code can be in one place in the program

FACTORY PATTERN: CONS

- ▶ Application is complicated as new subclasses are introduced

PRACTICAL

- ▶ Series of tasks covering today's lecture
- ▶ Worth 1% of your final mark for the Object-Oriented Systems Development course
- ▶ Deadline: Tuesday, 24 March at 5pm

EXAM 01 RESULTS

- ▶ Check **Grades** tab in Microsoft Teams
- ▶ Average mark: 45.37

LECTURE 08: SINGLETON PATTERN TOPICS

- ▶ Design pattern 04: singleton pattern
 - ▶ Definition
 - ▶ Problem/solution
 - ▶ Real world analogy
 - ▶ UML & implementation
 - ▶ Pros & cons