Summer

# Software Engineering Design & Construction

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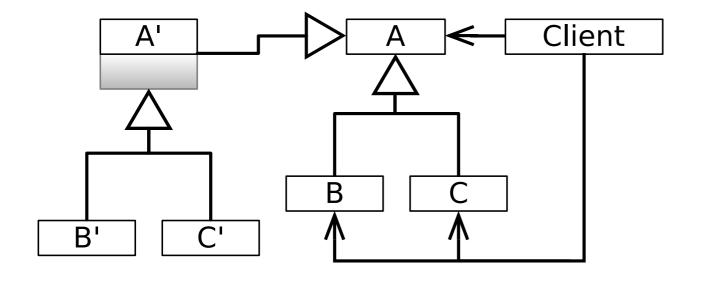
Visitor Pattern

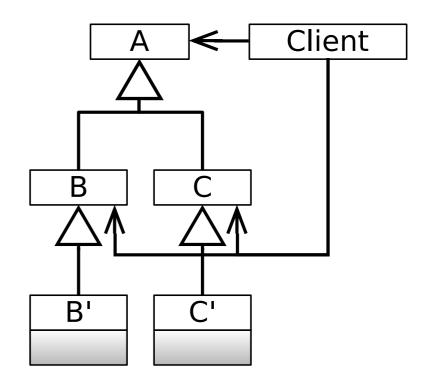
## Visitor Design Pattern

The Visitor Pattern enables to add new behavior to existing classes in a fixed class hierarchy without changing this hierarchy.

#### Intent of the Visitor in Context

Recall the problems of inheritance with modeling variations at the level of multiple objects (object composites).

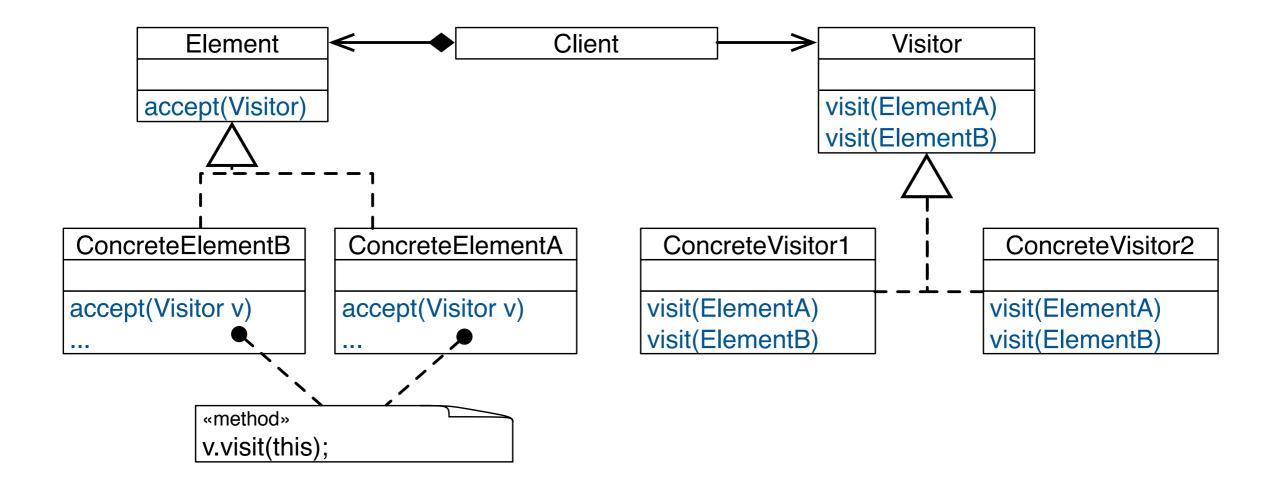




#### Solution Idea

Represent the additional operations to be performed on the elements of an object structure (additional features) as objects (of type Visitor).

