

Builder Pattern

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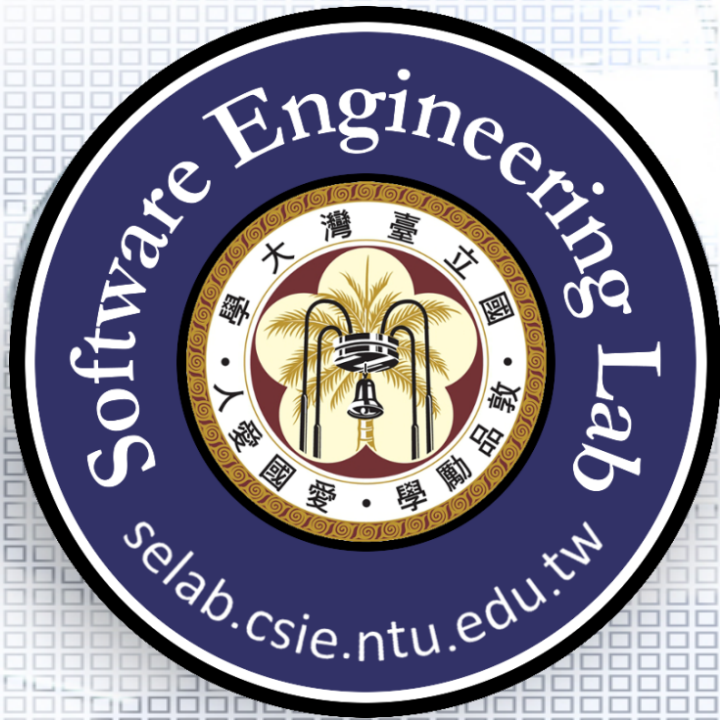
Design Aspect of Builder

how a composite object gets created



Outline

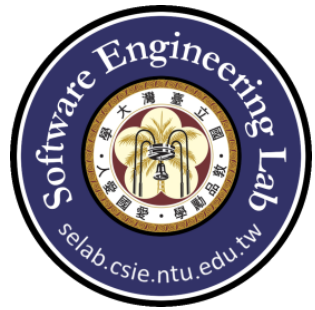
- ☐ An RTF (Rich Text Format) Converter Requirements Statements
- ☐ Initial Design and Its Problems
- ☐ Design Process
- ☐ Refactored Design after Design Process
- ☐ Recurrent Problems
- ☐ Intent
- ☐ Builder Pattern Structure
- ☐ Abstract Factory vs. Builder
- ☐ A Vacation Planner: Another Example
- ☐ Homework



A Rich Text Format Converter (Builder)

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Homework: Requirements Statement

- ☐ A reader for the RTF (Rich Text Format) document exchange format should be able to convert RTF to many text formats.
- ☐ The reader converts RTF documents into TeX text or into a text widget by recognizing different RTF tokens (Character, Font Change and Paragraph).



Requirements Statements₁

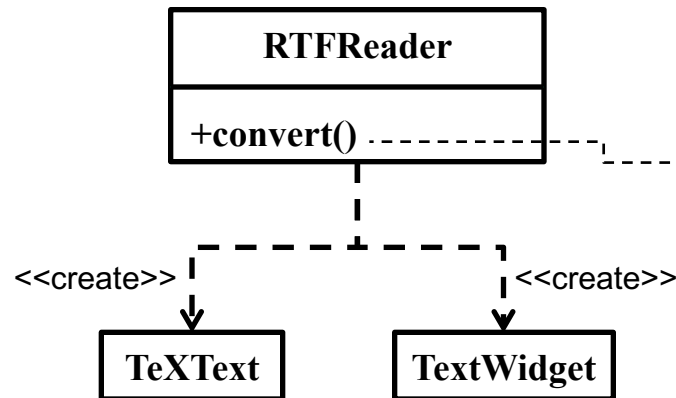
- ❑ A reader for the RTF (Rich Text Format) document exchange format should be able to convert RTF to many text formats.

| |
|-------------------|
| RTFReader |
| +convert() |



Requirements Statements₂

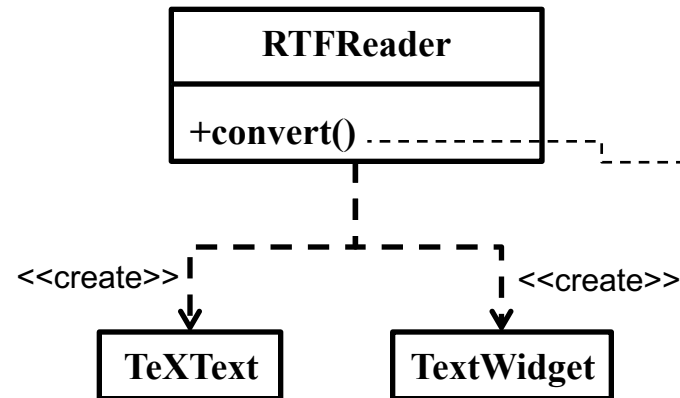
- The reader converts RTF documents into TeX text or into a text widget by recognizing different RTF tokens (Character, Font Change and Paragraph).



```
if(converterType=="TeX"){
    for(Character token : content.toCharArray()){
        switch(token){
            case CHAR:
                //Convert Character Step
            case FONT:
                //Convert Font Change Step
            case PARA:
                //Convert Paragraph Step
        }
    }
    // return the TeX document
}else{
    for(Character token : content.toCharArray()){
        switch(token){
            case CHAR:
                //Convert Character Step
            case FONT:
                //Convert Font Change Step
            case PARA:
                //Convert Paragraph Step
        }
    }
    // return the TextWidget document
}
```



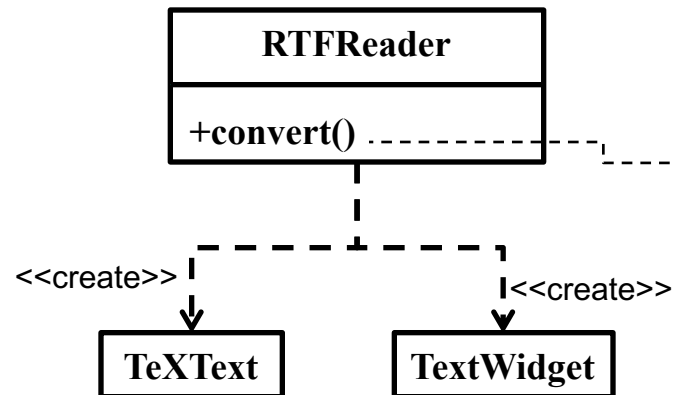

Initial Design - Class Diagram



```
if(converterType=="TeX"){
for(Character token : content.toCharArray()){
    switch(token){
        case CHAR:
            //Convert Character Step
        case FONT:
            //Convert Font Change Step
        case PARA:
            //Convert Paragraph Step
    }
}
// return the TeX document
}else{
for(Character token : content.toCharArray()){
    switch(token){
        case CHAR:
            //Convert Character Step
        case FONT:
            //Convert Font Change Step
        case PARA:
            //Convert Paragraph Step
    }
}
// return the TextWidget document
}
```


Problems with Initial Design

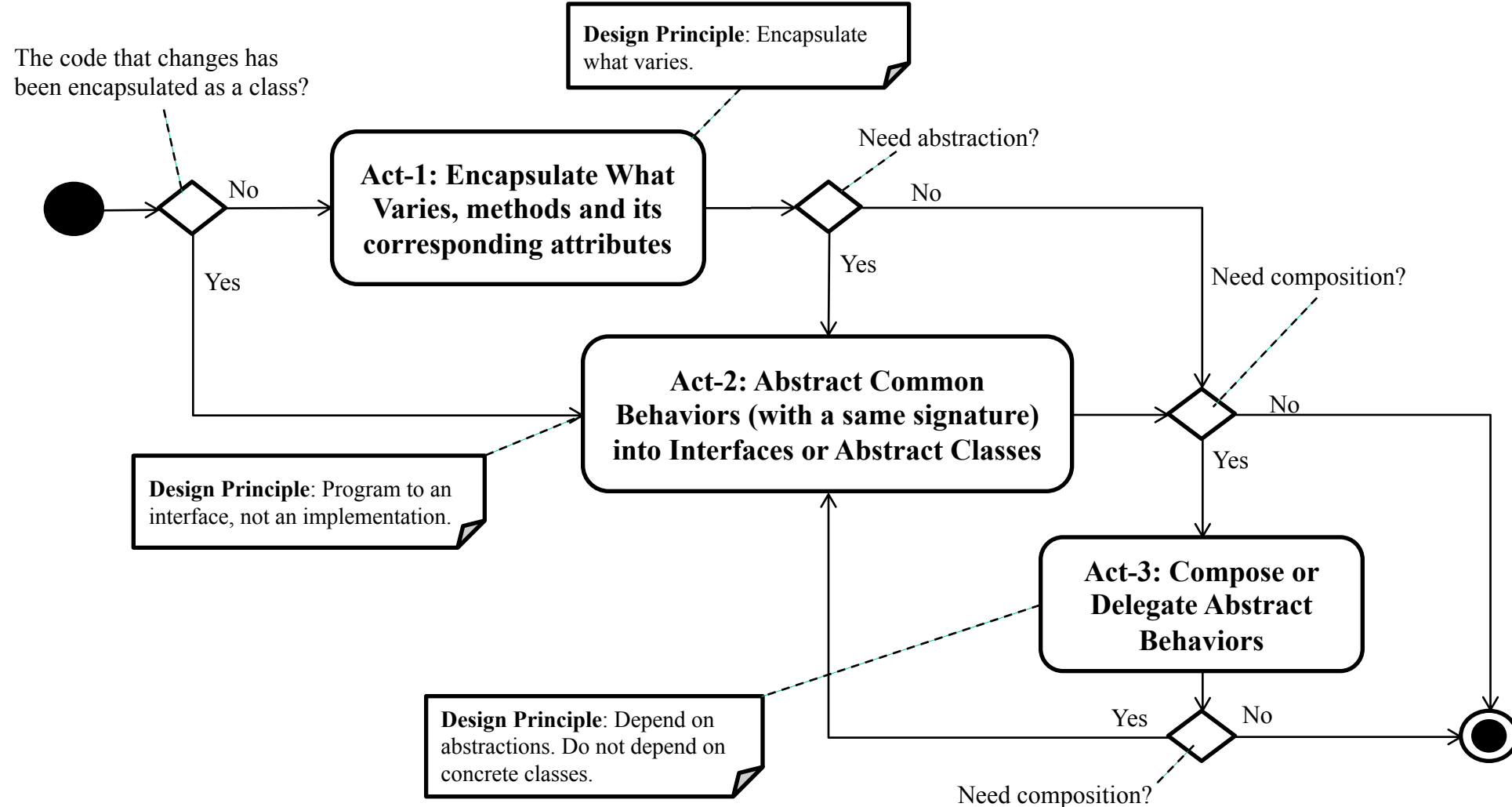
Problem: When adding a new conversion, we need to modify the reader.



```

if(converterType=="TeX"){
  for(Character token : content.toCharArray()){
    switch(token){
      case CHAR:
        //Convert Character Step
      case FONT:
        //Convert Font Change Step
      case PARA:
        //Convert Paragraph Step
    }
  }
  // return the TeX document
}else{
  for(Character token : content.toCharArray()){
    switch(token){
      case CHAR:
        //Convert Character Step
      case FONT:
        //Convert Font Change Step
      case PARA:
        //Convert Paragraph Step
    }
  }
  // return the TextWidget document
}
  
