# Bridge Design Pattern

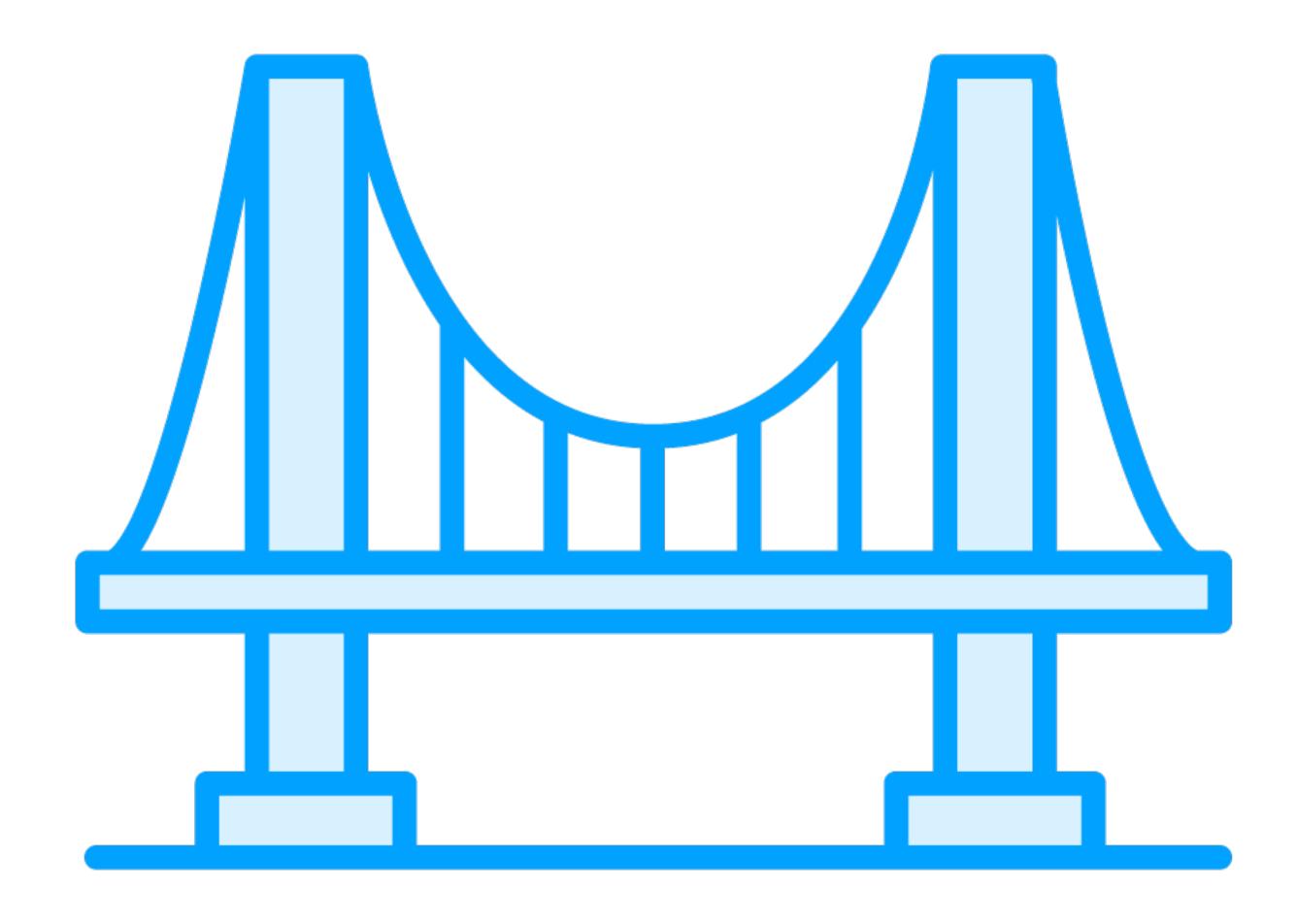


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# Bridge



#### Concepts

**Decouple Abstraction and Implementation** 

**Encapsulation, Composition, Inheritance** 

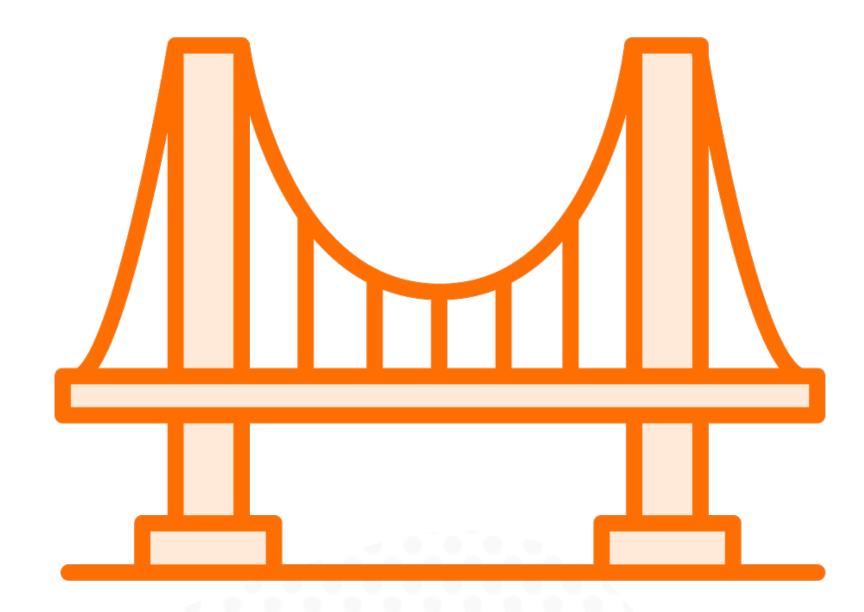
