# Assignment 2

# The System – Design Patterns

# Date Due: 4th December 2017

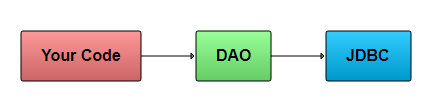
Part 1

The DAO design pattern is also known as Data Access Object pattern. It is a commonly known tool to abstract information in an application. The idea is that instead of having the domain logic communicate directly with the database or file system the domain would interact with the DAO layer instead. The DAO layer will then communicate with the underlying persistence system.

The advantage of having the DAO layer is that if you need to modify the underlying persistence mechanism you only have to change the DAO layer, and not all the places in the domain logic where the DAO layer is used from.

The DAO layer typically contains a lot of smaller set of classes, than the number of domain logic classes that uses it. Should you need to modify what occurs behind the scene in the DAO layer, the process is somewhat smaller, since it only disturbs the DAO layer. It is also a somewhat more organized process, since you can search for all DAO classes, and make sure they are changed to use the new persistence mechanism.

For the encapsulation of the basic persistence mechanism to work it is significant that no information of the underlying persistence mechanism escape out of the DAO layer. Making sure this is, however, a bit of a challenge.



http://tutorials.jenkov.com/java-persistence/dao-design-pattern.html

Part 2