```

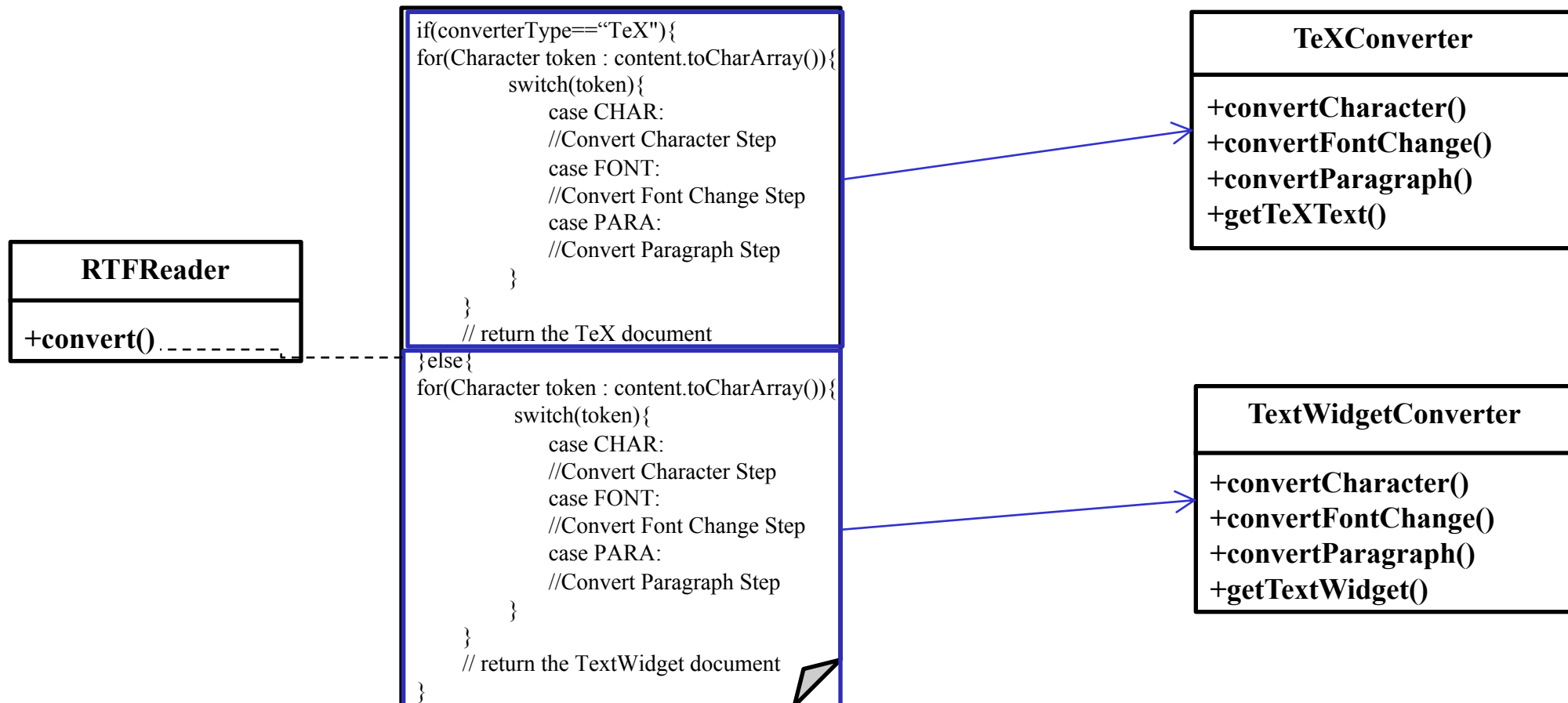
Design Process for Change

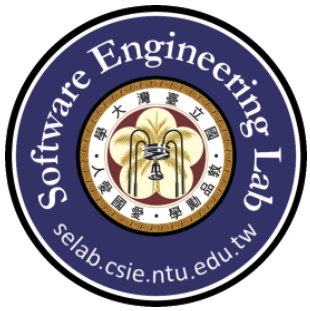




Act-1: Encapsulate What Varies

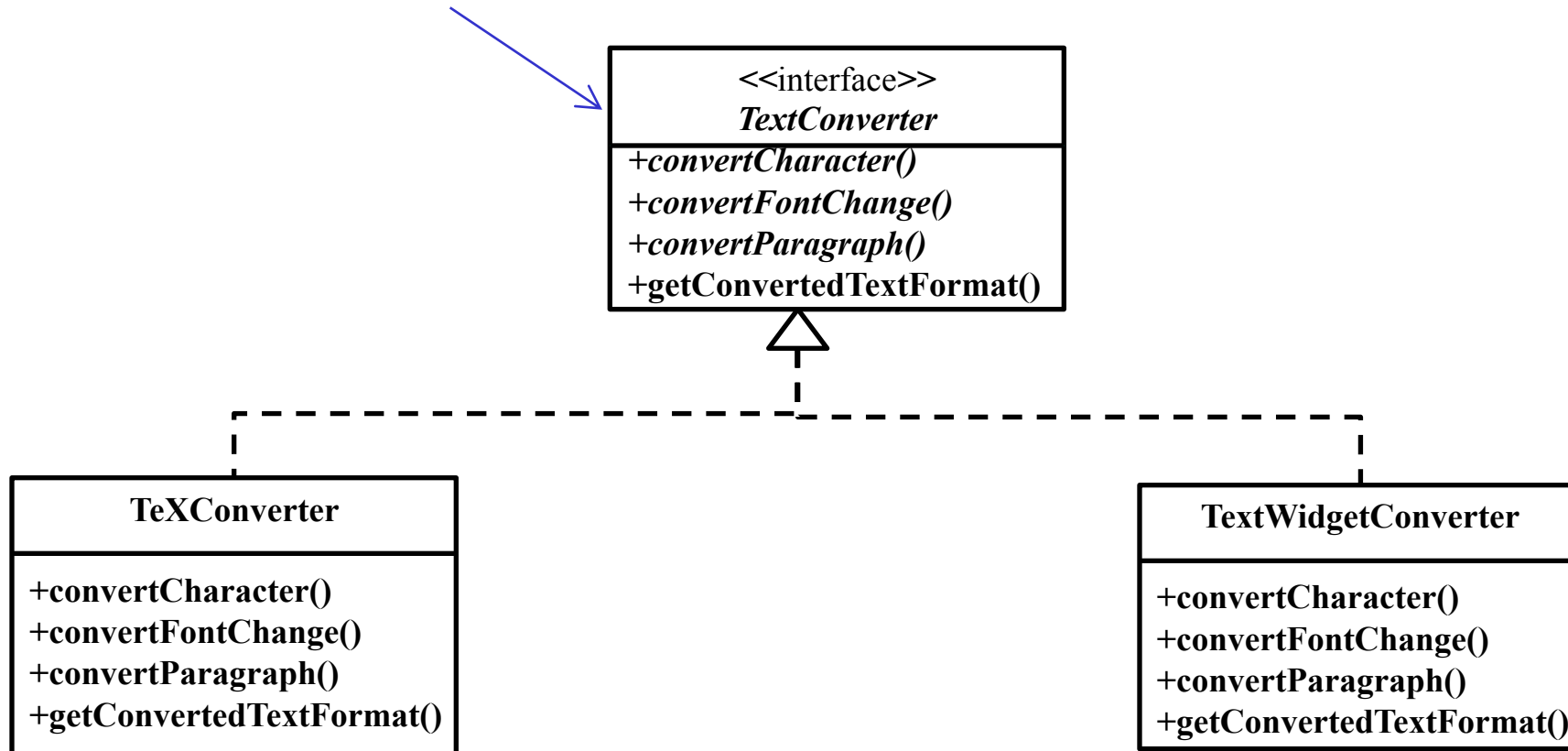
Act-1.3: Encapsulate a part of a method body into a concrete class





Act-2: Abstract Common Behaviors

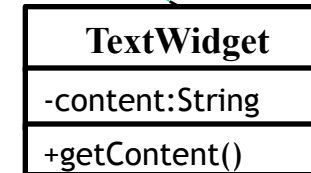
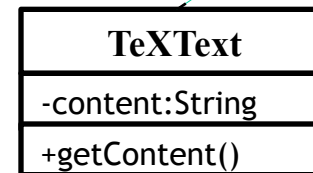
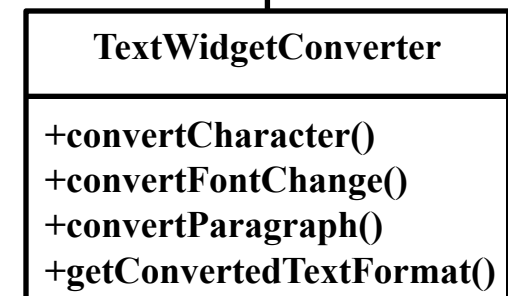
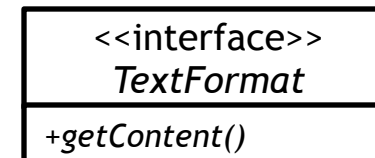
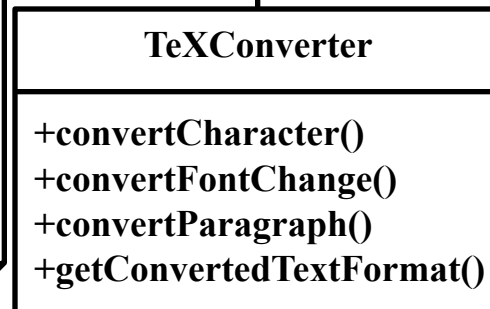
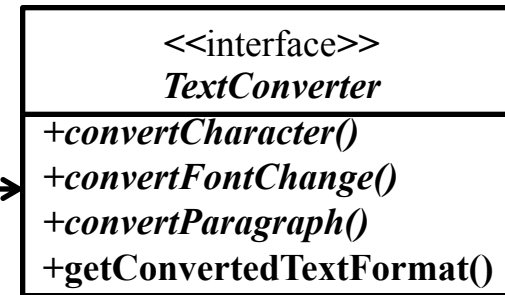
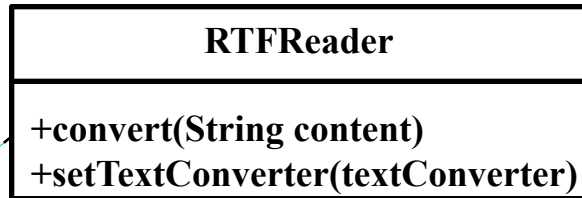
Act-2.1: Abstract common behaviors with a same signature into interface through polymorphism





