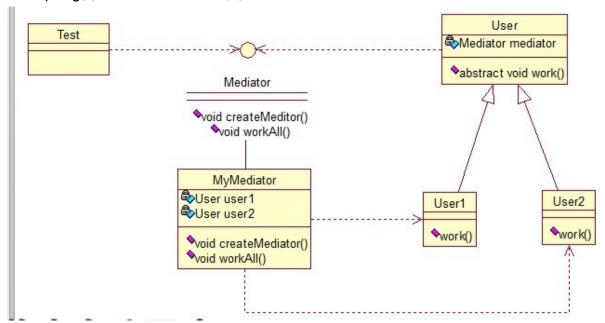
中介者模式 (Mediator)

中介者模式也是用来降低类类之间的耦合的,因为如果类类之间有依赖关系的话,不利于功能的拓展和维护,因为只要修改一个对象,其它关联的对象都得进行修改。如果使用中介者模式,只需关心和Mediator类的关系,具体类类之间的关系及调度交给Mediator就行,这有点像spring容器的作用。先看看图:



User类统一接口,User1和User2分别是不同的对象,二者之间有关联,如果不采用中介者模式,则需要二者相互持有引用,这样二者的耦合度很高,为了解耦,引入了Mediator类,提供统一接口,MyMediator为其实现类,里面持有User1和User2的实例,用来实现对User1和User2的控制。这样User1和User2两个对象相互独立,他们只需要保持好和Mediator之间的关系就行,剩下的全由MyMediator类来维护!基本实现:

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```
1. public interface Mediator {
2.    public void createMediator();
3.    public void workAll();
4. }
```

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```
    public class MyMediator implements Mediator {
    private User user1;
    private User user2;
    public User getUser1() {
    return user1;
```

```
8. }
9.
10. public User getUser2() {
        return user2;
12. }
13.
14. @Override
15. public void createMediator() {
16. user1 = new User1(this);
17.
        user2 = new User2(this);
18. }
19.
20. @Override
21. public void workAll() {
22. user1.work();
23.
        user2.work();
24. }
25. }
```

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```
1. public abstract class User {
2.
3.    private Mediator mediator;
4.
5.    public Mediator getMediator() {
6.        return mediator;
7.    }
8.
9.    public User(Mediator mediator) {
10.        this.mediator = mediator;
11.    }
12.
13.    public abstract void work();
14. }
```

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```
1. public class User1 extends User {
2.
3.    public User1 (Mediator mediator) {
4.        super (mediator);
5.    }
6.
7.    @Override
8.    public void work() {
9.        System.out.println("user1 exe!");
10.    }
```

```
11. }
```

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```
1. public class User2 extends User {
2.
3.    public User2(Mediator mediator) {
4.        super(mediator);
5.    }
6.
7.    @Override
8.    public void work() {
9.        System.out.println("user2 exe!");
10.    }
11. }
```

测试类:

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输出:

user1 exe!

user2 exe!