

Mediator Design pattern

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Introduction

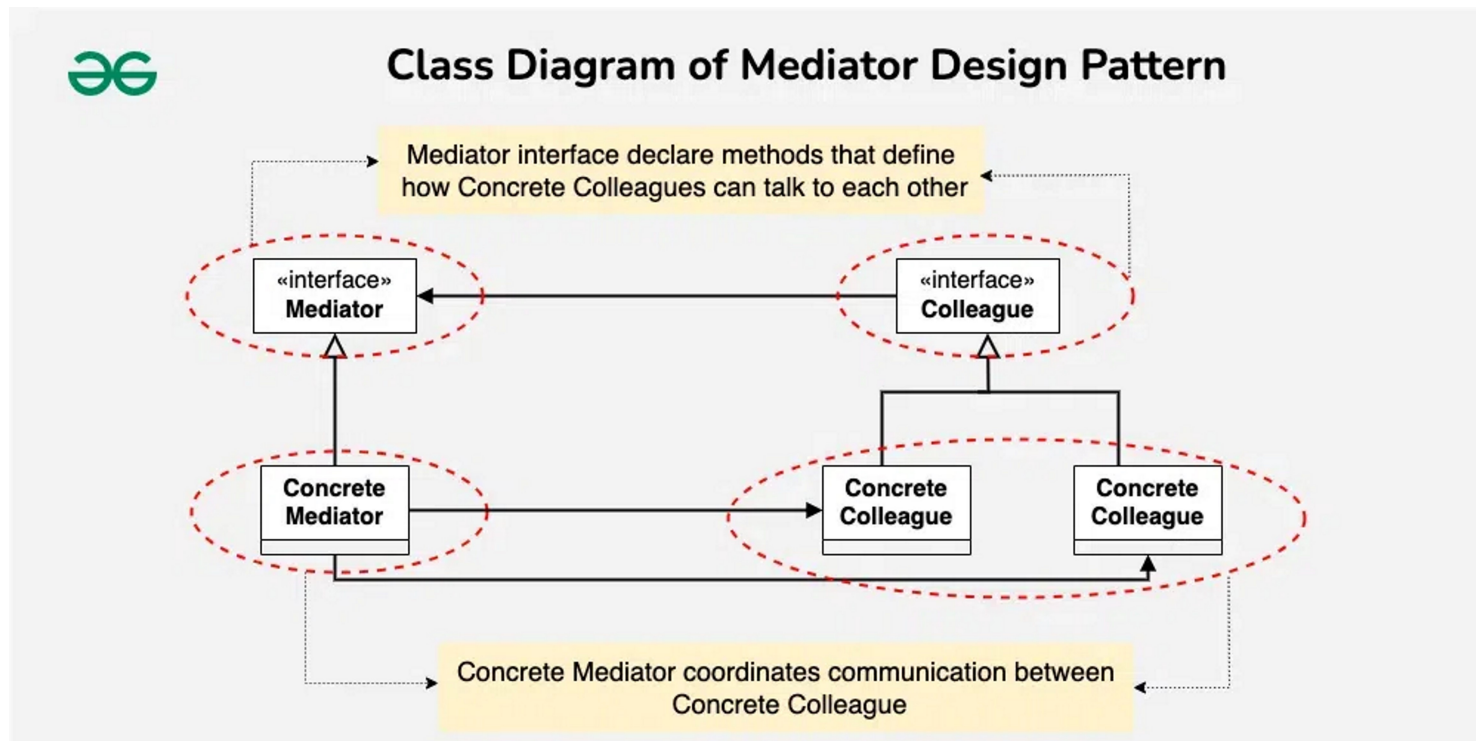
Mediator design pattern is a behavioral design pattern that helps us in designing of a system where we have one mediator between two different parties, and that mediator help communicate between those two parties.

So that the Benefit of doing this is decoupling between those two objects, using the mediator pattern, both the objects do not know much about the other object, all they know is how to communicate to the mediator and rest is M job to send the details further to other objects.

Components of the Mediator Design Pattern

Components of Mediator design pattern are the Mediator Interface and Concrete Implementation where Mediator Interface is going to have a contract so that concrete classes can implement to talk to other college objects.

Where as Colleague interface having contract so that concrete Colleague implementation always interact with the mediator rather than other Colleague.



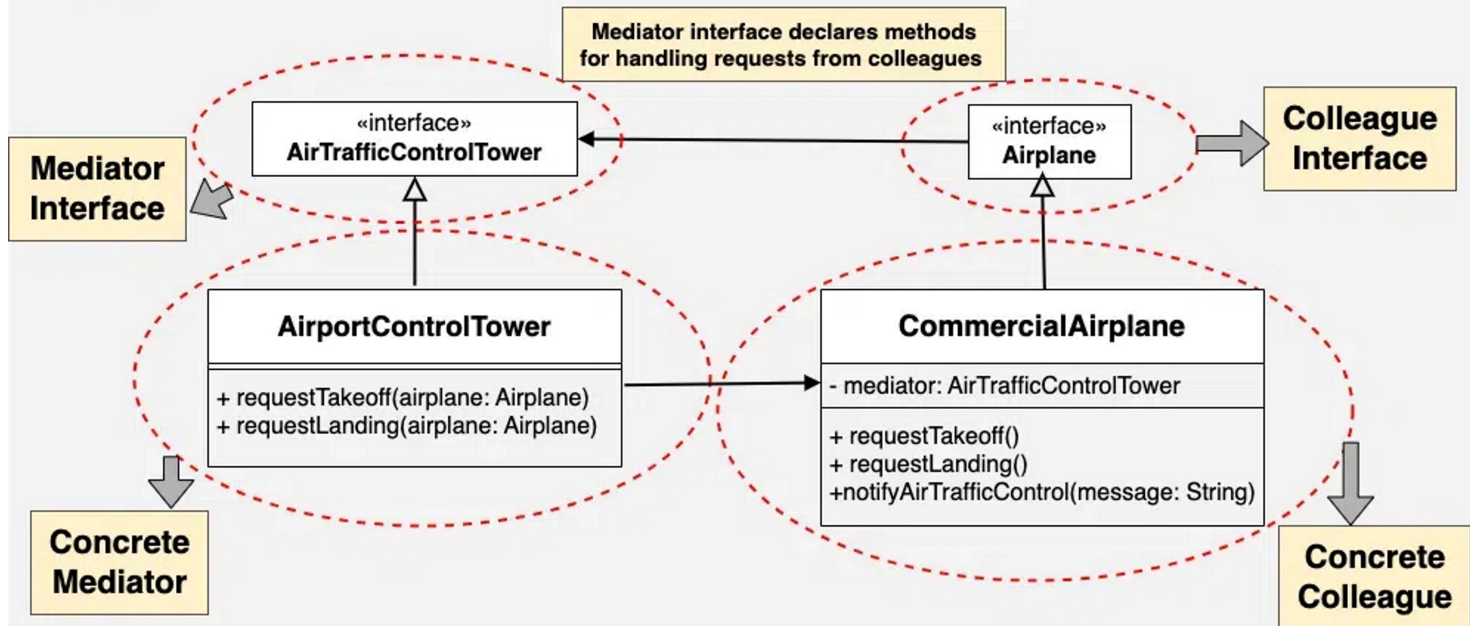
Example

Airplane Traffic Control System, without centralized system, if pilots are allowed to talk each other, it will be big chaos.

So Mediator design pattern solves this problem by Air traffic control act as mediator and that with the system.



Class Diagram of Mediator Design Pattern



References

<https://www.geeksforgeeks.org/mediator-design-pattern/>