Act-3: Compose Abstract Behaviors

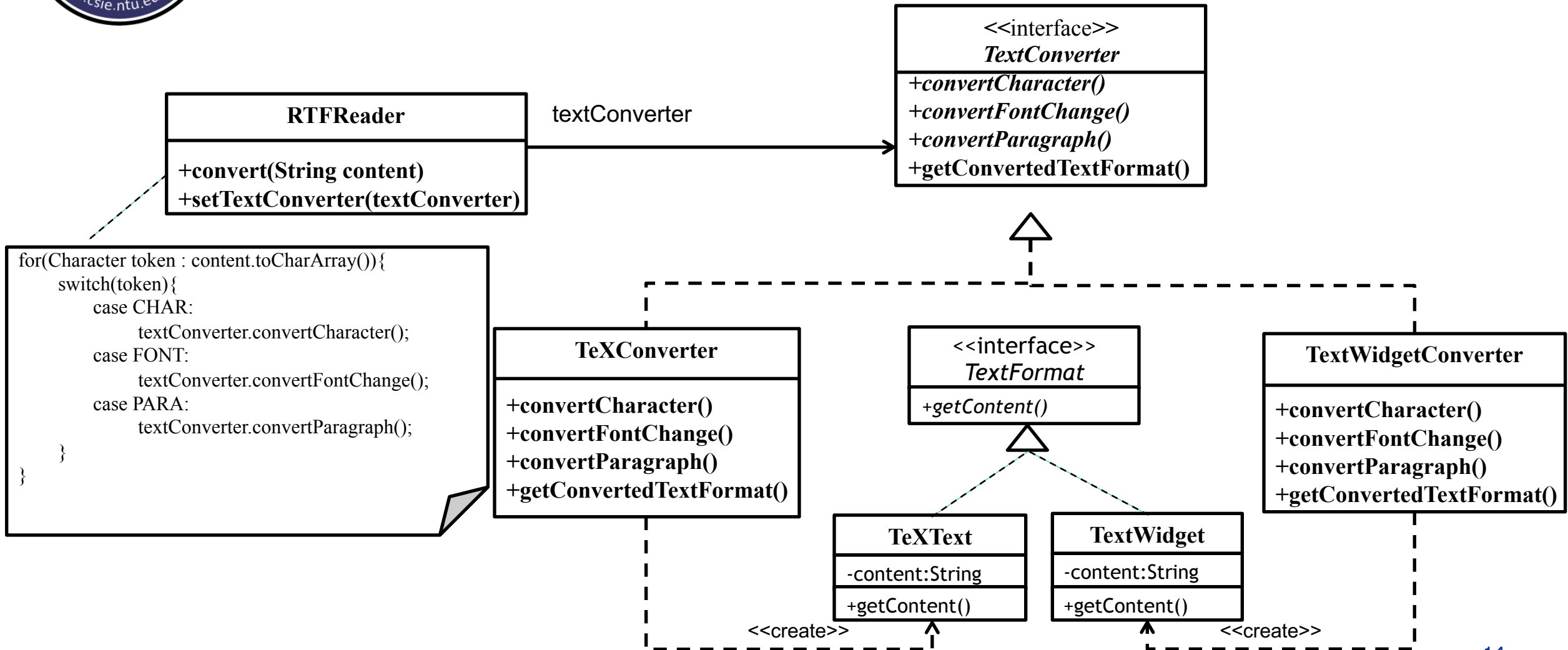
Act-3.3: Delegate behavior to an interface or an abstract class
textConverter



```
for(Character token : content.toCharArray()){
    switch(token){
        case CHAR:
            textConverter.convertCharacter();
        case FONT:
            textConverter.convertFontChange();
        case PARA:
            textConverter.convertParagraph();
    }
}
```



Refactored Design after Design Process





Source code

RTFReader

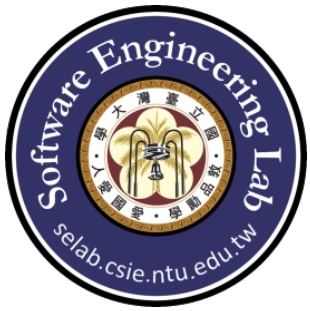
```
public class RTFReader {  
    private TextConverter textConverter;  
  
    public TextFormat convert(String content){  
        for(Character token : content.toCharArray()){  
            switch (token) {  
                case 'C':  
                    textConverter.convertCharacter();  
                    break;  
                case 'F':  
                    textConverter.convertFontChange();  
                    break;  
                case 'P':  
                    textConverter.convertParagraph();  
                    break;  
                default:  
                    break;  
            }  
        }  
        return textConverter.getConvertedTextFormat();  
    }  
  
    public void setTextConverter(TextConverter textConverter){  
        this.textConverter = textConverter;  
    }  
}
```




Source code

TextConverter

```
public interface TextConverter {  
    public void convertCharacter();  
    public void convertFontChange();  
    public void convertParagraph();  
    public TextFormat getConvertedTextFormat();  
}
```



Source code

TeXConverter

```
public class TeXConverter implements TextConverter{
    private String content = "";

    @Override
    public void convertCharacter() {
        content = content + 'c';
    }

    @Override
    public void convertFontChange() { content = content + '_'; }

    @Override
    public void convertParagraph() { content = content + '|'; }

    @Override
    public TeXText getConvertedTextFormat(){
        TeXText teXText = new TeXText(content);
        content = "";
        return teXText;
    }
}
```



Source code

TextWidgetConverter

```
public class TextWidgetConverter implements TextConverter{
    private String content = "";

    @Override
    public void convertCharacter(){ content = content + "<Char>"; }

    @Override
    public void convertFontChange(){ content = content + "<Font>"; }

    @Override
    public void convertParagraph(){ content = content + "<Paragraph>"; }

    @Override
    public TextWidget getConvertedTextFormat(){
        TextWidget textWidget = new TextWidget(content);
        content = "";
        return textWidget;
    }
}
```



Source code

TextFormat

```
public interface TextFormat {  
    public String getContent();  
}
```

TextWidget

```
public class TextWidget implements TextFormat{  
    private String content;  
    public TextWidget(String content) { this.content = content; }  
  
    public String getContent() { return content; }  
}
```

TeXText

```
public class TeXText implements TextFormat{  
    private String content;  
    public TeXText(String content){  
        this.content = content;  
    }  
  
    public String getContent() { return content; }  
}
```



Input:

[Text_format]

[TRF_token]

...

Output:

[converted_token]...

...

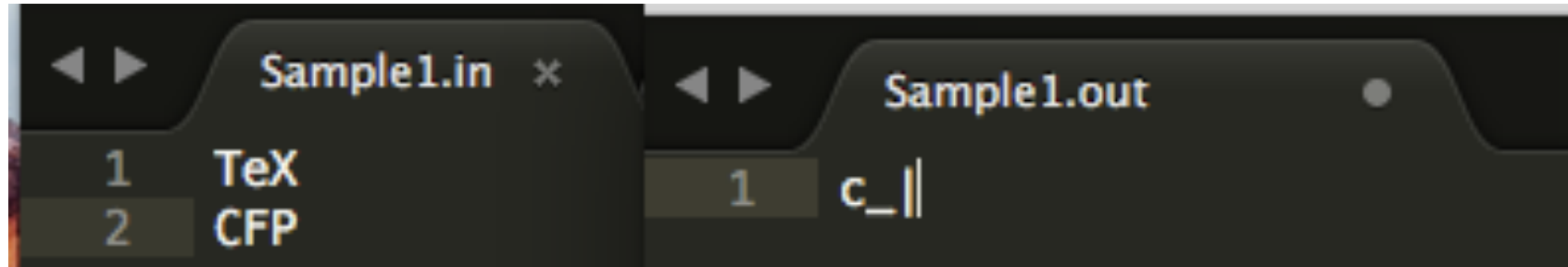


Test cases

- ☐ TestCase 1: Three convert type for TeX
- ☐ TestCase 2: Three convert type for TextWidget
- ☐ TestCase 3: Complex



Test case1





Test case2

```
Sample2.in ×
1 TextWidget
2 CFP

Sample2.out
1 <Char><Font><Paragraph>
```



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Recurrent Problem

- ❑ Construct complex objects step-by-step, and return the product as a final step.



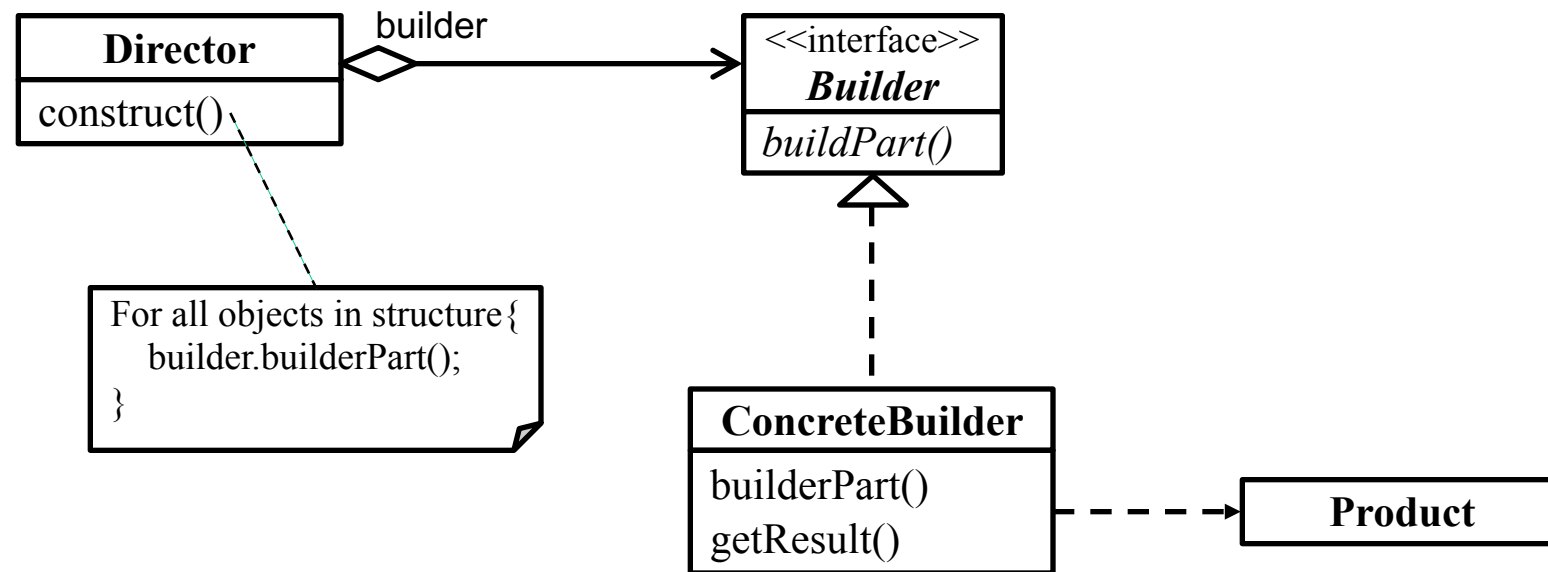
Builder Pattern

□ Intent

- Separate the construction of a complex object from its representation so that the same construction process can create different representations.