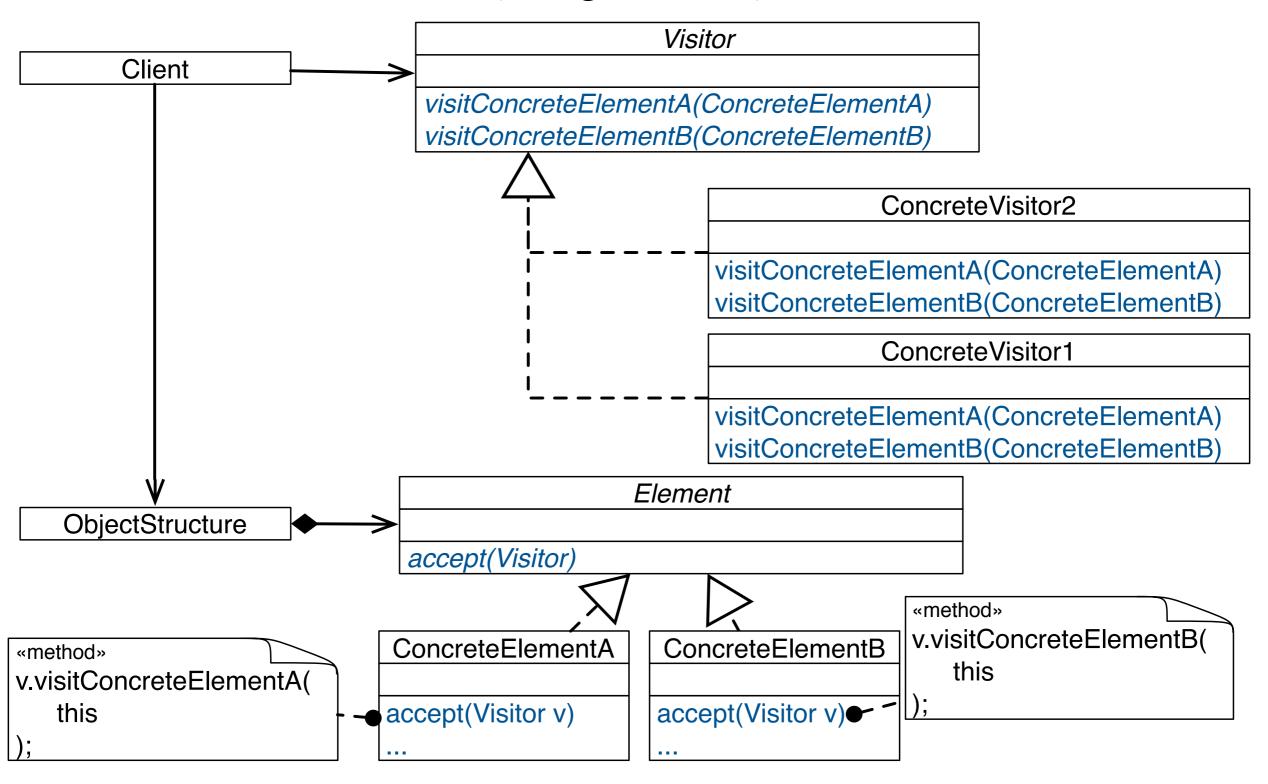
#### Structure



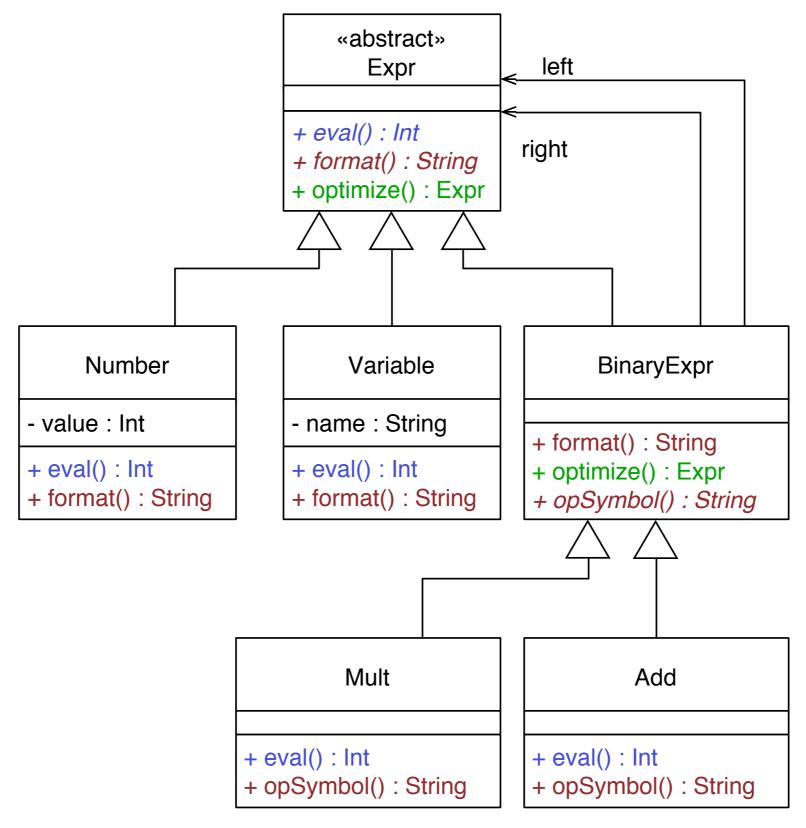
```
Element e = new ConcreteElementA(...);
Visitor v = new ConcreteVisitor1(...);
e_accept(v);
```

#### Structure

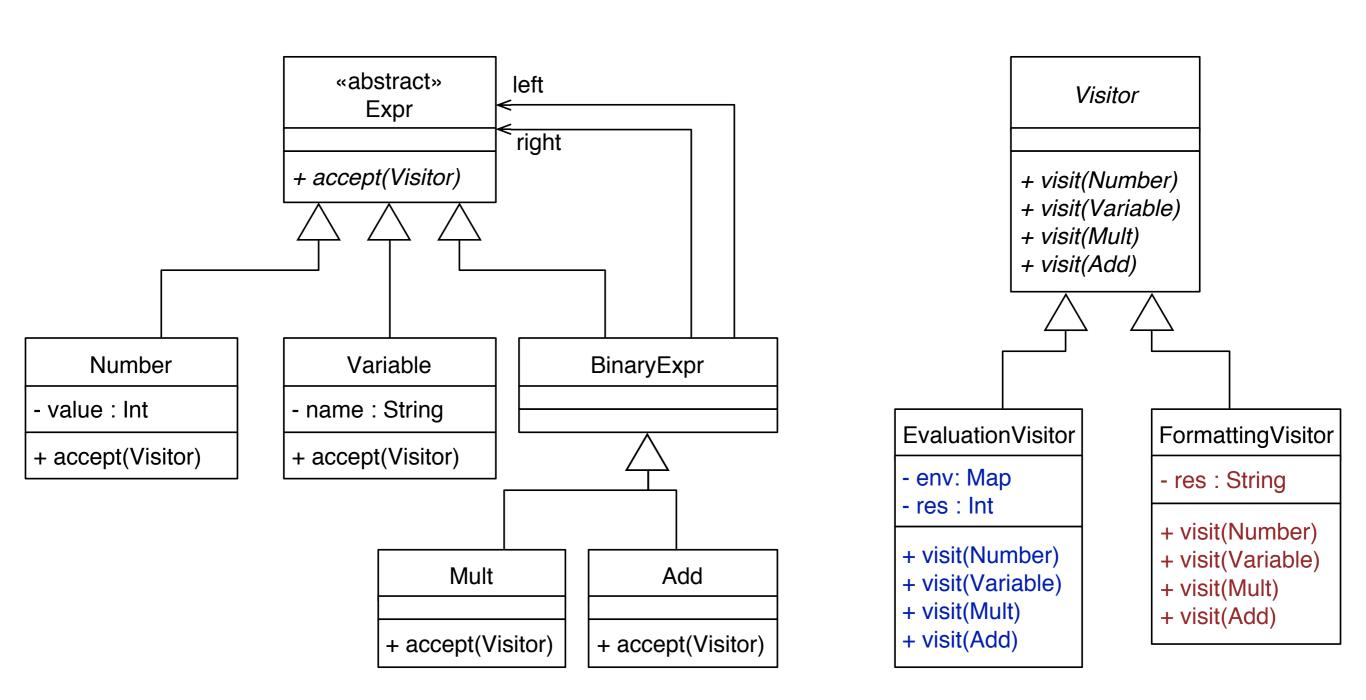
(Long Version)