Changes in Abstraction won't affect client

Details won't be right

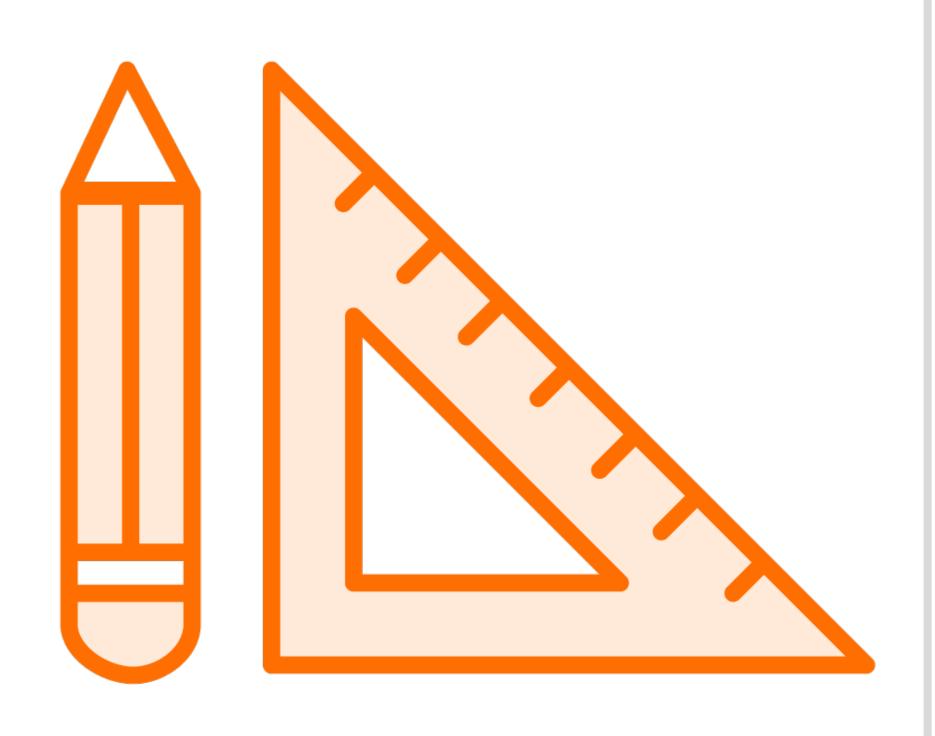
**Examples:** 

**Driver** 

**JDBC** 



#### Design



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Interfaces and Abstract classes