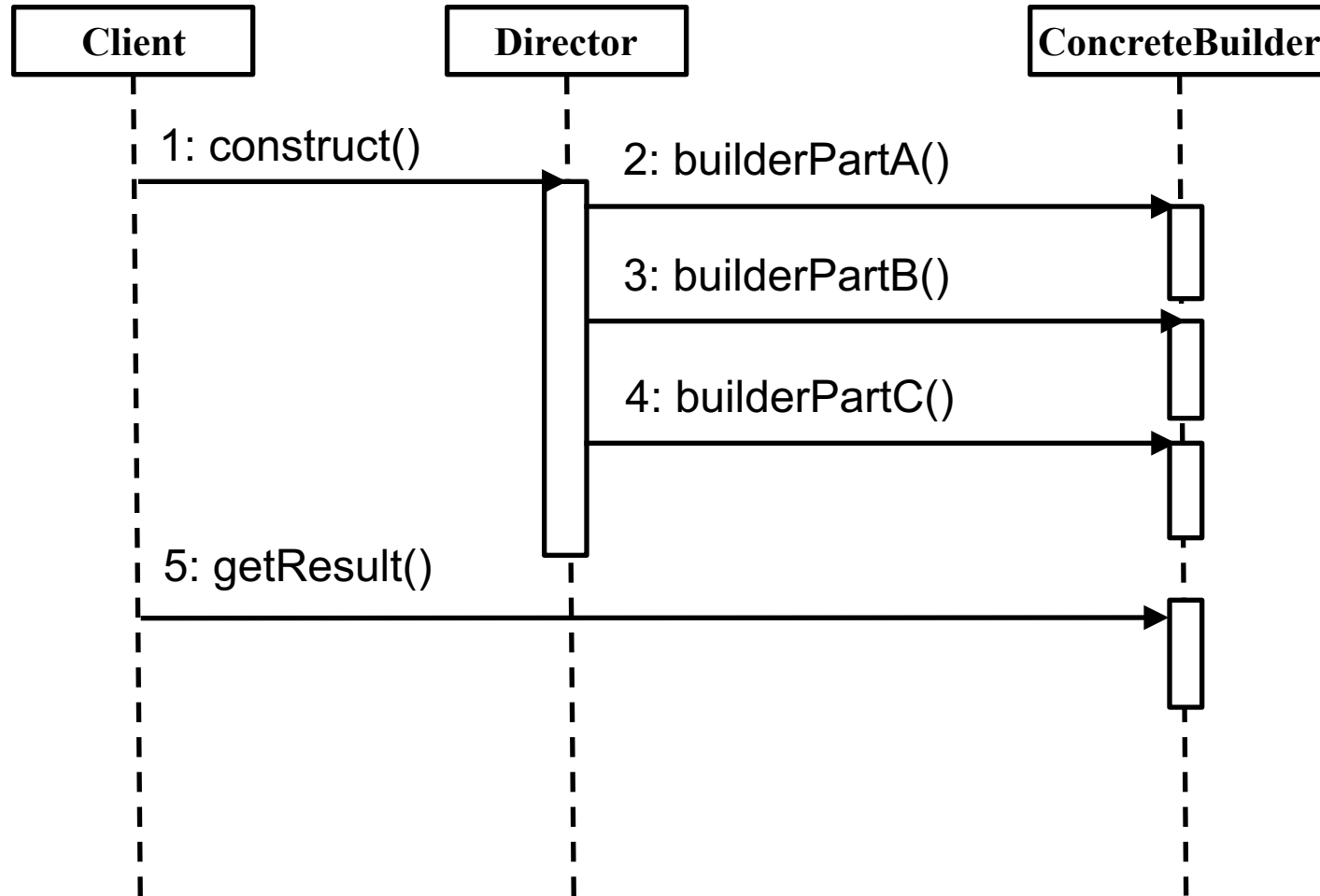


Builder Pattern Structure₁





Builder Pattern Structure₂





Builder Pattern Structure₃

| | Instantiation | Use | Termination |
|-----------------|-----------------|---|-------------|
| Director | Don't Care | Don't Care | Don't Care |
| Builder | X | Director uses Builder to invoke ConcreteBuilders' method to build product through polymorphism. | X |
| ConcreteBuilder | Don't Care | Director invokes ConcreteBuilder's method to build product through polymorphism. | Don't Care |
| Product | ConcreteBuilder | Don't Care | Don't Care |



Abstract Factory vs. Builder₁

□ Abstract Factory

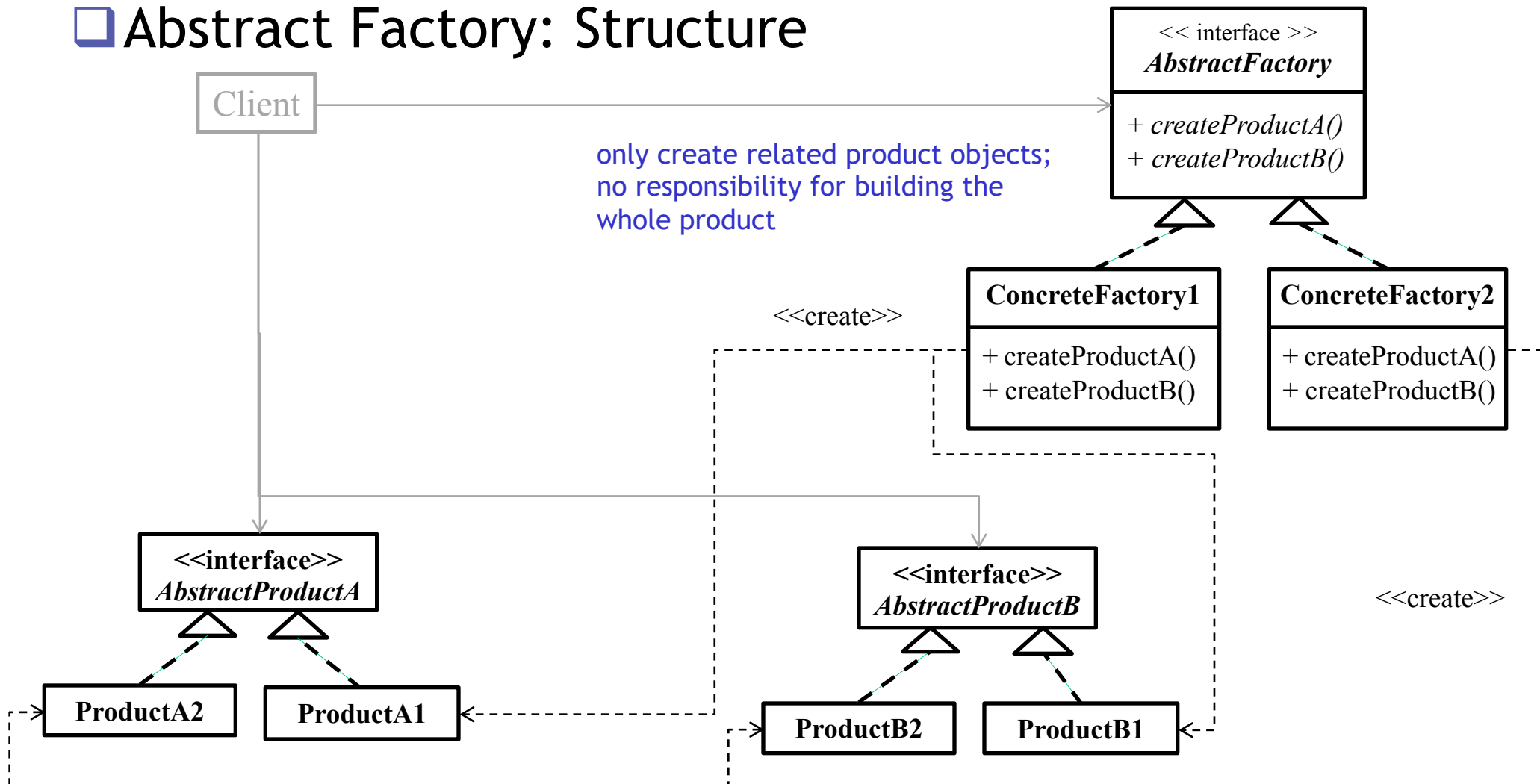
- families of product objects
- Create a set of related or dependent objects, and return each object once it is created

□ Builder

- how a composite object gets created
- Create a set of related or dependent objects, and provide an interface to return the final product

