Chain of Responsibility: Sequence of handlers processing an event one after another

1. Unethical behaviour by an employee; who takes the blame?
   1. Employee
   2. Manager
   3. CEO
2. You click a graphical element on a form
   1. Button handles it, stops further processing
   2. Underlying group box
   3. Underlying window
3. CCG computer games
   1. Creature has attack and defense values
   2. Those can be boosted by other cards
4. Chain of responsibility: A chain of components who all get a chance to process a command or a query, optionally having default implementation and an ability to terminate the processing of the chain.

Method Chain

1. Method that calls a chain of methods.
2. Have a modifier that has a reference to the next modifier inside the class.
3. It has a recursion logic by calling the method for the next modifier inside the same method. (this creates a chain) – Also he logic is similar to linked list
4. You can add many modifiers back to back and terminate at some point so that the modifiers added after termination are not added.

Command Query Separation

1. Command = asking for an action or change (e.g., please set your attack value to 2)
2. Query = asking for information (e.g., please give me your attack value)
3. CQS = having separate means of sending commands and queries to e.g., direct field access.

Broker Chain

1. Observer + mediator + memento → combined
2. You need to check out the example code.
3. In summary different from method chain we don't implement an add and handle method# but instead use a subscribe and unsubscribe logic.

Summary

1. Chain of responsibility can be implemented as a chain of references for centralized construct.
2. Enlist objects in the chain, possibly controlling their order
3. Object removal from chain (e.g., in AutoCloseable’s close())