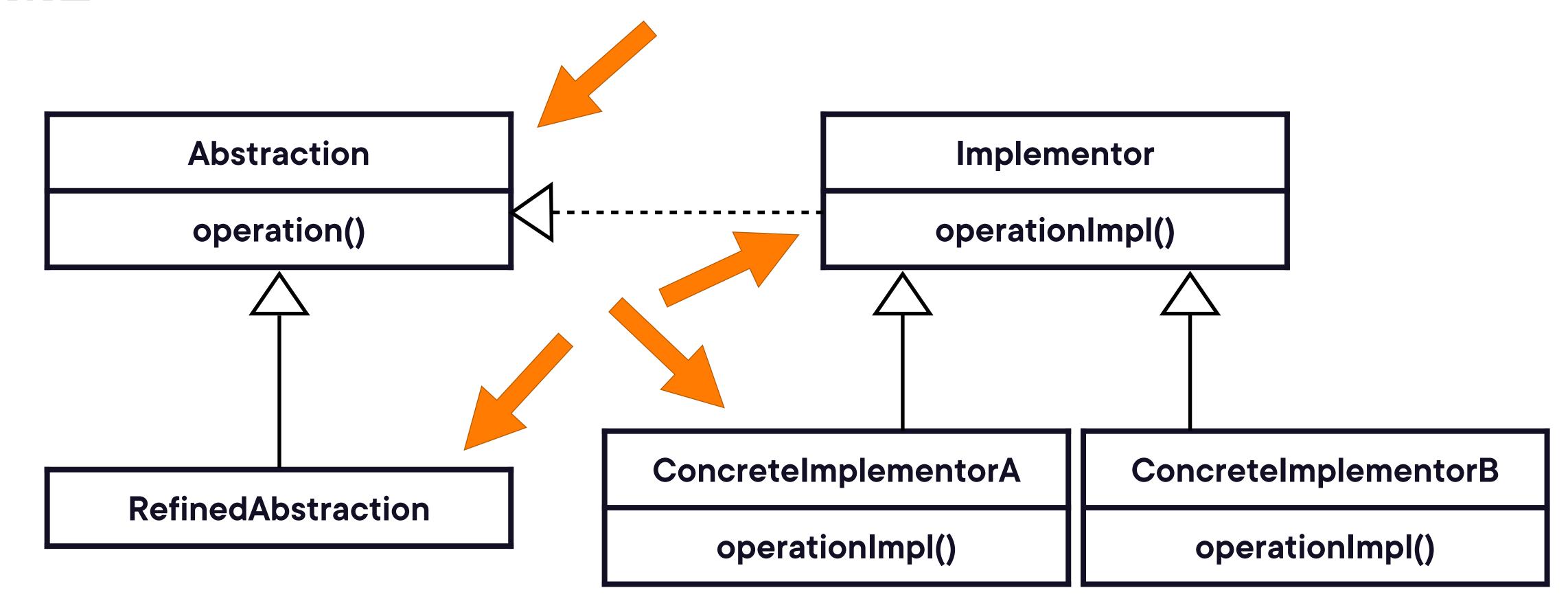
Composition over Inheritance

More than Composition

Expect change from both sides

Abstraction, Implementor, Refined Abstraction, Concrete Implementor

#### **UML**



# Everyday Example - JDBC

```
DriverManager.registerDriver(new org.apache.derby.jdbc.EmbeddedDriver());
String dbUrl = "jdbc:derby:memory:codejava/webdb;create=true";
Connection conn = DriverManager.getConnection(dbUrl);
Statement sta = conn.createStatement();
```

# Exercise Bridge

**Color and Shape** 

**Color and Shape Bridge** 

**Create Bridge** 

**Another Bridge** 

#### Pitfalls



**Increases Complexity** 

Conceptually difficult to plan

More than just 00

What goes where

#### Contrast

VS Bridge Adapter Designed upfront Works after code is designed Abstraction / implementation vary Legacy **Built in advance** Retrofitted Provides different interface Both adapt multiple systems

## **Bridge Summary**



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Design for uncertainty

Can be complex

**Provides flexibility** 

More than composition