#### Case-Study: Arithmetic Expressions

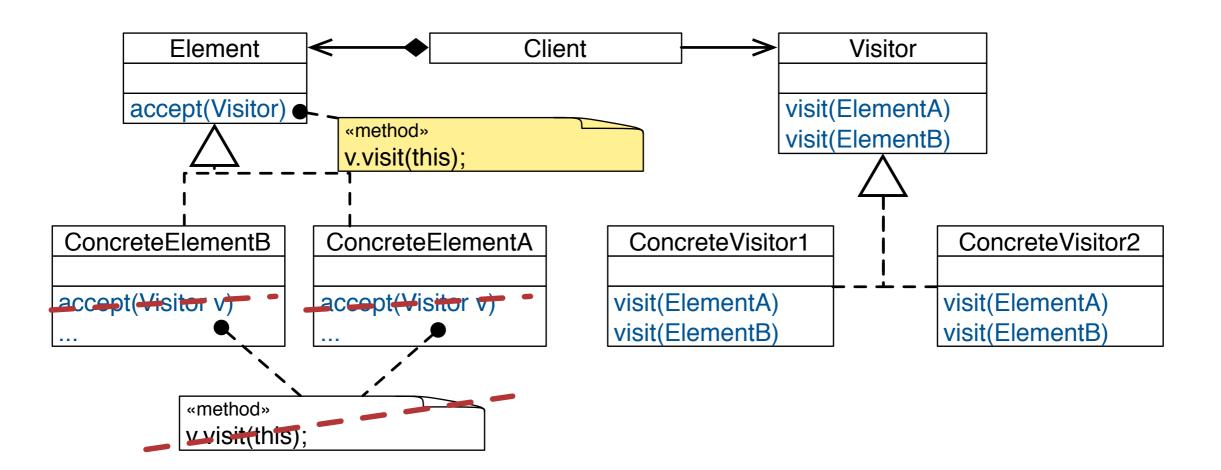


#### Visitor Based Design



#### Reflections on the Visitor Structure

Can we move the implementation of accept higher up the Element hierarchy?



Terminolo

## Double Dispatch

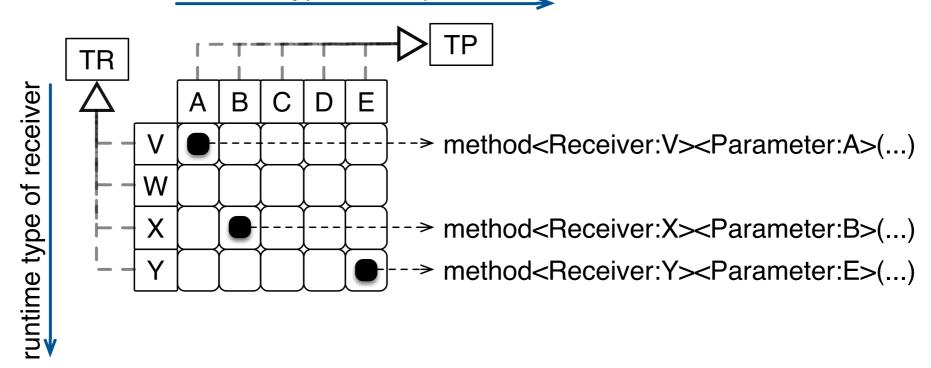
Dispatching an operation based on the dynamic type of two objects is called double dispatch.

Double dispatch is not supported in mainstream OO languages, e.g., Java.

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## Double-Dispatch

runtime type of first parameter

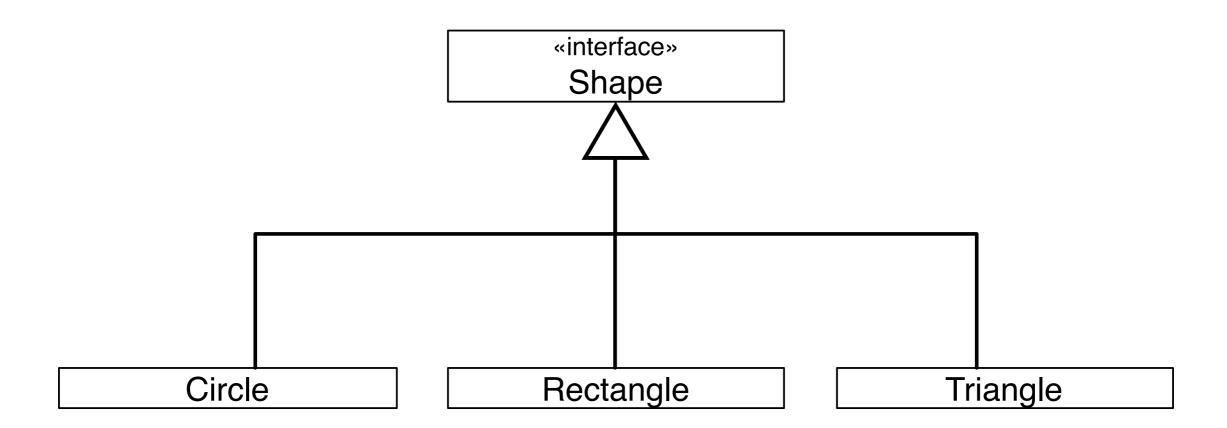


Method call in an object-oriented program: receiver.message(param1,param2,...) The function that is called depends on the run-time type of the receiver. Double dispatch is a natural extension of this idea, the function that is called is determined by the run-time type of the receiver and the run-time type of the first parameter. It is easy to model this behavior (double-dispatch) with a two-dimensional table of pointers to functions:

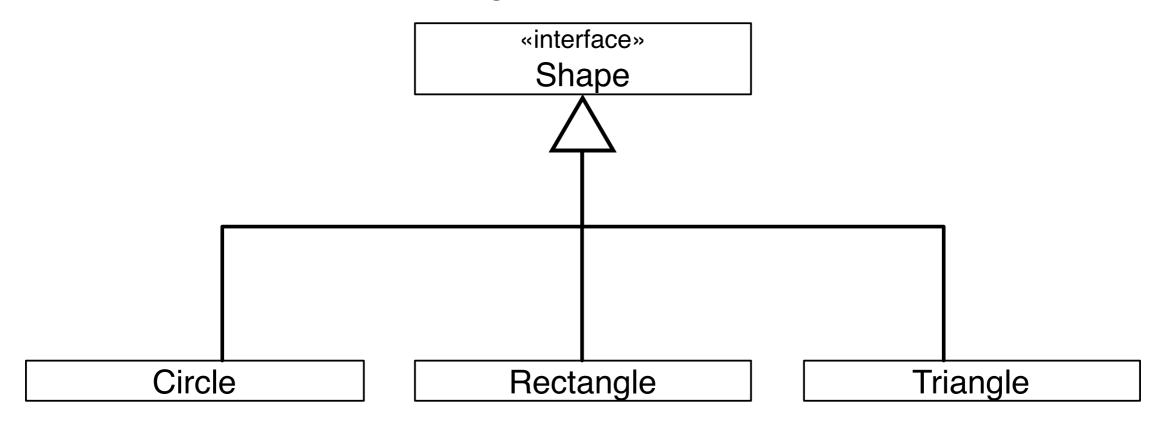
- the runtime type of the receiving object is used to determine a row in the table, and
- the runtime type of the first parameter is used to determine a column in the table.

SOM

Task: Implement an intersect operation that calculates whether two given shapes intersect.

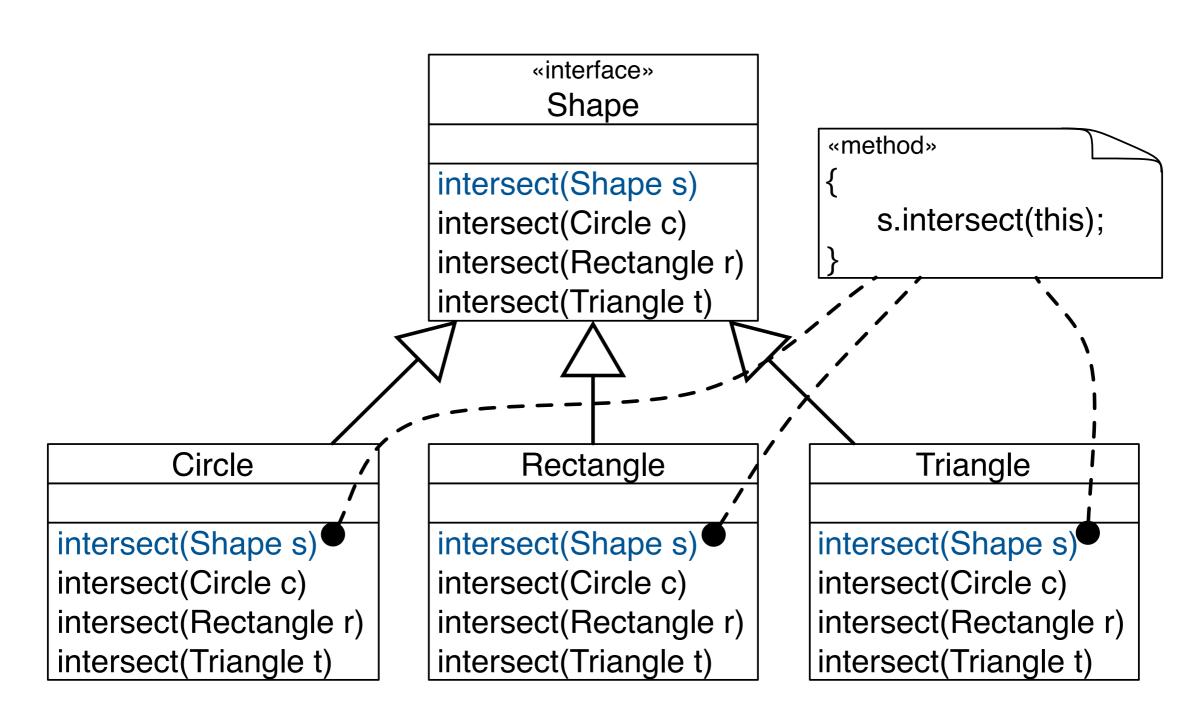


Task: Implement an intersect operation that calculates whether two given shapes intersect.

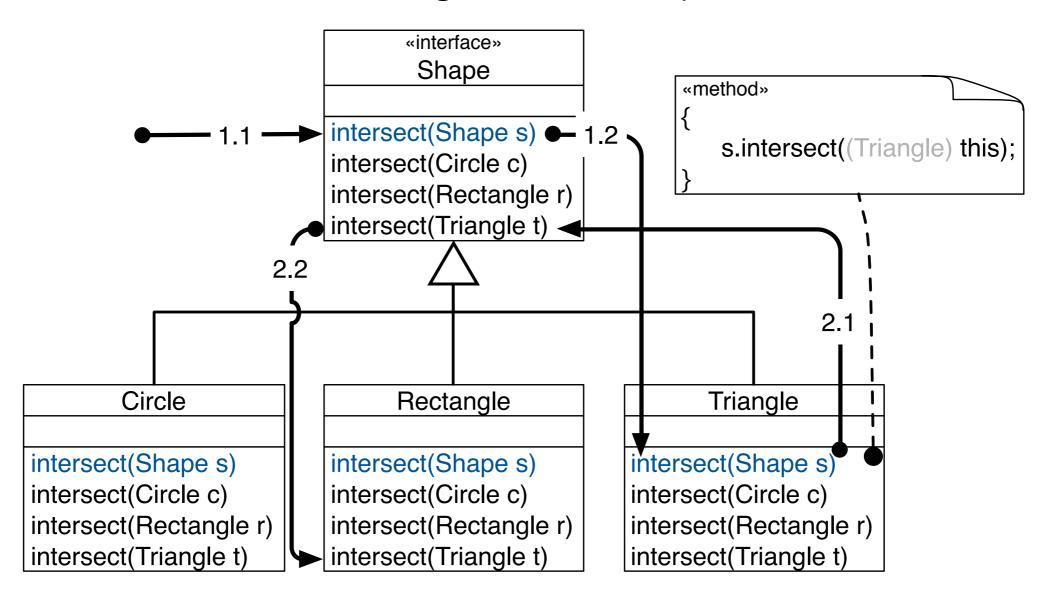


```
Shape t = new Triangle(...);
Shape r = new Rectangle(...);
if (t.intersect(r)) {...}
```