Abstract Factory vs. Builder₂

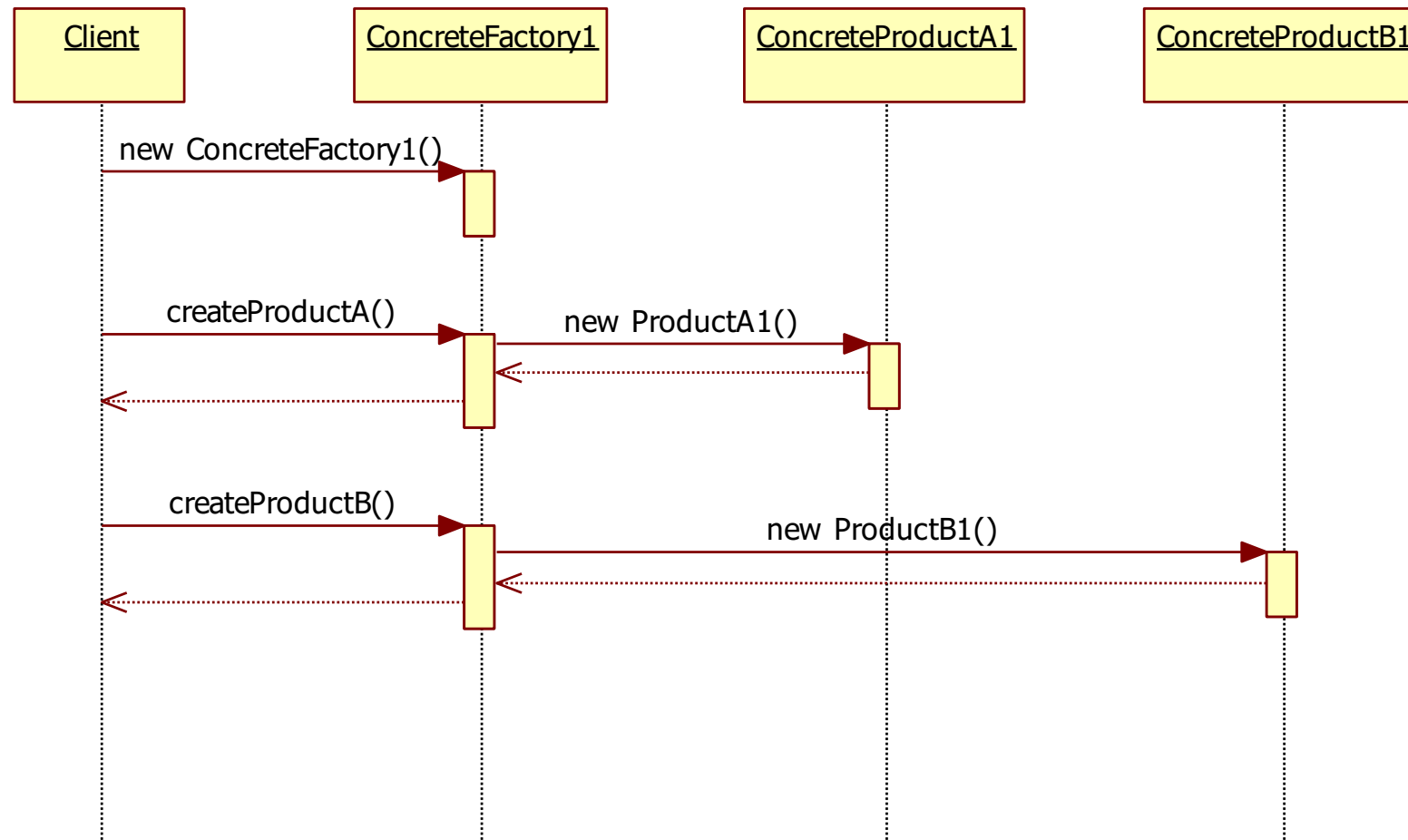
□ Abstract Factory: Structure





Abstract Factory vs. Builder₃

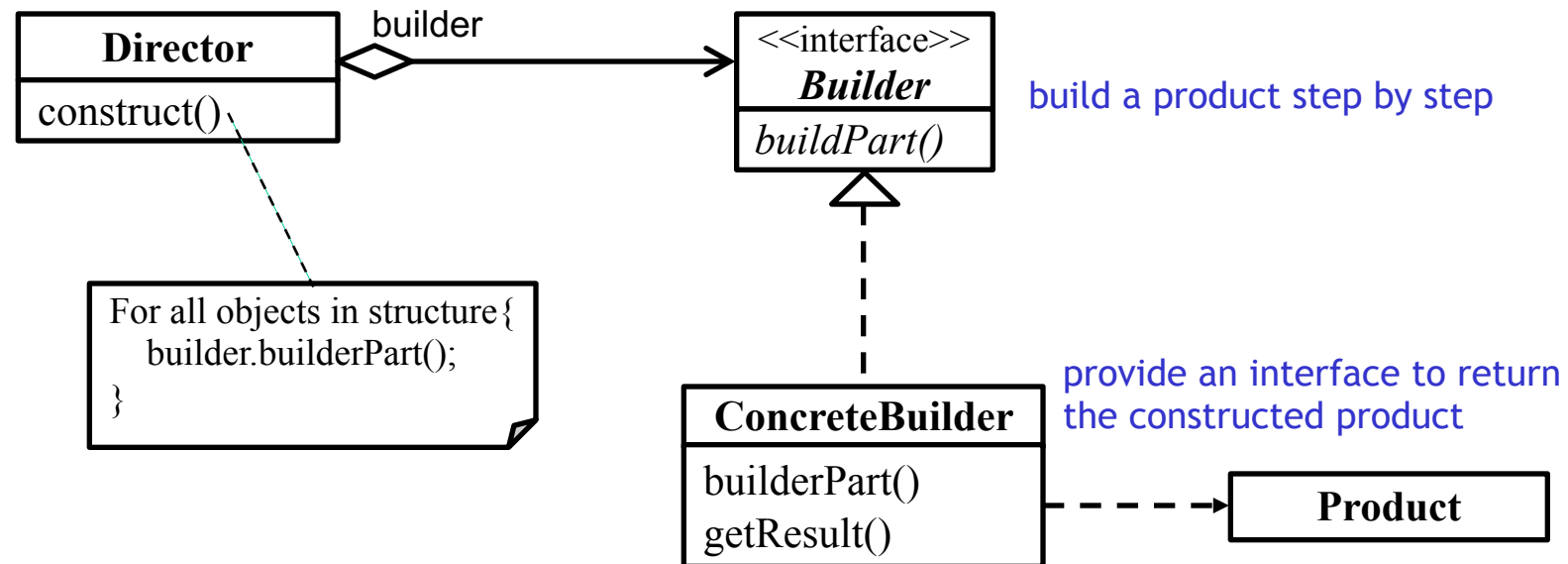
□ Abstract Factory: Sequence Diagram





Abstract Factory vs. Builder₄

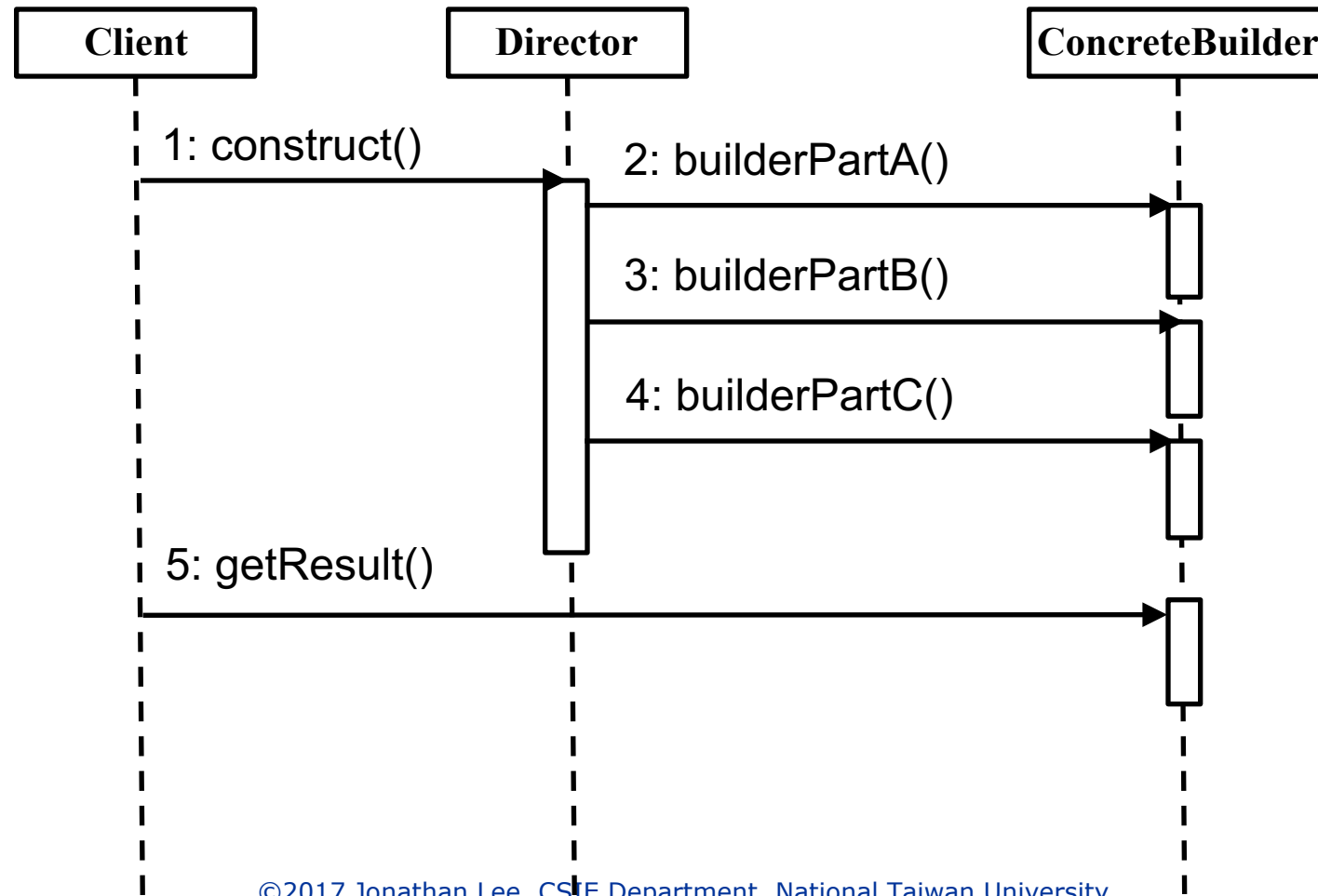
□ Builder: Structure

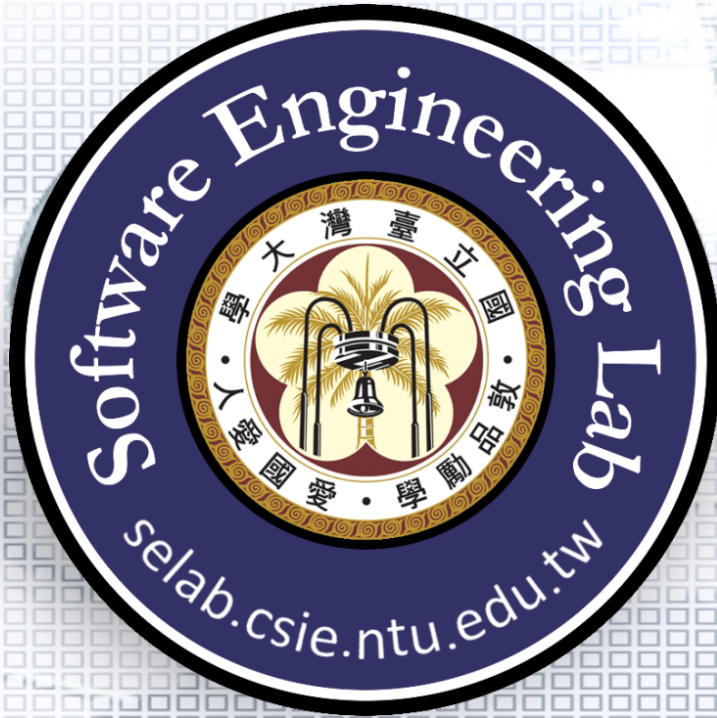




Abstract Factory vs. Builder₅

❑ Builder: Sequence Diagram





A Vacation Planner (Builder)

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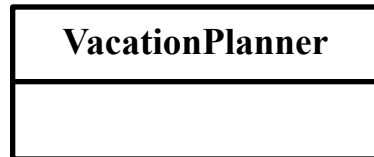


- 36



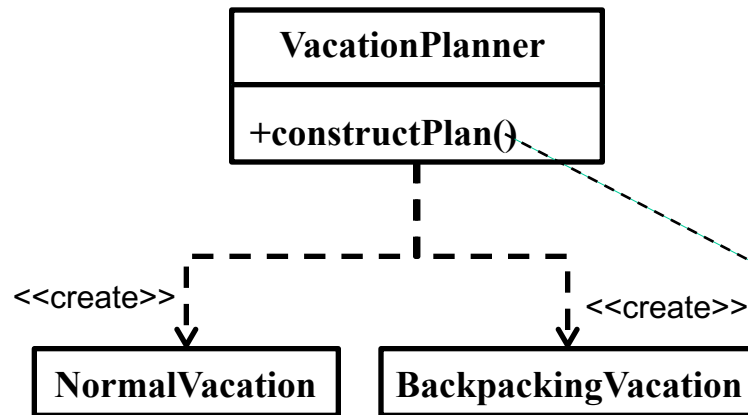
Requirements Statements₁

- ❑ Patternsland wants to build a vacation planner.



