Composite Pattern

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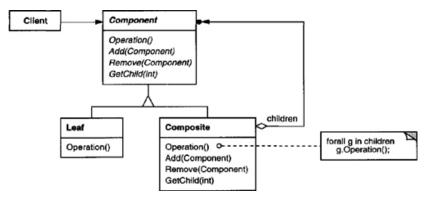
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Definition

▶ Compose objects into tree structures to represent part-whole hierarchies. Composite lets clients treat individual objects and compositions of objects uniformly. [1]

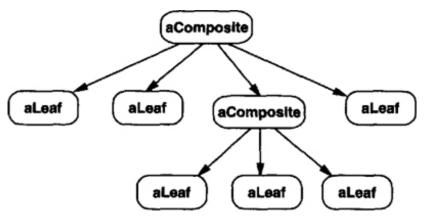
UML

Figure: Abstract structure of Composite pattern [1]



Example structure

Figure: Example composite object structure [1]



Usage

- Graphics (parent draws subcomponents)
- ► Tree-structured reports
- Shopping cart
- **.** . . .

Component interface

```
public interface CartItem {
    BigDecimal getPrice(); //operation

    void add(CartItem item);
    void remove(CartItem item);
    default List < CartItem > getChildren() {
        return Collections.emptyList();
    }
}
```

Composite

```
public class CartItemComposite implements CartItem {
   private final List<CartItem> children = new ArrayList<>();
   private final String name:
   public CartItemComposite(String name) {
        this.name = name:
   @Override
   public BigDecimal getPrice() {
        return getChildren().stream().map(CartItem::getPrice).reduce(BigDecimal::add).get();
    @Override
   public void add(CartItem item) {...3 lines }
    @Override
   public void remove (CartItem item) {...3 lines }
    @Override
   public List<CartItem> getChildren() {...3 lines }
   @Override
   public String toString() {...4 lines }
```

Leaf

```
public class Donut implements CartItem {
    private final String name;
    public Donut (String name) {
        this.name = name;
    @Override
    public BigDecimal getPrice() {
        return BigDecimal.valueOf(80);
    @Override
    public void add(CartItem item) {
        throw new UnsupportedOperationException("Not supported yet.");
    @Override
    public void remove(CartItem item) {
        throw new UnsupportedOperationException("Not supported yet.");
    public String getName() {
        return name;
```

Client

```
private static void testGofStvleComposite() {
           CartItem root = new CartItemComposite("total");
           CartItem donutCombo = new CartItemComposite("donutCombo");
           donutCombo.add(new Donut("Strawberry"));
           donutCombo.add(new Donut("Chocolate"));
           CartItem breakfast = new CartItemComposite("breakfast");
           breakfast.add(donutCombo);
           breakfast.add(new Cola()):
           root.add(breakfast):
           root.add(new Donut("Snack"));
           System.out.println(root);
           System.out.println(breakfast);
           trv {
               donutCombo.getChildren().get(0).add(new Cola()); //will fail - cannot add items to donut
           } catch (UnsupportedOperationException e) {
               e.printStackTrace(System.out);
mposite.Client > (iii) testGofStyleComposite >
t - Composite (run) × Notifications
                             Action Items
                                           Bookmarks
                                                       Usages
 340 $ for total { 260 $ for breakfast { 160 $ for donutCombo { Donut Strawberry : 80 $, Donut Chocolate : 80 $ }, Cola : 100 $ }, Donut Snack : 80 $ }
```

340 \$ for total { 260 \$ for breakfast { 160 \$ for donutCombo { Donut Strawberry : 80 \$, Donut Chocolate : 80 \$ }, Cola : 100 \$ }, Donut Snack : 80 \$ } 260 \$ for breakfast { 160 \$ for donutCombo { Donut Strawberry : 80 \$, Donut Chocolate : 80 \$ }, Cola : 100 \$ }, Donut Snack : 80 \$ } 280 \$ for breakfast { 160 \$ for donutCombo { Donut Strawberry : 80 \$, Donut Chocolate : 80 \$ }, Cola : 100 \$ } } 280 \$ for breakfast { 160 \$ for donutCombo { Donut Strawberry : 80 \$, Donut Chocolate : 80 \$ }, Cola : 100 \$ }, Cola : 100 \$ }, Donut Snack : 80 \$ } }

- at composite.gofapproach.Donut.add(Donut.java:29)
- $\texttt{at composite.Client.testGofStyleComposite}(\underline{\texttt{Client.java:47}})$
- at composite.Client.main(Client.java:23)

Summary

- [1] Use the Composite pattern when
 - you want to represent part-whole hierarchies of objects.
 - you want clients to be able to ignore the difference between compositions of objects and individual objects. Clients will treat all objects in the composite structure uniformly.

Watch out for

- Violation of single responsibility principle
- Design can get too general, client has no control over implementation, if that becomes necessary, run time checks may be required
- Children do not support all common operations requires handling with some trade-offs in either safety or transparency

References I



R. H. E. G. John Vlissides, Ralph Johnson.

Design Patterns: Elements of Reusable Object-Oriented Software, chapter 4.

Addison-Wesley Professional, 10 1994.



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Latex for this presentation.

https://www.overleaf.com/read/mcpnfddcmhbk, 3 2019.



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Source codes for this presentation.

https://github.com/vladimir-martinka/Composite, 3 2019.