Template Method Pattern

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Agenda

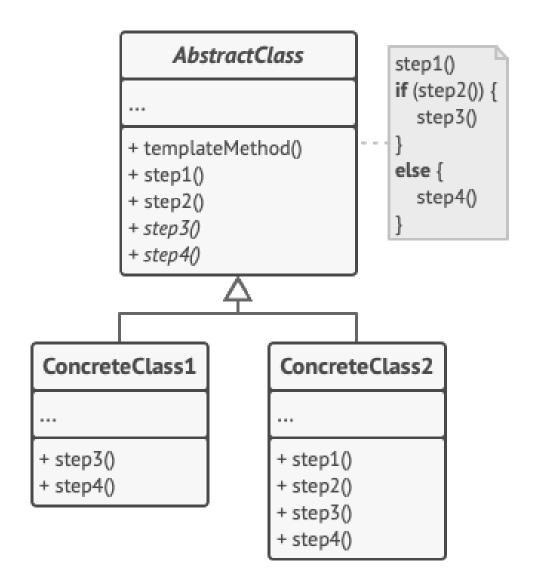
Pattern Structure

Example: Object-oriented Implementation

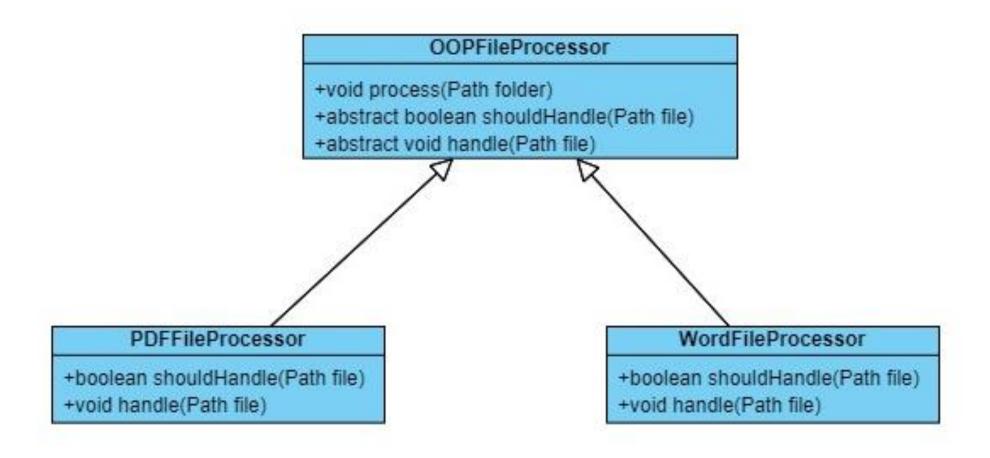
• Example: Functional Implementations

Pattern Structure

- 1. The Abstract Class declares methods that act as steps of an algorithm, as well as the actual template method which calls these methods in a specific order. The steps may either be declared abstract or have some default implementation.
- **2. Concrete Classes** can override all of the steps, but not the template method itself.



Example: Object-oriented Implementation



Example: Functional Implementation-1

FunctionalFileProcessor

+void process(Path folder, Predicte<Path> shouldHandle, Consumer<Path> handler)

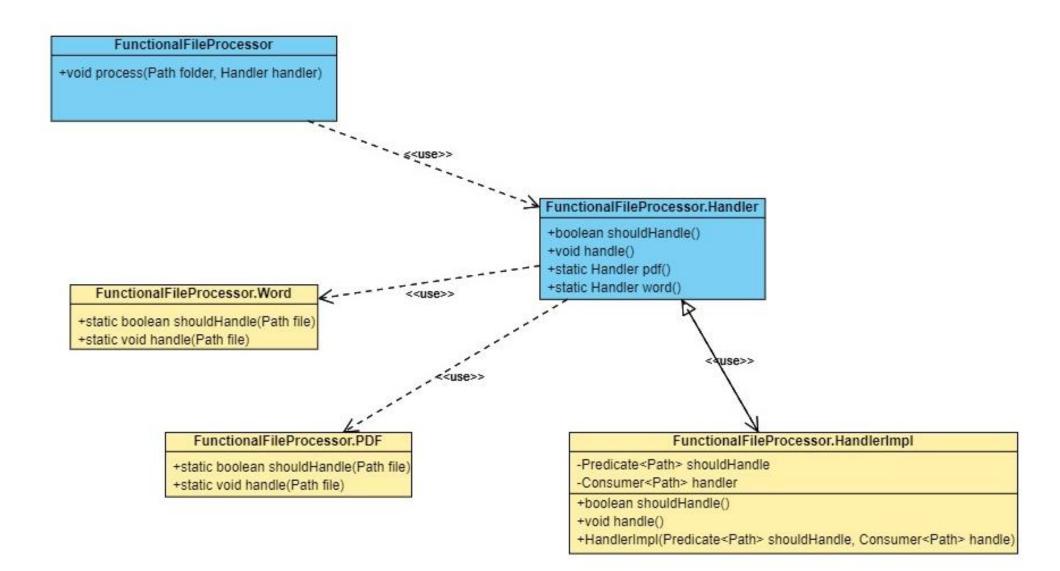
FunctionalFileProcessor.PDF

- +static boolean shouldHandle(Path file)
- +static void handle(Path file)

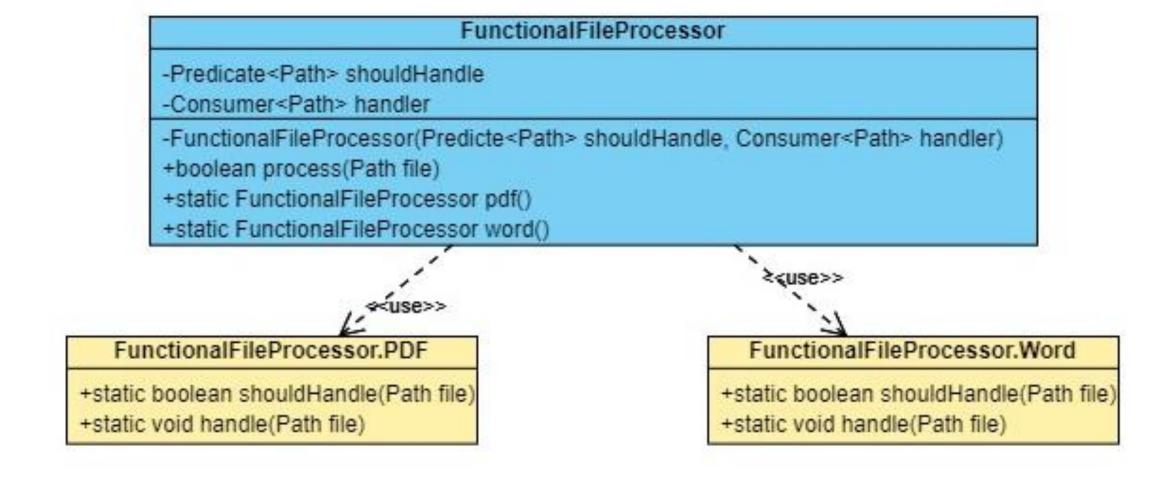
FunctionalFileProcessor.Word

- +static boolean shouldHandle(Path file)
- +static void handle(Path file)

Example: Functional Implementation-2



Example: Functional Implementation-3



End