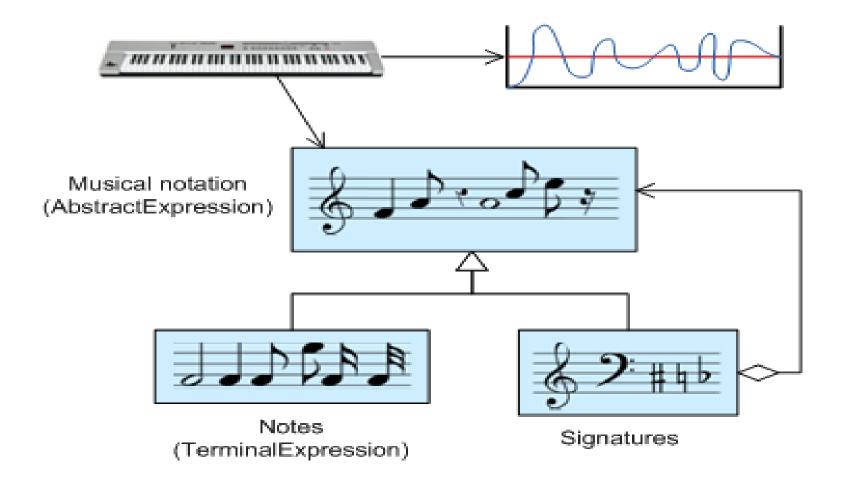
CS5551 Advanced Software Engineering Design Patterns: Interpreter Pattern

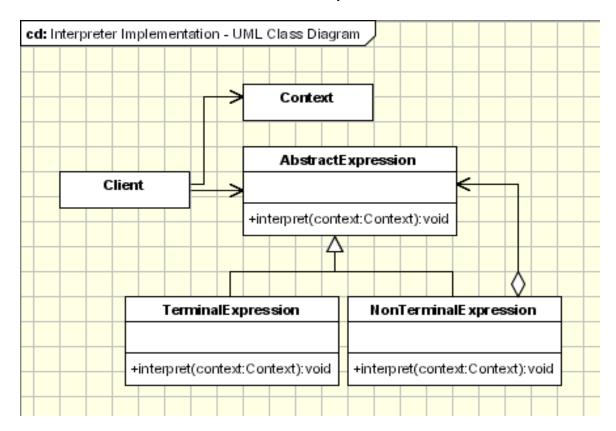
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- The main intent of Interpreter pattern is to map a domain to a language, the language to a grammar, and the grammar to a hierarchical object oriented design.
 - Each given expression is interpreted and some conditions are validated and a Boolean output is produced for each interpreted expressions.
 - The client provides the String (Context) that is to be interpreted.
 - Some validations are performed by the interpreter on the given context and a Boolean output is generated by the interpreter.



- The Interpreter pattern has a limited area where it can be applied.
- It can be only discussed in terms of formal grammar but in this area there are better solutions.
- This is the reason why this pattern is not so frequently used.
- This pattern can be applied for parsing light expressions defined in simple grammars.

- The implementation of Interpreter Patten is just the use of composite pattern to represent grammar.
- The interpreter defines the behavior while composite defines the structure.



- Expression.java
- TerminalExpression.java
- OrExpression.java
- AndExpression.java
- Client.java

Expression.java

```
public abstract class Expression {
    abstract public boolean interpret(String context);
}
```

TerminalExpression.java

```
public class TerminalExpression extends Expression {
   private String literal=null;
   public TerminalExpression(String context) {
        literal = context;
    @Override
    public boolean interpret(String context) {
        StringTokenizer st = new StringTokenizer(context);
        while (st.hasMoreTokens()) {
            String token = st.nextToken();
            if (token.equals(literal)){
                return true;
        return false;
```

AndExpression.java

```
public class AndExpression extends Expression {
    private Expression exp1 = null;
    private Expression exp2 = null;
   public AndExpression(Expression expression1, Expression expression2) {
        expl=expression1;
        exp2=expression2;
    @Override
    public boolean interpret(String context) {
        return expl.interpret(context) && exp2.interpret(context);
```

OrExpression.java

```
public class OrExpression extends Expression{
    private Expression exp1 = null;
    private Expression exp2 = null;
    public OrExpression(Expression expression1, Expression expression2) {
        exp1=expression1;
        exp2=expression2;
    @Override
    public boolean interpret(String context) {
        return expl.interpret(context) || exp2.interpret(context);
```

Client.java

```
public class Client {
   public static void main(String[] args) {
        Expression terminal1 = new TerminalExpression("John");
        Expression terminal2 = new TerminalExpression("Henry");
        Expression terminal3 = new TerminalExpression("Mary");
        Expression terminal4 = new TerminalExpression("Owen");
      // Henry or Mary
        Expression alternation1 = new OrExpression(terminal2, terminal3);
         // John or (Henry or Mary)
        Expression alternation2 = new OrExpression(terminal1, alternation1);
         // Owen and (John or (Henry or Mary))
        Expression define = new AndExpression(terminal4, alternation2);
        String context = "Owen Marry Henry";
        System.out.println("Input String: "+ context);
        System.out.println(context+ "is:" + define.interpret(context));
```

Input & output

<terminated> Client [Java Application] C:\Program Files\Java\jdk1.7.0_02\jre\bin\javaw.exe (Apr 18, 2016, 5:39:47 AM)

Input String: Owen Marry Henry

Owen Marry Henryis :true

References

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