Simulating Double Dispatch

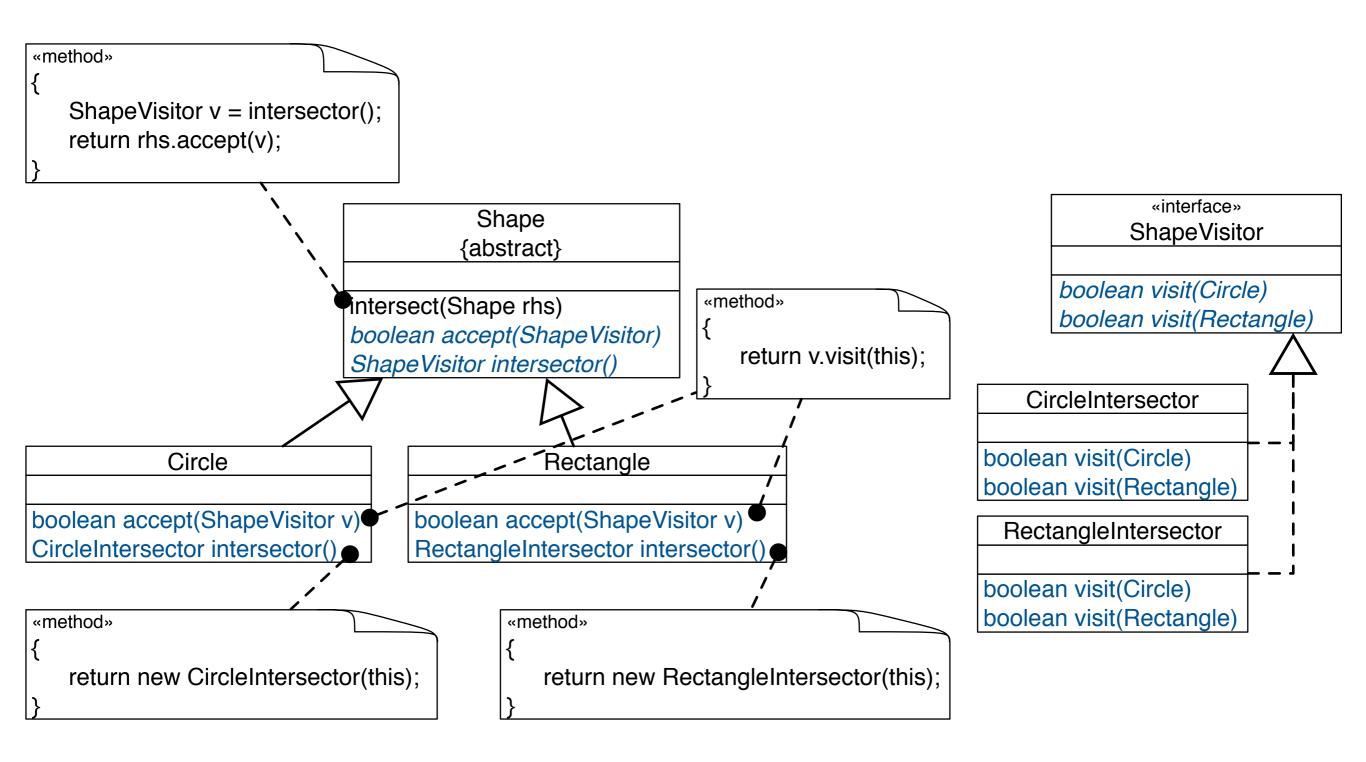


Simulating Double Dispatch

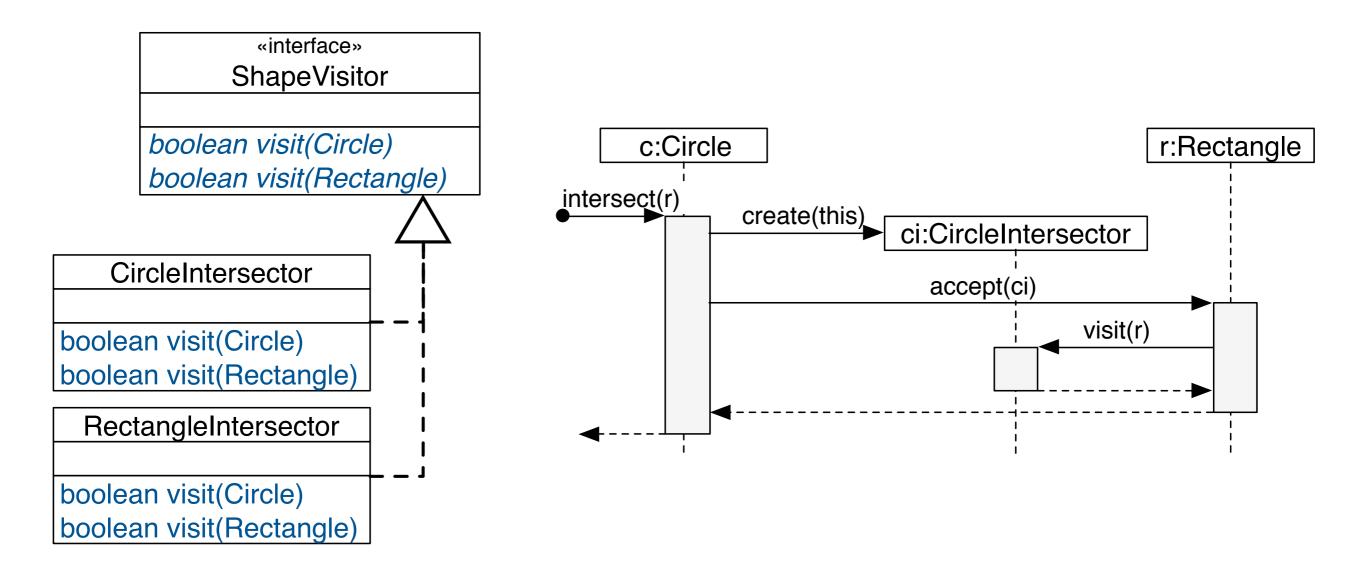


```
Shape t = new Triangle(...);
Shape r = new Rectangle(...);
if (t.intersect(r)) {...}
```

