

Module 13:

"Proxy"



TEKNOLOGISK
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Agenda

- ▶ Introductory Example: Web Shop Products
- ▶ Challenges
- ▶ Implementing the Proxy Pattern
- ▶ Pattern: Proxy
- ▶ Overview of Proxy Pattern
- ▶ Variation: Simple Proxy
- ▶ Use Cases for Proxy

Introductory Example: Web Shop Products

```
interface IProductRepository
{
    Product GetById( int id );
    IEnumerable<Product> GetAll();
    void Add( Product product );
}
```

```
IProductRepository products = new ProductRepository();
products.Add( new Product( ... ) );
IEnumerable<Product> books = products
    .GetAll()
    .Where(p => p.Category == Category.Book);
foreach (Product product in books)
{
    Console.WriteLine( product );
}
```

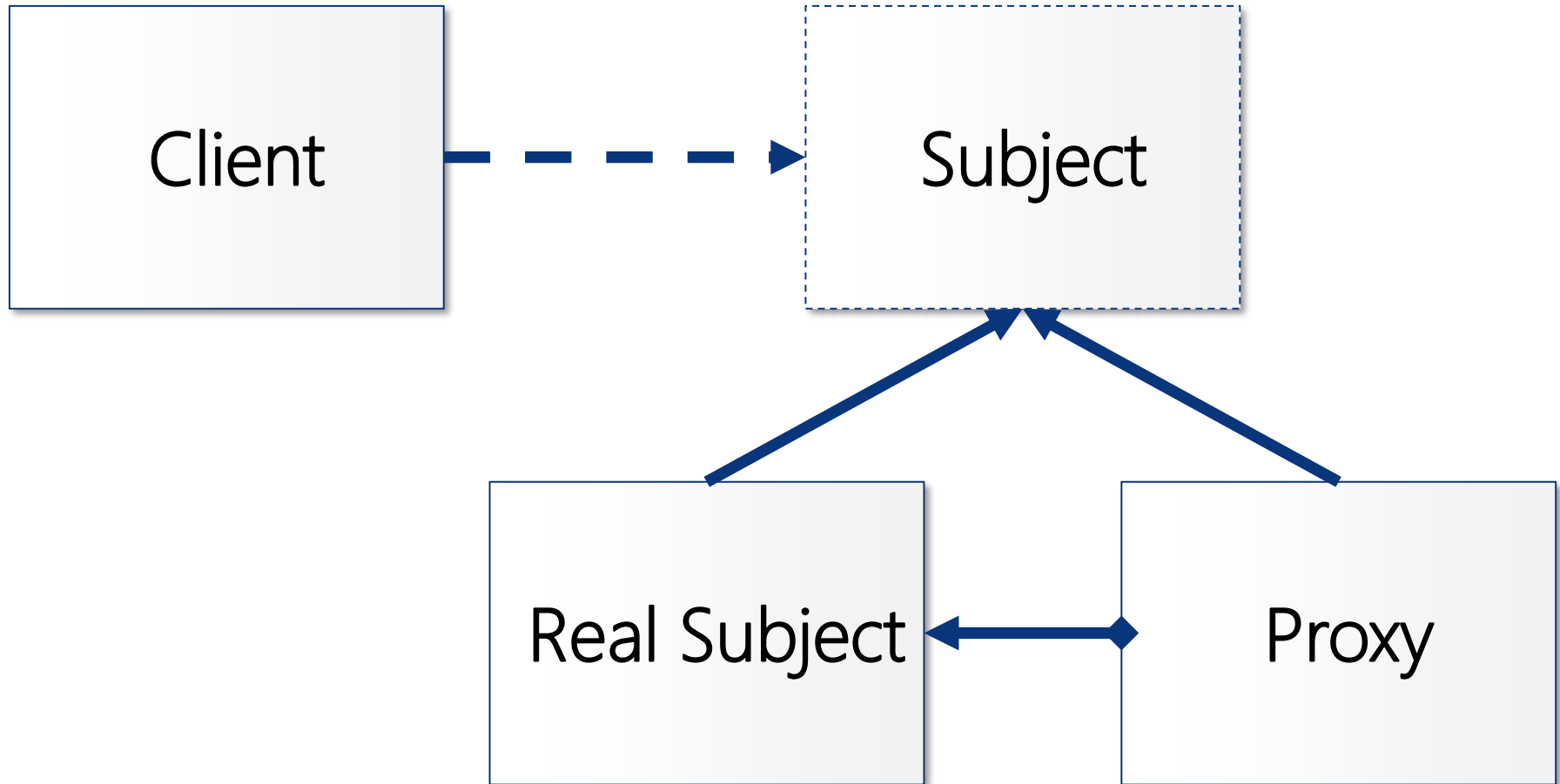
Challenges

- ▶ How can we control that only administrators can add new products?
 - Cannot change the source code of the web shop library component!