Requirements Statements₂

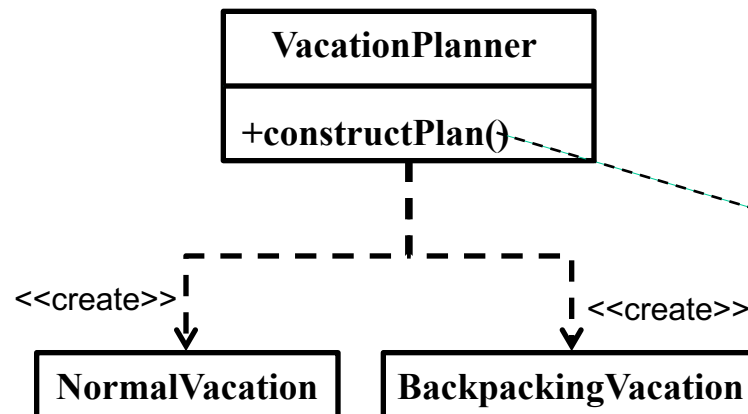
- A vacation planner can choose a hotel and various types of admission tickets, make restaurant reservations, even book special events and day. The difference types vacation (normal, backpacking) will have different options.



```
if(type=="normal"){
//choose Day
//choose Hotel
//choose Reservation
//choose Special Event
//choose Tickets
//create and return Normal Vacation Plan
}else if(type=="backpacking"){
//choose Day
//choose Hotel
//choose Reservation
//choose Special Event
//choose Tickets
//create and return Backpacking Vacation Plan
}
```

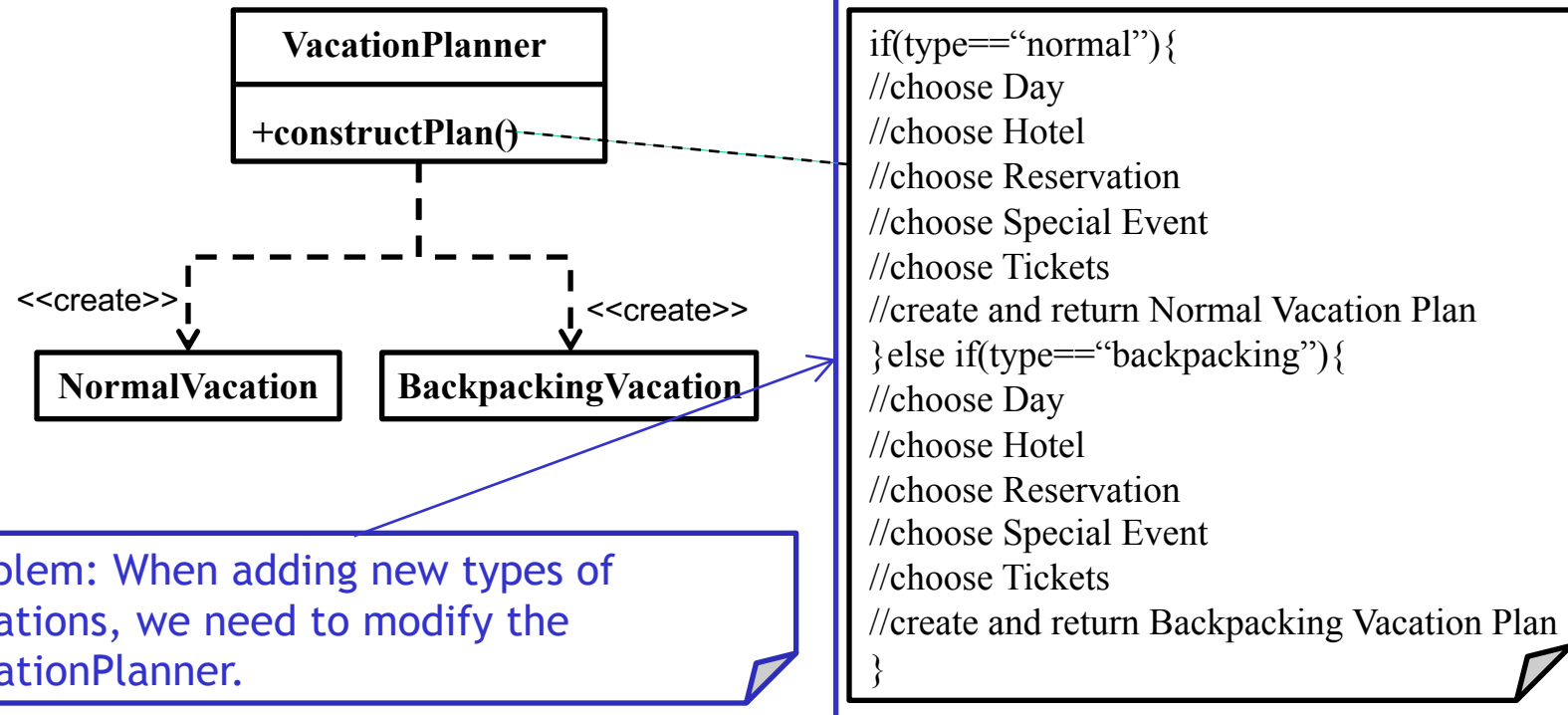


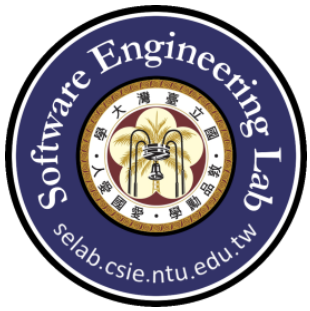
Initial Design - Class Diagram



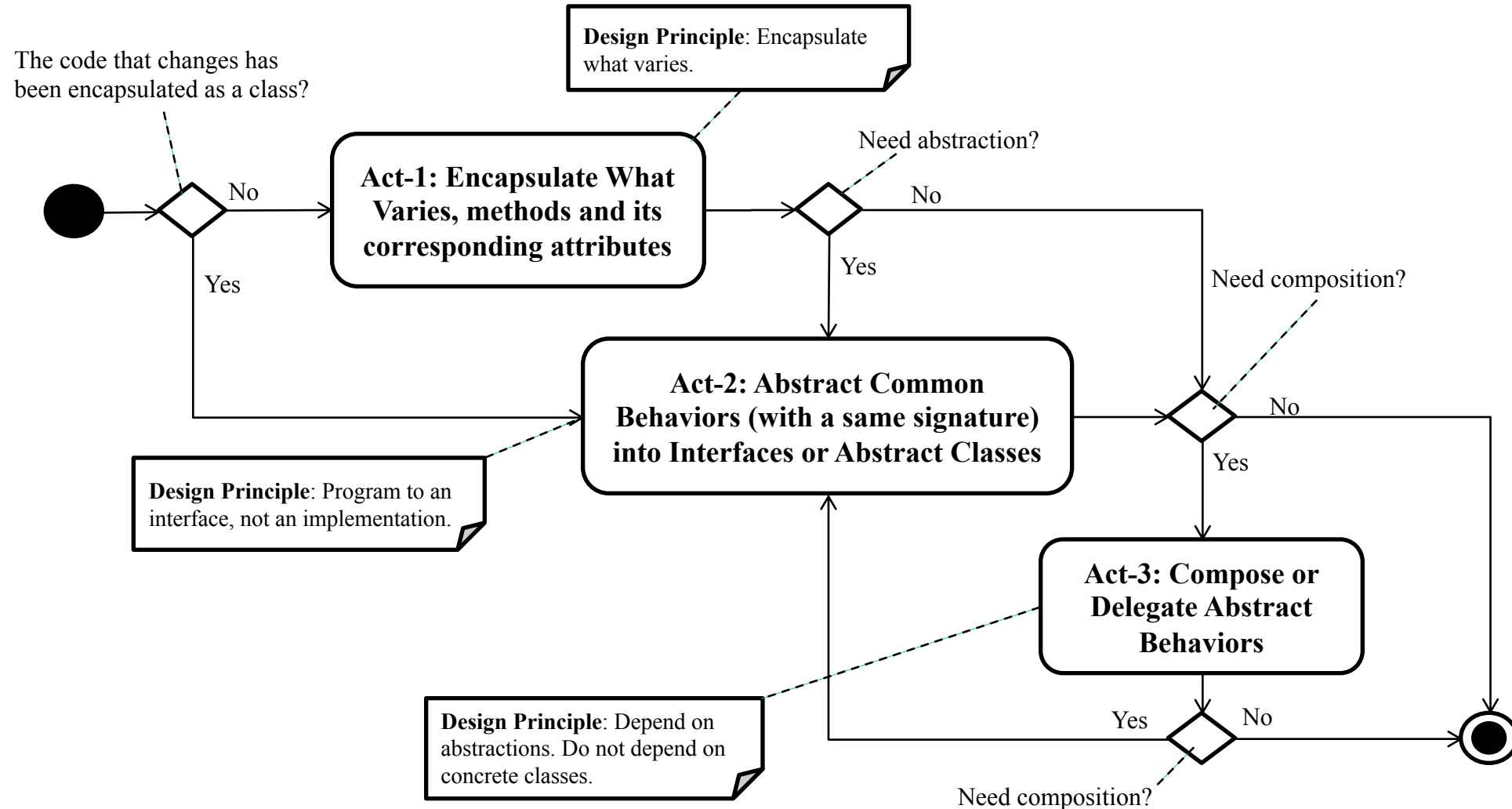
```
if(type=="normal"){
//choose Day
//choose Hotel
//choose Reservation
//choose Special Event
//choose Tickets
//create and return Normal Vacation Plan
}else if(type=="backpacking"){
//choose Day
//choose Hotel
//choose Reservation
//choose Special Event
//choose Tickets
//create and return Backpacking Vacation Plan
}
```

