Module 08: "Composite"





Agenda

- Introductory Example: Wincuburger Combos
- Challenges
- Implementing the Composite Pattern
- Pattern: Composite
- Overview of Composite Pattern



Introductory Example: Wincuburger Combos

```
SingleItem burger = new SingleItem
  { Description = "Mic Bag Burger", Price = 25 };
...
SingleItem[] order = { burger, fries, drink, wrap, shake };

foreach (SingleItem item in order)
{
    Console.WriteLine( item );
}
```



Challenges

- How do we incorporate combos?
- Need a way to structure a recursive tree of elements and sub-elements
- Could we even support combo of combos?



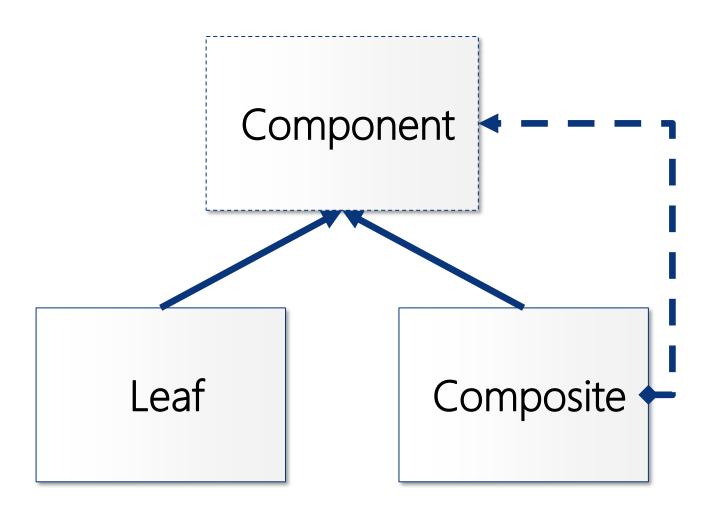
Pattern: Composite

Compose objects into tree structures to present part/whole hierarchies. Composite lets clients treat individual objects and compositions of objects uniformly.

- Outline
 - Define the elements of a recursive tree-like structure
 - Treats elements and groups of elements alike
- Origin: Gang of Four



Overview of Composite Pattern





Overview of Composite Pattern

- Component
 - Interface or abstract base class
 - Contains elements common to Leaf and Composite instances
- Leaf
 - Contains a "basic" element with no sub-elements.
- Composite
 - Contains a "composite" element sub-elements



Extensions

- The Composite Pattern can easily be generalized
 - Several distinct (or richer) Composite classes
 - Several distinct (or richer) Leaf classes
- Use the Iterator Pattern to "flatten" tree-like structure to sequences of Leaf instances