#### Case-Study: Shape Intersection Using Visitor



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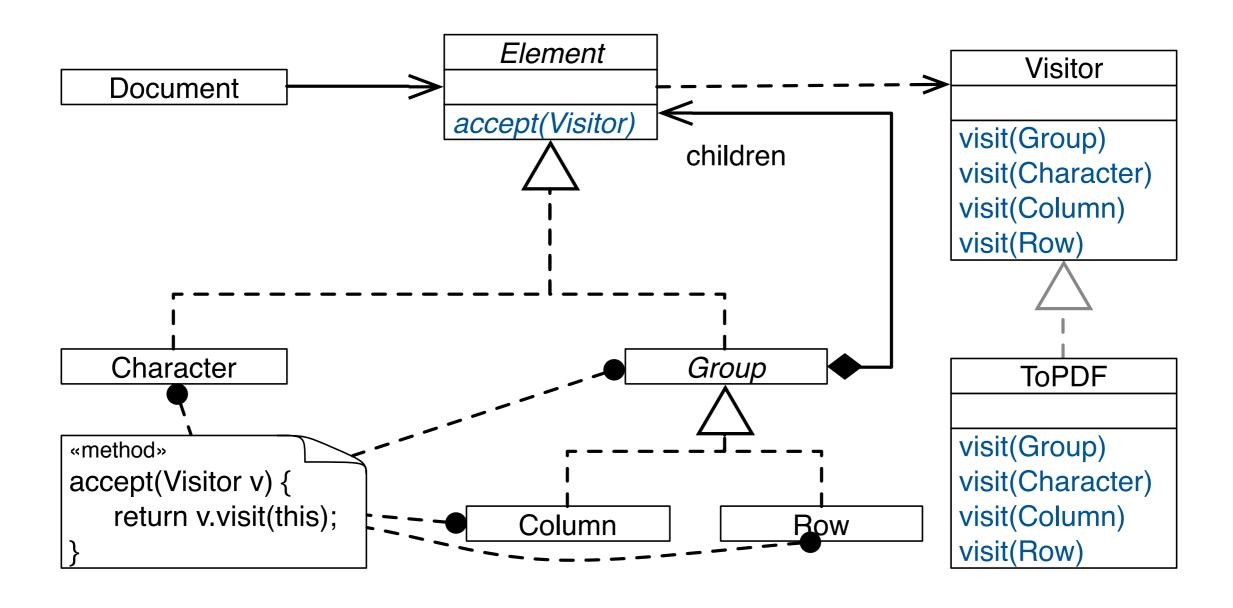


```
Shape c = new Circle(...);
Shape r = new Rectangle(...);
if (c.intersect(r)) {...}
```

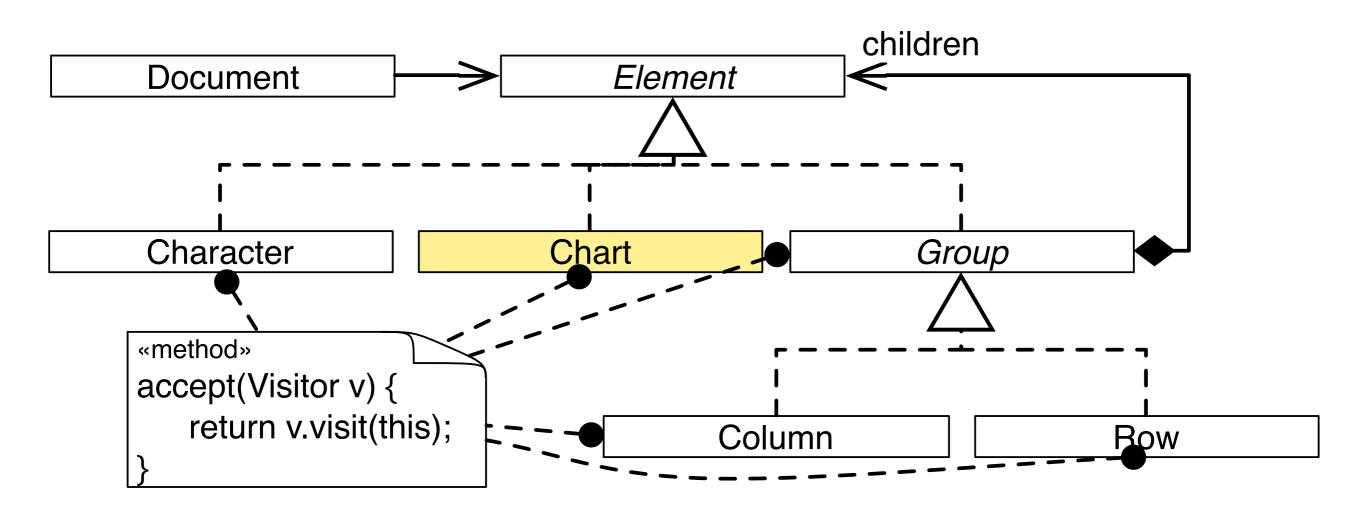
## Advantages of the Visitor Design Pattern

- New operations are easy to add without changing element classes (add a new concrete visitor).
   Different concrete elements do not have to implement their part of a particular algorithm.
- Related behavior focused in a single concrete visitor.
- Visiting across hierarchies: Visited classes are not forced to share a common base class.
- Accumulating state: Visitors can accumulate state as they visit each element, thus, encapsulating the algorithm and all its data.

