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Is this a pattern?



A naive and hard to test implementation of a method could look like this



```
public void getFromDatabaseComputeAndStore(SomeType param) {
     Collection<Something> s = dao.retrieveSomethingFromDatabase(param);
     Collection<Other> o = dao.retrieveOtherFromDatabase(param);
     Result r = null;
     <do massive computation, call other methods, figure out what r should be>
     <based on s and o>
     dao.store(r);
```

Normally I'd refactor this into something like

```
public void getFromDatabaseComputeAndStore(SomeType param) {
     Computer computer = new Computer();
    Collection<Something> s = dao.retrieveFromDatabase(param);
     Collection<Other> o = dao.retrieveOtherFromDatabase(param);
     computer.setSomething(s);
     computer.setOther(o);
     computer.execute();
     Result r = computer.getResult();
     dao.store(r);
```

where the Computer class is the key. This class does not interact with databases or other external systems and has no side effects, eg it's purely functional. Given the same somethings and others, the result will always be the same.

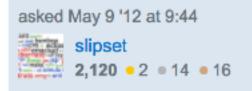
So my question are:

- Is this a known pattern with a name
- What would be the common name of a class with the functionality of Computer

I've looked at the Strategy, Mediator, and Command patterns, but I don't feel they fit perfectly.

design-patterns

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ClojureX 2018