Pattern: Proxy

- ▶ *Provide a surrogate or place-holder for another object to control access to it.*
- ▶ Outline
 - Define a substitute object with the same interface
 - Implement additional functionality or restriction in substitute object
 - Clients cannot tell whether they interact with the real object or a proxy
- ▶ Origin: Gang of Four

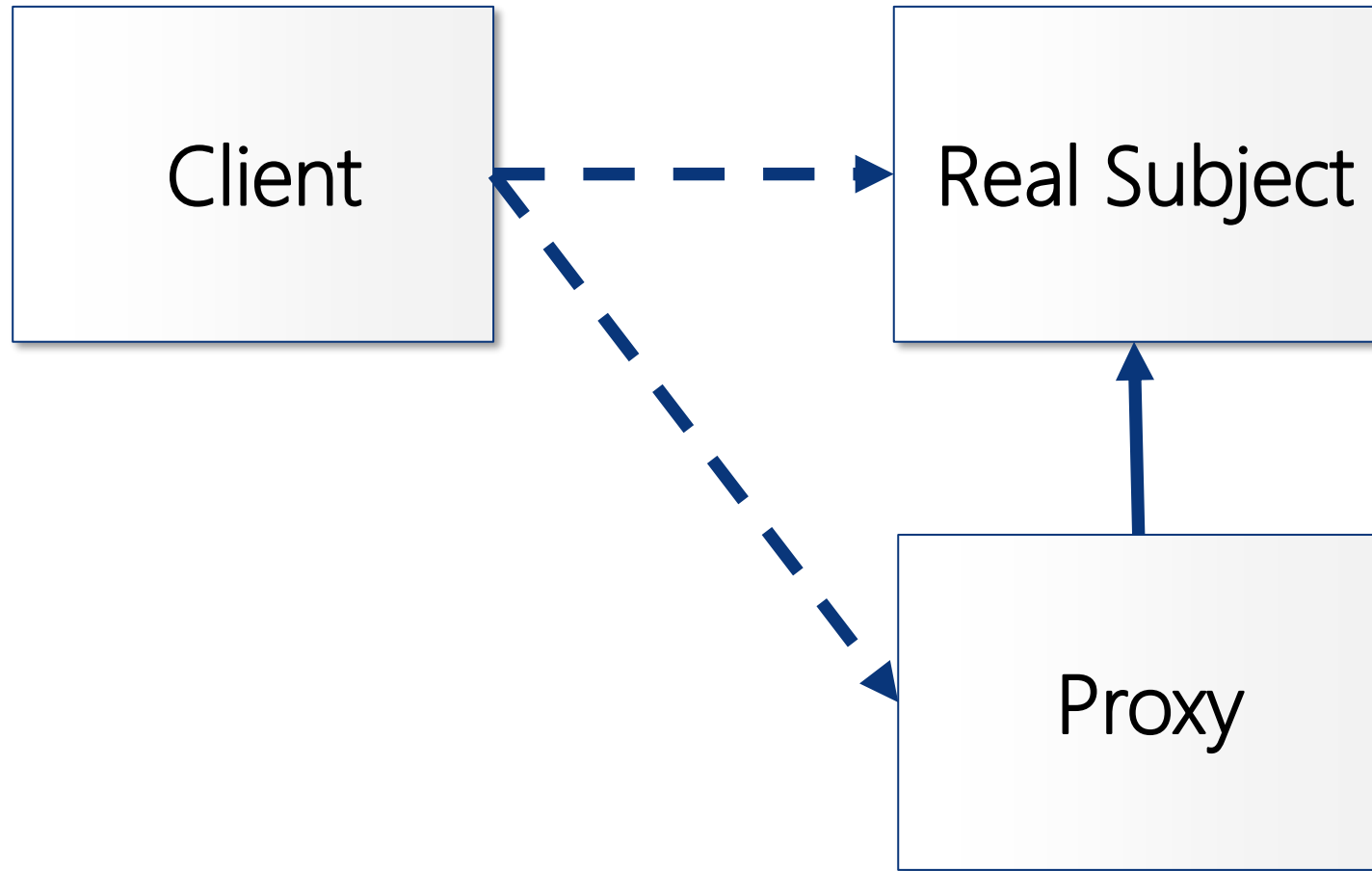
Overview of Proxy Pattern



Overview of Proxy Pattern

- ▶ Client
 - Interacts with any Subject through a general interface
- ▶ Subject
 - Interface or base class to subject functionality
- ▶ Real Subject
 - Concrete subject class implementing Subject interface
 - Provides concrete functionality
- ▶ Proxy
 - Substitute subject class implementing Subject interface
 - Implements added functionality or control restrictions to underlying Real Subject being controlled

Variation: Simple Proxy



Simple Proxy Pros and Cons

- ▶ Simple to implement
- ▶ Easier to maintain
- ▶ Only works when Real Subject is suitably "open"
- ▶ Violates Single Responsibility Principle of SOLID
- ▶ Uses inheritance instead of composition
- ▶ Fits well when there is no general interface to proxy

Proxy vs. Adapter

▶ Proxy

- Simple, nice and clean to implement
- Can be a slight burden to maintain if not autogenerated
- Satisfies SOLID principles – Fits beautifully with Dependency Injection
- Keeps same interface

▶ Adapter

- Changes the interface

Use Cases for Proxy

- ▶ Use cases include
 - Virtual proxies
 - Lazy loading
 - Caching (See Lab 13.1)
 - Remote proxies
 - Distributed communication
 - Protection proxies
- ▶ Very frequently used



WINCUBATE

Jesper Gulmann Henriksen

PhD, MCT, MCSD, MCPD

Phone : +45 22 12 36 31

Email : jgh@wincubate.net

WWW : <http://www.wincubate.net>

Ringgårdsvej 4A

8270 Højbjerg

Denmark