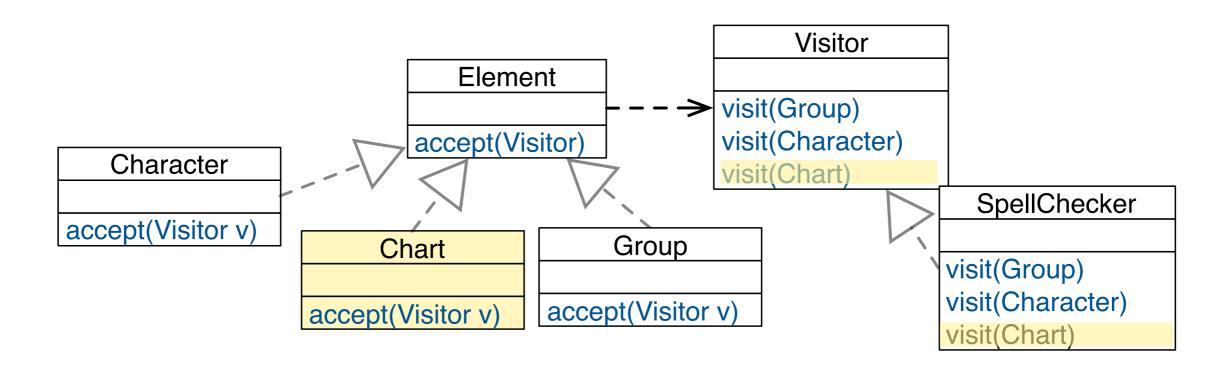
What happens if we want to add a new element?



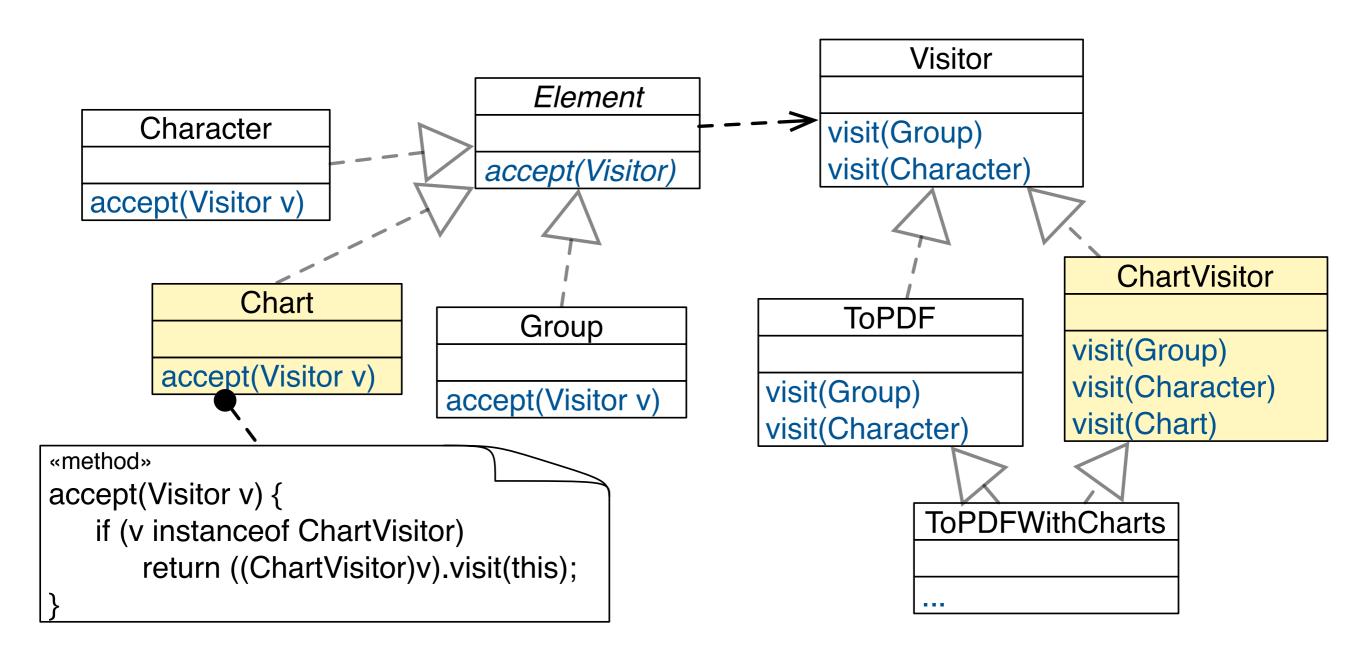
E.g., adding `Chart` (adding Elements)



