CS 525 - ASD Advanced Software Development

MS.CS Program

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Lesson 8 Mediator pattern

L1: ASD Introduction

L2: Strategy, Template method

L3: Observer pattern

L4: Composite pattern, iterator pattern

L5: Command pattern

L6: State pattern

L7: Chain Of Responsibility pattern



Midterm

L8: Proxy, Adapter, Mediator

L9: Factory, Builder, Decorator, Singleton

L10: Framework design

L11: Framework implementation

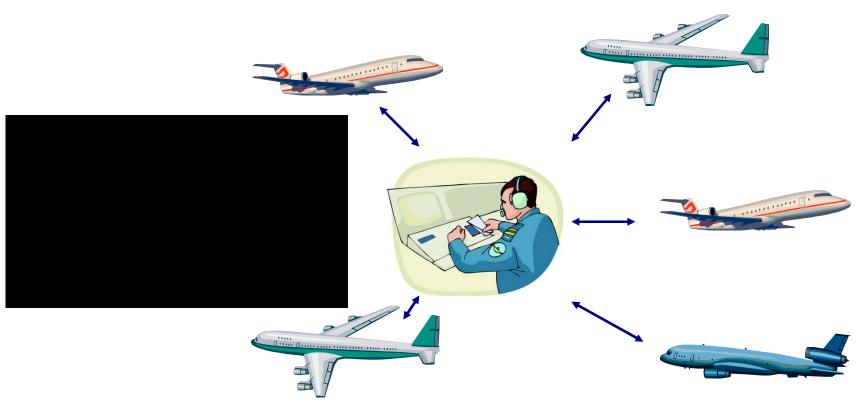
L12: Framework example: Spring framework

L13: Framework example: Spring framework

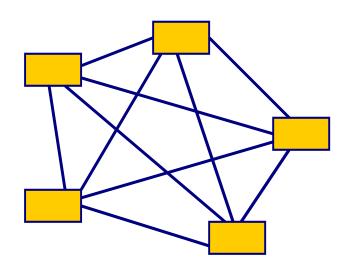
Final

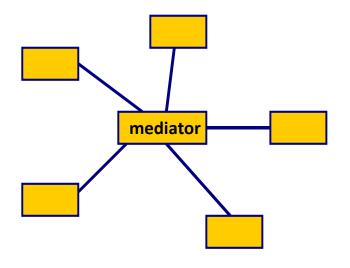
Mediator pattern

- Mediates between objects.
 - Encapsulates how different objects interact.



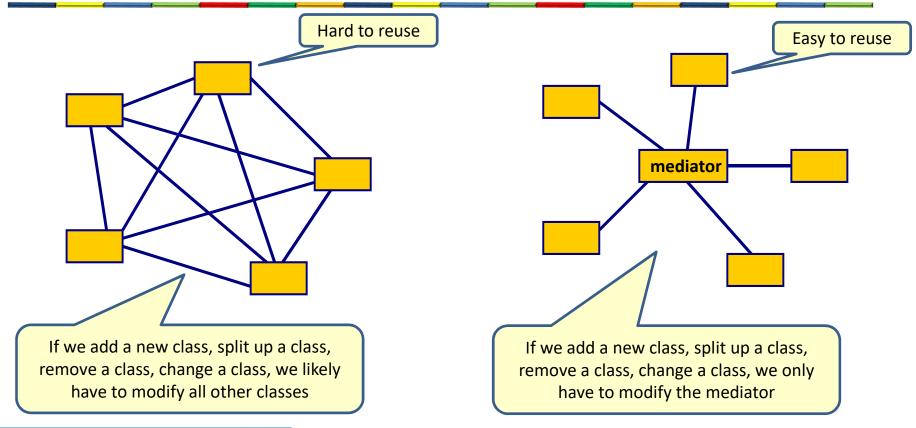
Mediator





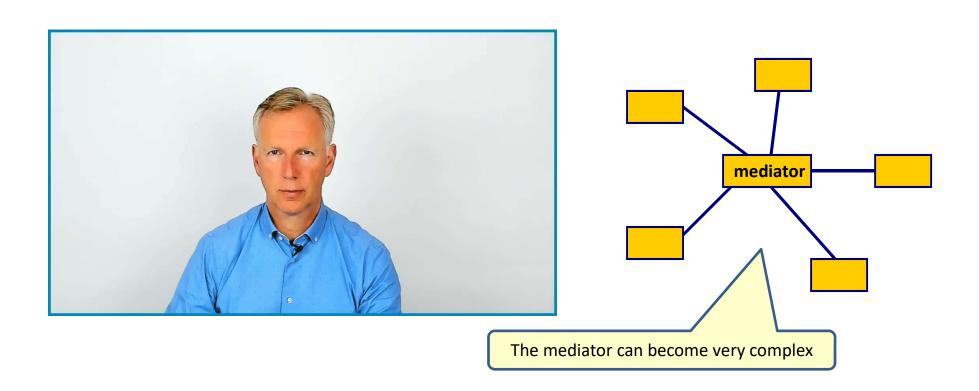


Advantage Mediator: loose coupling



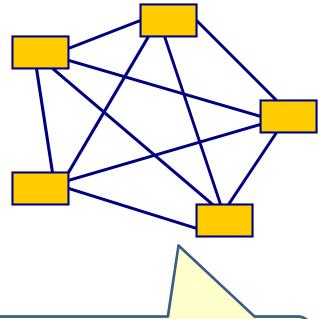


Disadvantage Mediator



How did we get to this?