Problems with Initial Design



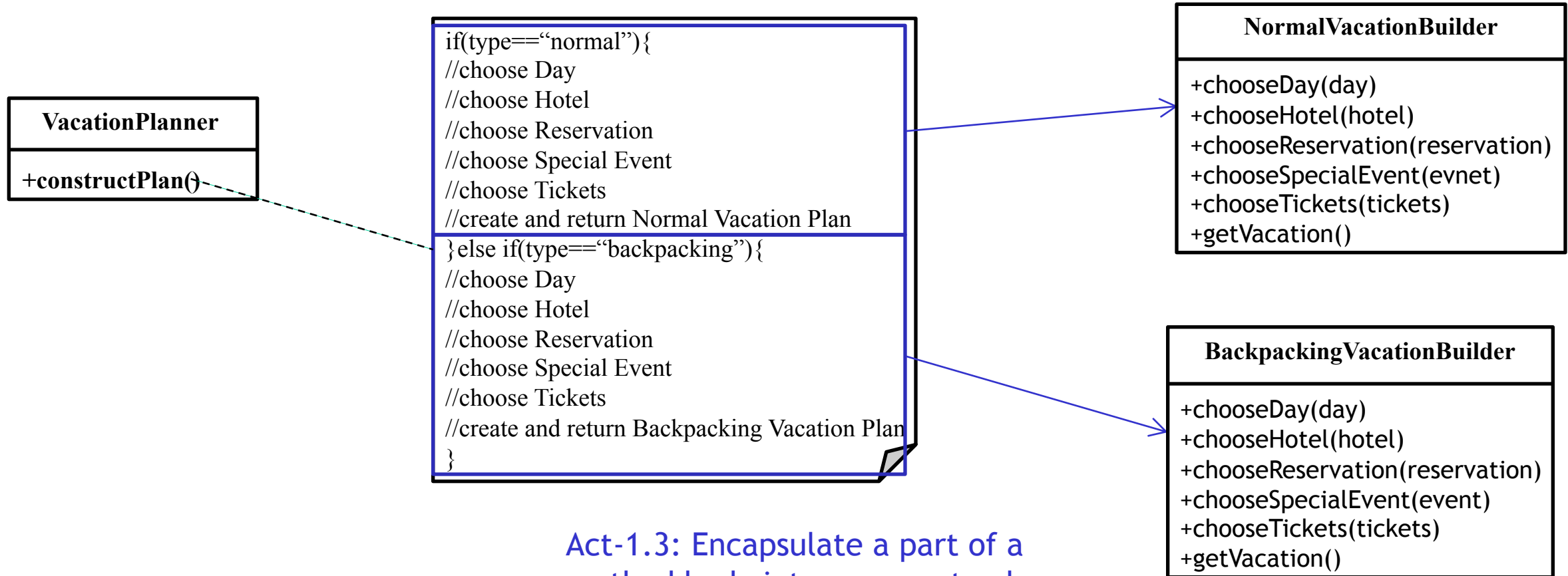


Design Process for Change





Act-1: Encapsulate What Varies

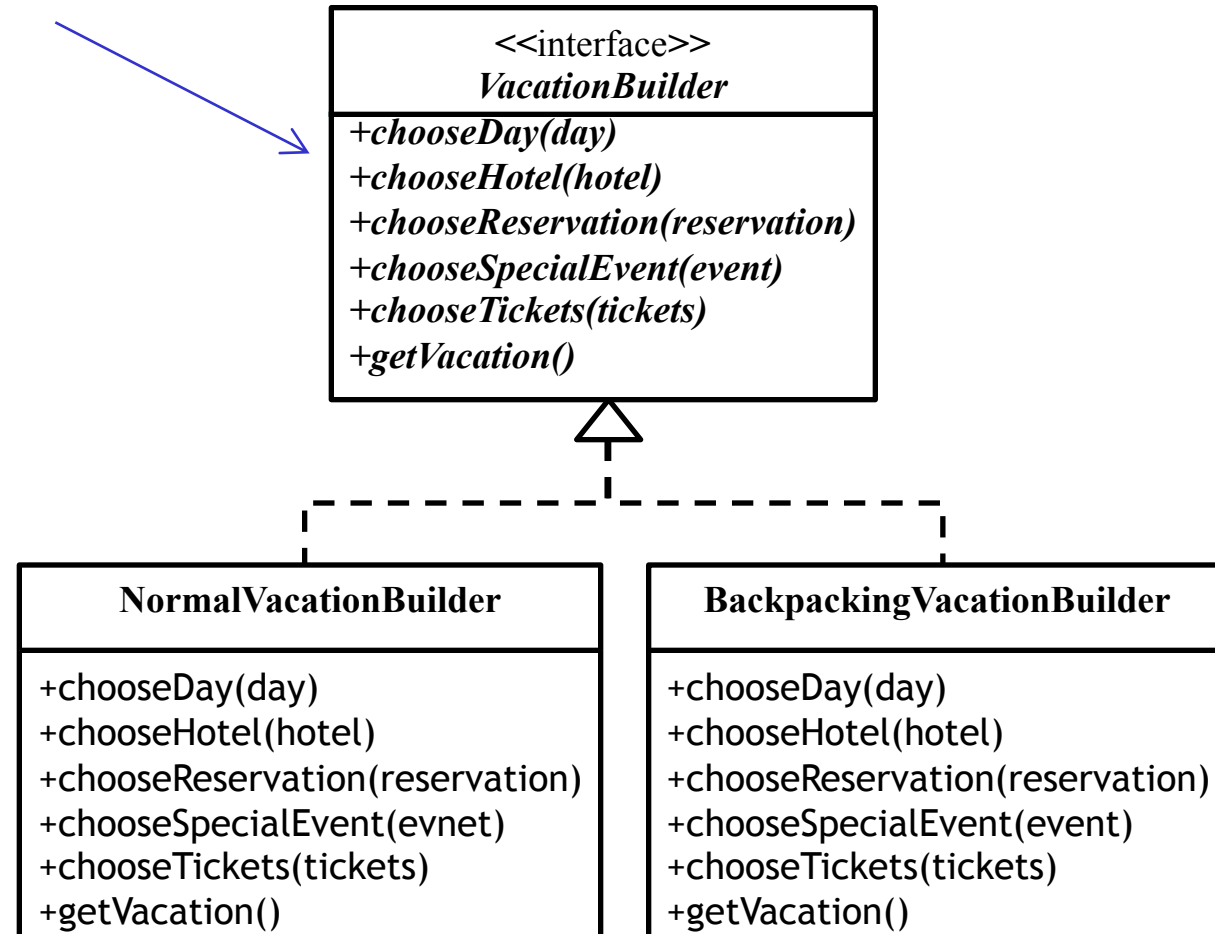


Act-1.3: Encapsulate a part of a method body into a concrete class



Act-2: Abstract Common Behaviors

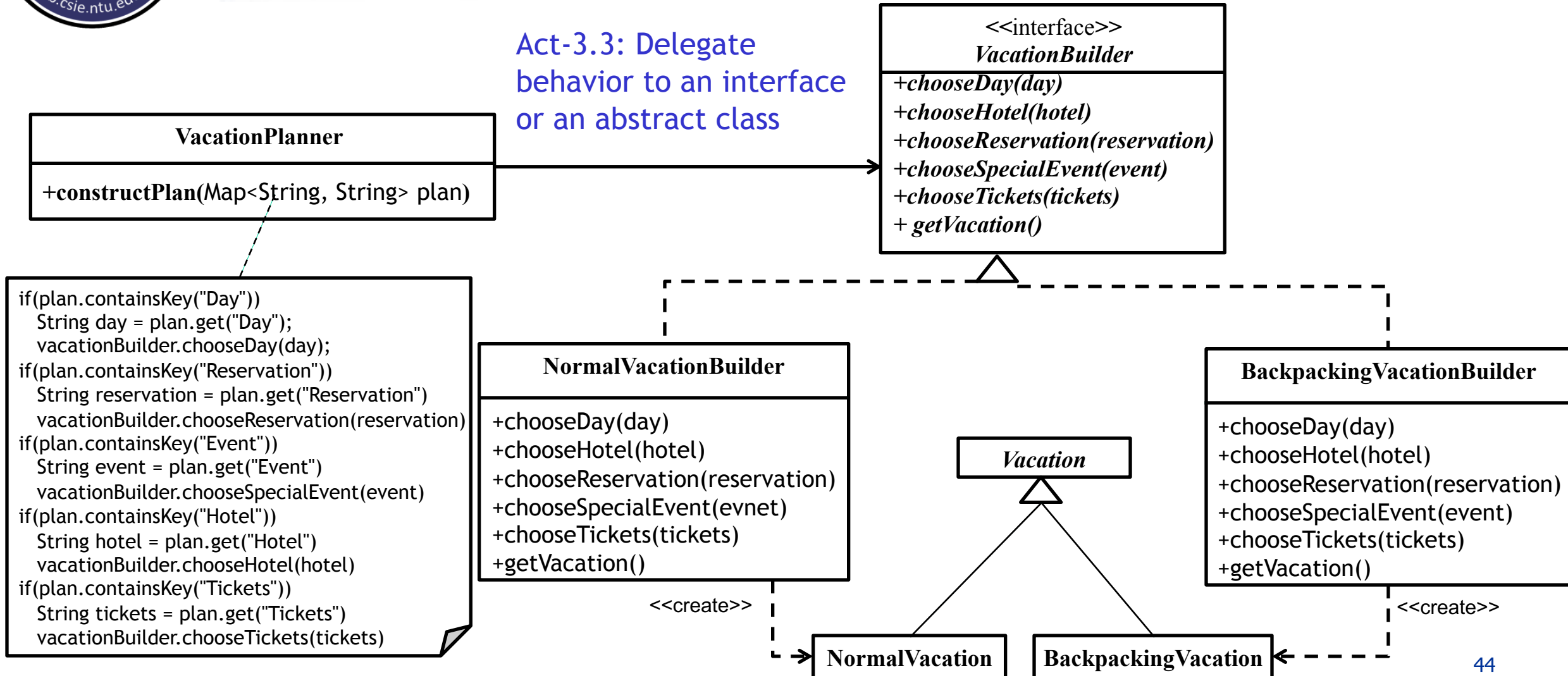
Act-2.1: Abstract common behaviors with a same signature into interface through polymorphism