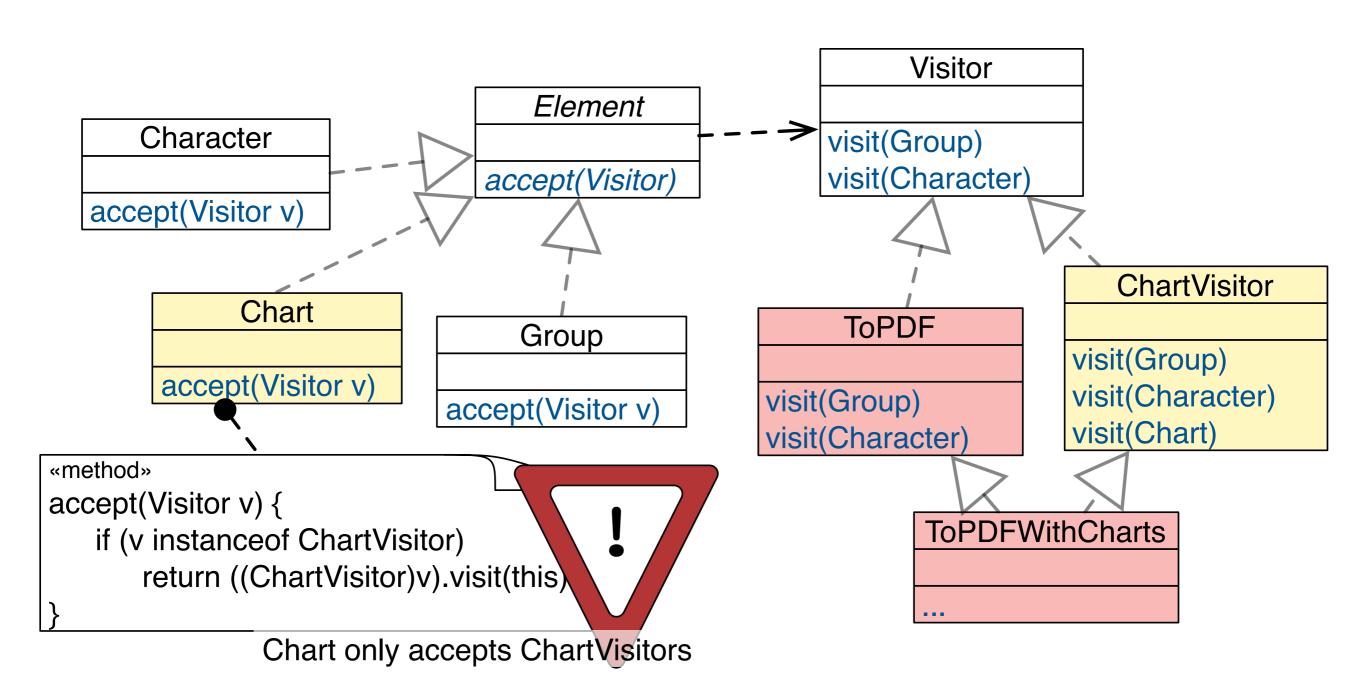
E.g., adding Chart and updating Visitor



E.g., adding Chart and keeping Visitor unchanged



E.g., adding Chart and keeping Visitor unchanged



Partial Visiting Is Not Supported

runtime type of the parameter TR time type of receiver B Element type W

#### Takeaway

- Visitor brings functional-style decomposition to OO designs.
- Use Visitor for stable element hierarchies.
   Visitor works well in data hierarchies where new elements are never or at least not very often added.
- Do not use it, if new elements are a likely change.
- Visitor only makes sense if we have to add new operations often! In this case Visitor closes our design against these changes.

The base trait.

```
trait Expressions {
    type Expression <: TExpression
    trait TExpression {
        def eval: Double
    }

    trait Constant extends TExpression {
        val v: Double
        def eval = v
    }
}</pre>
```



Resembles the solution that we have studied as part of the implementation of the SmartHome Scenario.

Adding a new data-type.

```
trait AddExpressions extends Expressions {
    trait Add extends TExpression {
      val 1: Expression
      val r: Expression
      def eval = l.eval + r.eval
    }
}
```



Resembles the solution that we have studied as part of the implementation of the SmartHome Scenario.

Adding new functionality.

trait PrefixNotationForExpressions extends AddExpre

```
type Expression <: TExpression</pre>
trait TExpression extends super. TExpression {
    def prefixNotation: String
}
```

```
Resembles the solution that we
have studied as part of the
implementation of the
SmartHome Scenario.
```

```
trait Constant extends super. Constant with TExpression {
    def prefixNotation = v.toString
}
trait Add extends super.Add with TExpression {
    def prefixNotation = "+"+1.prefixNotation + r.prefixNotation
```

Bringing everything together.

```
object ExpressionsFramework
        extends PrefixNotationForExpressions
        with PostfixNotationForExpressions {
```

Resembles the solution that we have studied as part of the implementation of the SmartHome Scenario.

```
type Expression = TExpression
trait TExpression
    extends super[PrefixNotationForExpressions].TExpression
    with super[PostfixNotationForExpressions].TExpression
```

```
case class Constant(v: Double)
    extends super[PrefixNotationForExpressions].Constant
    with super[PostfixNotationForExpressions].Constant
    with Expression
```

```
case class Add(val 1: Expression, val r: Expression)
   extends super[PrefixNotationForExpressions].Add
   with super[PostfixNotationForExpressions].Add
   with Expression
```

The base trait.

```
trait Expressions {
    trait Expression { def accept[T](visitor: Visitor[T]): T }
    class Constant(val v: Double) extends Expression {
        def accept[T](visitor: Visitor[T]): T = visitor.visitConstant(v)
    }
    type Visitor[T] <: TVisitor[T]</pre>
    trait TVisitor[T] {
        def visitConstant(v: Double): T
    }
    trait EvalVisitor extends TVisitor[Double] {
        def visitConstant(v: Double): Double = v
```

Adding a new data-type.

```
trait AddExpressions extends Expressions {
    class Add(val 1: Expression,
              val r: Expression) extends Expression {
        def accept[T](visitor: Visitor[T]): T = visitor.visitAdd(l, r)
    type Visitor[T] <: TVisitor[T]</pre>
    trait TVisitor[T] extends super.TVisitor[T] {
        def visitAdd(l: Expression, r: Expression): T
    trait EvalVisitor extends super.EvalVisitor with TVisitor[Double] {
        this: Visitor[Double] ⇒
        def visitAdd(l: Expression, r: Expression): Double =
            l.accept(this) + r.accept(this)
```

Bringing everything together.

```
trait ExtendedExpressions extends AddExpressions with MultExpressions {
    type Visitor[T] = TVisitor[T]
    trait TVisitor[T]
        extends super[AddExpressions].TVisitor[T]
        with super[MultExpressions].TVisitor[T]
    object EvalVisitor
            extends super[AddExpressions].EvalVisitor
            with super[MultExpressions].EvalVisitor
            with TVisitor[Double] {
        this: Visitor[Double] ⇒
```

Adding new functionality.

```
trait PrefixNotationForExpressions extends ExtendedExpressions {
   object PrefixNotationVisitor extends super.TVisitor[String] {
        this: Visitor[String] ⇒
        def visitConstant(v: Double): String = v.toString+" "
        def visitAdd(l: Expression, r: Expression): String =
            "+ "+l.accept(this) + r.accept(this)
        def visitMult(l: Expression, r: Expression): String =
            "* "+l.accept(this) + r.accept(this)
```