Decorator Design Pattern

A composable alternative to subclassing

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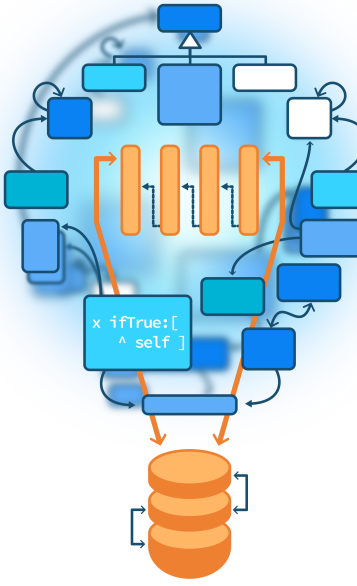


Pharo

http://www.pharo.org

Goals

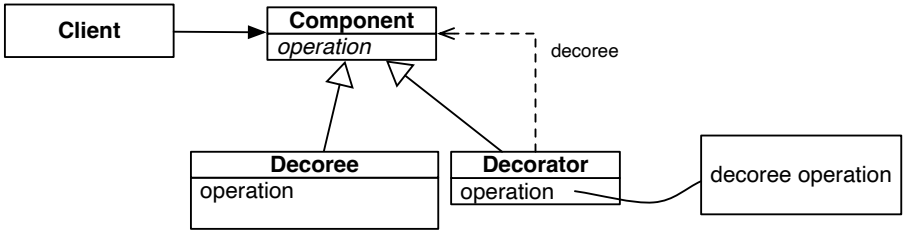
- Present the Decorator Design Pattern
- Think about API

Decorator

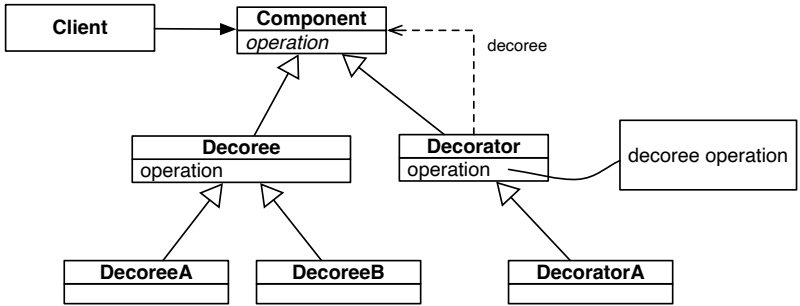
From the book:

- **Dynamically** attach additional responsibilities to an object
- Decorators provide a flexible alternative to subclassing for extending functionality

Decorator core



Often mixed with inheritance



Decorator

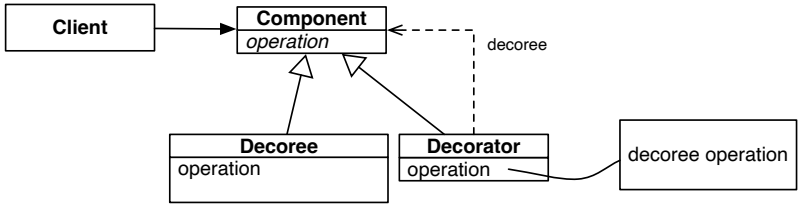
A decorator wraps a decoree

- It is placed between the client and the decoree
- It propagates or not messages to the decoree

Easier to understand when the Decorator is a subclass of Decoree
but not necessary (think duck typing)

Decorator nesting

A decorator wraps an instance or decorated instance of the component



Transparent to the client

- A client manipulates **transparently** decorated and undecorated elements
- A client talks to the decorator which **delegates** to the decoree (a leaf object or a another decorator)
- **Strong Implication:** decoree and decorator **must** expose the same API

Example of Stream

ZnStreams are decorators of Streams

```
ZnNewLineWriterStream
  on: (ZnCharacterWriteStream on: Stdio stdout encoding: 'utf8').
```

- ZnNewLineWriterStream **decorates** ZnCharacterWriteStream

Another use

```
AbstractFileReference >> readStreamEncoded: anEncoding

  ^ ZnCharacterReadStream
      on: self binaryReadStream
      encoding: anEncoding
```

- ZnCharacterReadStream is decorating another stream with an encoding

Implementation

```
WriteStream << #ZnNewLineWriterStream
  slots: { #stream . #cr . #lf . #previous . #lineEnding};
  package: 'Zinc−Character−Encoding−Core'
```

```
ZnNewLineWriterStream class >> on: aStream
  ^ self basicNew
      initialize;
      stream: aStream;
      yourself
```

```
ZnNewLineWriterStream >> close
    stream close
```

```
ZnNewLineWriterStream >> flush
    ^ stream flush
```

Example of Stream (I)

```
testNextPutEnsureLineEndsAreWrittenCorrectly

  | expectedString stream crStream |
  expectedString := 'a', OSPlatform current lineEnding, 'b'.
  { String cr . String lf . String crlf } do: [ :lineEnd |
      stream := String new writeStream.
      crStream := ZnNewLineWriterStream on: stream.
      crStream
        << 'a';
        << lineEnd;
        << 'b'.
      self assert: stream contents equals: expectedString ]
```

Example of Stream (II)

```
ZnNewLineWriterStream >> nextPut: aCharacter
  "Write aCharacter to the receivers stream.
  Convert all line end combinations, i.e cr, lf, crlf, to the platform convention"

  (previous == cr and: [ aCharacter == lf ]) ifFalse: [
      (aCharacter == cr or: [ aCharacter == lf ])
        ifTrue: [ self newLine ]
        ifFalse: [ stream nextPut: aCharacter ] ].
  previous := aCharacter.
```

Analysis

- All decorators should have the same API
- close, flush, nextPut:, contents, next, atEnd, on:
- Stream decorator individual behavior can be reused and composed

About dynamic behavior

Decorators attach additional responsibilities to an object

- The decorator is based on delegation
- We should control the creation of the decoration chain (the client reference)
- **Strong Implication:** decorated objects **do not know** if they are decorated
  - Changing the decoration chain at runtime is not simple

When not to use decorator

- When decorations have different APIs
- When the decorations should change dynamically
- Think twice when the APIs are HUGE

Conclusion

- Decorators can represent composable facets of an object
- Pay attention all the decorators should implement the same API
- Decorator is modular but within a common API

Produced as part of the course on http://www.fun-mooc.fr

Advanced Object-Oriented Design and Development with Pharo

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Inria
LearningLab

2023