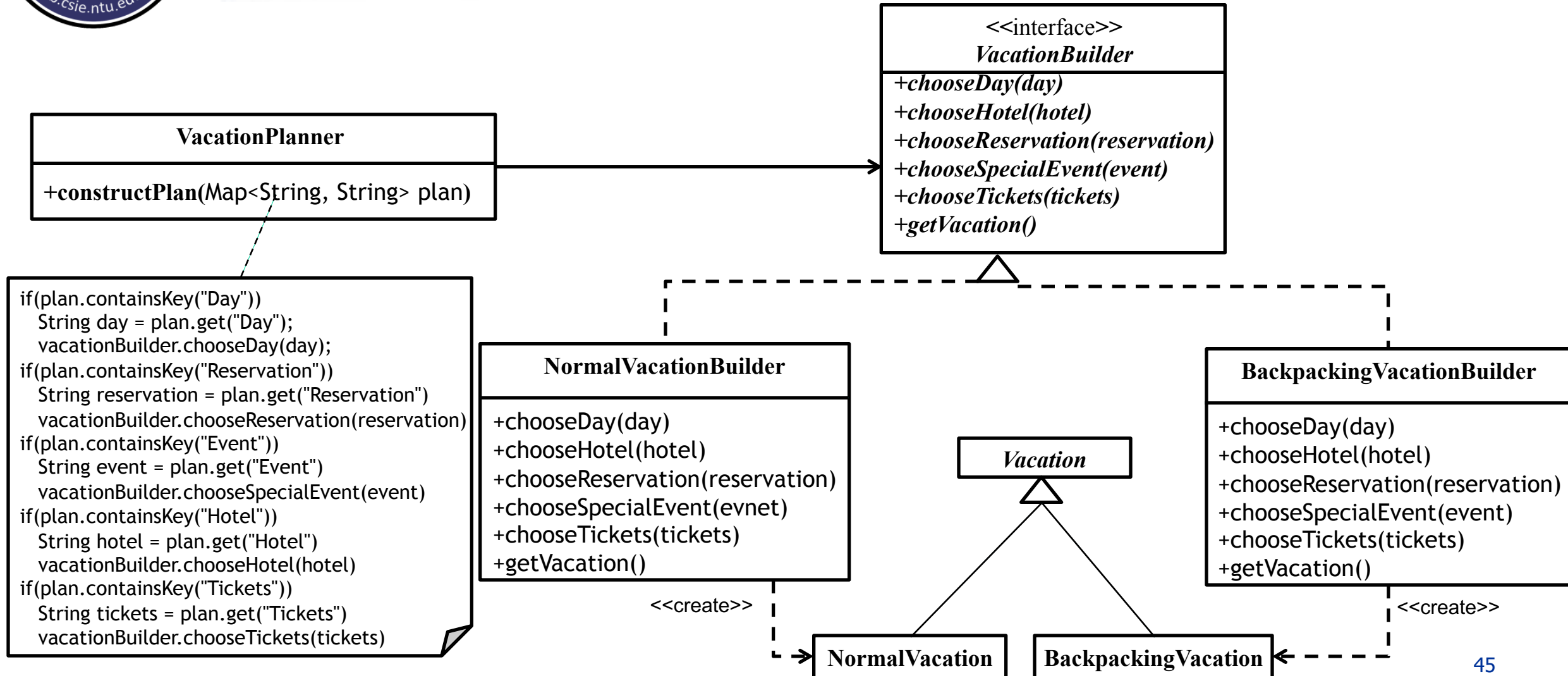
Act-3: Compose Abstract Behaviors

Act-3.3: Delegate behavior to an interface or an abstract class





Refactored Design after Design Process





VacationPlanner

```
public class VacationPlanner {
    private VacationBuilder vacationBuilder = null;

    public void setVacationBuilder(VacationBuilder vacationBuilder) { this.vacationBuilder = vacationBuilder; }

    public Vacation constructPlan(Map<String, String> plan){
        if(plan.containsKey("Day")){
            String day = plan.get("Day");
            vacationBuilder.chooseDay(day);
        }
        if(plan.containsKey("Reservation")){
            String reservation = plan.get("Reservation");
            vacationBuilder.chooseReservation(reservation);
        }
        if(plan.containsKey("Event")){
            String event = plan.get("Event");
            vacationBuilder.chooseSpecialEvent(event);
        }
        if(plan.containsKey("Hotel")){
            String hotel = plan.get("Hotel");
            vacationBuilder.chooseHotel(hotel);
        }
        if(plan.containsKey("Tickets")){
            String tickets = plan.get("Tickets");
            vacationBuilder.chooseTickets(tickets);
        }
        return vacationBuilder.getVocation();
    }
}
```



VacationBuilder

```
public interface VacationBuilder {  
    public void chooseDay(String day);  
    public void chooseHotel(String hotel);  
    public void chooseReservation(String reservation);  
    public void chooseSpecialEvent(String event);  
    public void chooseTickets(String tickets);  
    public Vacation getVocation();  
}
```



NormalVacationBuilder

```
public class NormalVacationBuilder implements VacationBuilder{
    private String day = "";
    private String hotel = "";
    private String reservation = "";
    private String event = "";
    private String tickets = "";

    @Override
    public Vacation getVocation(){ return new NormalVacation(day, hotel, reservation, event, tickets);}

    @Override
    public void chooseDay(String day){ this.day = day;}

    @Override
    public void chooseHotel(String hotel){ this.hotel = hotel;}

    @Override
    public void chooseReservation(String reservation){ this.reservation = reservation;}

    @Override
    public void chooseSpecialEvent(String event){ this.event = event;}

    @Override
    public void chooseTickets(String tickets){ this.tickets = tickets;}
}
```



BackpackingVacationBuilder

```
public class BackpackingVacationBuilder implements VacationBuilder{
    private String day = "";
    private String hotel = "";
    private String reservation = "";
    private String event = "";
    private String tickets = "";

    @Override
    public Vacation getVocation(){ return new BackpackingVacation(day, hotel, reservation, event, tickets);}

    @Override
    public void chooseDay(String day){ this.day = day;}

    @Override
    public void chooseHotel(String hotel){ this.hotel = hotel;}

    @Override
    public void chooseReservation(String reservation){ this.reservation = reservation;}

    @Override
    public void chooseSpecialEvent(String event){ this.event = event;}

    @Override
    public void chooseTickets(String tickets){ this.tickets = tickets;}
}
```



Vacation

```
public abstract class Vacation {
    private String day = "";
    private String hotel = "";
    private String reservation = "";
    private String specialEvent = "";
    private String tickets = "";

    public Vacation(String day, String hotel, String reservation, String specialEvent, String tickets) {
        this.day = day;
        this.hotel = hotel;
        this.reservation = reservation;
        this.specialEvent = specialEvent;
        this.tickets = tickets;
    }

    @Override
    public String toString(){
        String string = getClass().getName() + "\n" +
            "Day:" + day + "\n" +
            "Hotel:" + hotel + "\n" +
            "Reservation:" + reservation + "\n" +
            "SpecialEvent:" + specialEvent + "\n" +
            "Tickets:" + tickets + "\n";

        return string;
    }
}
```



Source code

BackpackingVacation

```
public class BackpackingVacation extends Vacation{  
    public BackpackingVacation(String day, String hotel, String reservation, String specialEvent, String tickets)  
        super(day, hotel, reservation, specialEvent, tickets);  
}  
}
```

NormalVacation

```
public class NormalVacation extends Vacation{  
    public NormalVacation(String day, String hotel, String reservation, String specialEvent, String tickets) {  
        super(day, hotel, reservation, specialEvent, tickets);  
    }  
}
```



Input / Output

Input:

```
[Vacation_type]

Day [day]

SpecialEvent [event]

Hotel [hotel]

Reservation [reservation]

Tickets [tickets]

// input information order could be different from above.

...
```

Output:

```
[Vacation_type]Vacation

Day:[day]

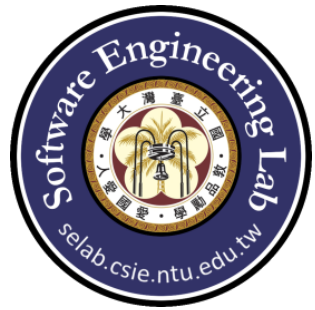
Hotel:[hotel]

Reservation:[reservation]

SpecialEvent:[event]

Tickets:[tickets]

//output order must be the same as above.
```

Test cases

- ☐ TestCase 1: only Normal
- ☐ TestCase 2: only Backpacking
- ☐ TestCase 3: Both Normal and Backpacking
- ☐ TestCase 4: Complex



Test case1

| ◀ ▶ | Sample1.in * | Sample2. | ◀ ▶ | Sample1.out * |
|-----|--------------------------|----------|-----|--------------------------|
| 1 | Normal | | 1 | NormalVacation |
| 2 | Day Monday | | 2 | Day:Monday |
| 3 | SpecialEvent eventA | | 3 | Hotel:hotelA |
| 4 | Hotel hotelA | | 4 | Reservation:reservationA |
| 5 | Reservation reservationA | | 5 | SpecialEvent:eventA |
| 6 | Tickets TicketsA | | 6 | Tickets:TicketsA |



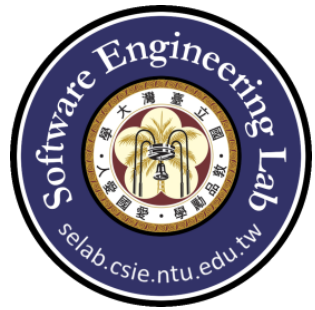
Test case2

| Sample2.in | Sample3.in | Sample2.out |
|----------------------------|------------|----------------------------|
| 1 Backpacking | | 1 BackpackingVacation |
| 2 Day Monday | | 2 Day:Monday |
| 3 SpecialEvent eventA | | 3 Hotel:hotelA |
| 4 Hotel hotelA | | 4 Reservation:reservationA |
| 5 Reservation reservationA | | 5 SpecialEvent:eventA |
| 6 Tickets TicketsA | | 6 Tickets:TicketsA |



Test case3

| Sample3.in | Sample3.out |
|-----------------------------|-----------------------------|
| 1 Normal | 1 NormalVacation |
| 2 Day Monday | 2 Day:Monday |
| 3 SpecialEvent eventA | 3 Hotel:hotelA |
| 4 Hotel hotelA | 4 Reservation:reservationA |
| 5 Reservation reservationA | 5 SpecialEvent:eventA |
| 6 Tickets TicketsA | 6 Tickets:TicketsA |
| 7 Backpacking | 7 BackpackingVacation |
| 8 Day TuesDay | 8 Day:TuesDay |
| 9 SpecialEvent eventB | 9 Hotel:hotelB |
| 10 Hotel hotelB | 10 Reservation:reservationB |
| 11 Reservation reservationB | 11 SpecialEvent:eventB |
| 12 Tickets TicketsB | 12 Tickets:TicketsB |
| 13 Normal | 13 NormalVacation |
| 14 Day Sunday | 14 Day:Sunday |
| 15 SpecialEvent eventC | 15 Hotel:hotelC |
| 16 Hotel hotelC | 16 Reservation:reservationC |
| 17 Reservation reservationC | 17 SpecialEvent:eventC |
| 18 Tickets TicketsC | 18 Tickets:TicketsC |



Test case4

| Sample4.in | Sample4.out |
|-----------------------------|-----------------------------|
| 1 Normal | 1 NormalVacation |
| 2 Day Monday | 2 Day:Monday |
| 3 SpecialEvent eventA | 3 Hotel:hotelA |
| 4 Hotel hotelA | 4 Reservation:reservationA |
| 5 Reservation reservationA | 5 SpecialEvent:eventA |
| 6 Tickets TicketsA | 6 Tickets:TicketsA |
| 7 Backpacking | 7 BackpackingVacation |
| 8 SpecialEvent eventB | 8 Day: |
| 9 Hotel hotelB | 9 Hotel:hotelB |
| 10 Tickets TicketsB | 10 Reservation:reservationB |
| 11 Reservation reservationB | 11 SpecialEvent:eventB |
| 12 Normal | 12 Tickets:TicketsB |
| 13 Day Sunday | 13 NormalVacation |
| 14 Hotel hotelC | 14 Day:Sunday |
| 15 Tickets TicketsC | 15 Hotel:hotelC |
| 16 SpecialEvent eventC | 16 Reservation: |
| | 17 SpecialEvent:eventC |
| | 18 Tickets:TicketsC |