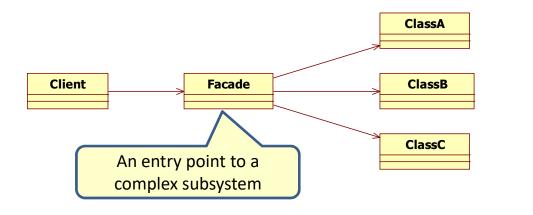


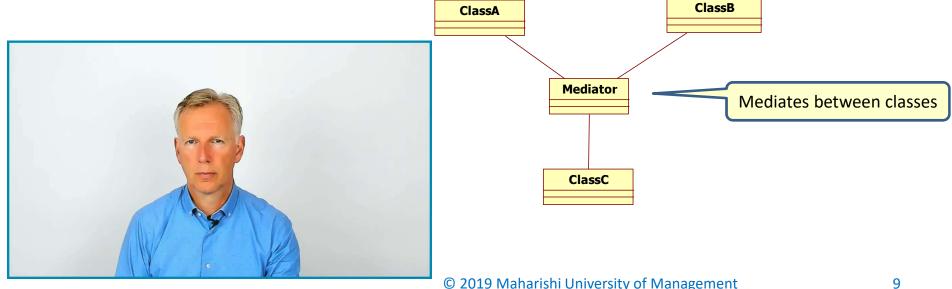


If you end up with a class diagram like this, something went wrong.

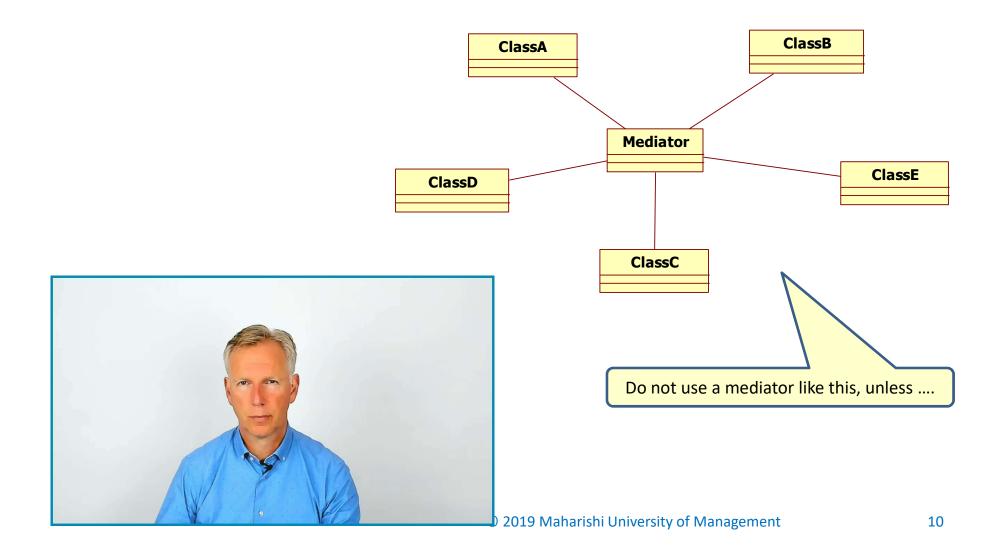
This is not good OO design!

Façade and Mediator





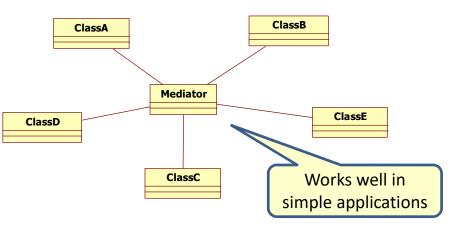
Examples of the mediator



Orchestration vs. choreography

- Orchestration
 - One central brain

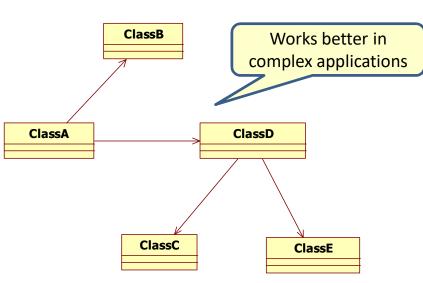




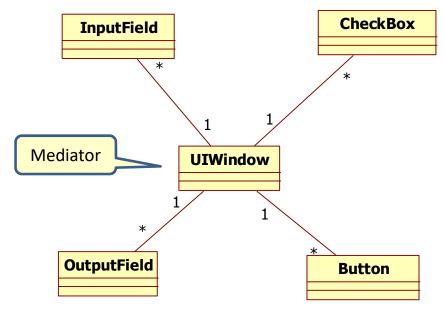
- Choreography
 - No central brain







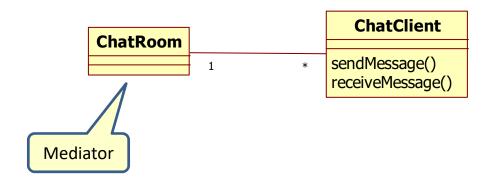
Examples of the mediator







Examples of the mediator





Main point

- The Mediator object is responsible for controlling and coordinating the interactions of a group of objects.
- The Unified Field is the source of creation that coordinates all interactions in the relative world.

Connecting the parts of knowledge with the wholeness of knowledge

- 1. The mediator pattern is an orchestrator between objects.
- 2. The proxy and the adapter are both a layer of indirection that solves a certain problem between the client and the target class
- **3. Transcendental consciousness** is the natural experience of pure consciousness, the home of all the laws of nature.
- 4. Wholeness moving within itself: In Unity Consciousness, one realizes that all relative objects are expressions of the field of Pure Intelligence.