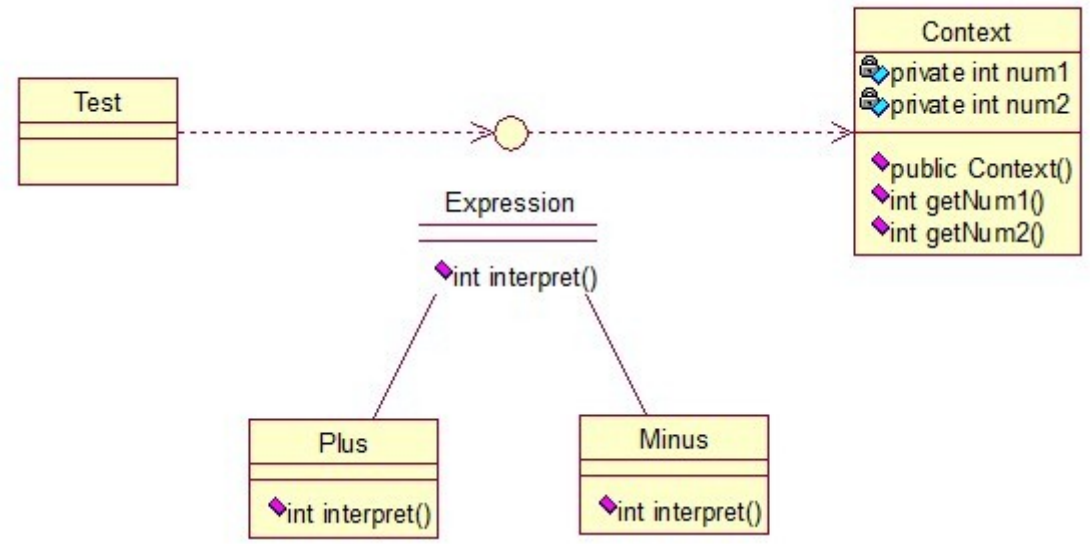
解释器模式（Interpreter）

解释器模式是我们暂时的最后一讲，一般主要应用在OOP开发中的编译器的开发中，所以适用面比较窄。



Context类是一个上下文环境类，Plus和Minus分别是用来计算的实现，代码如下：

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```
1. public interface Expression {
2.     public int interpret(Context context);
3. }
```

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```
1. public class Plus implements Expression {
2.
3.     @Override
4.     public int interpret(Context context) {
5.         return context.getNum1()+context.getNum2();
6.     }
7. }
```

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```
1. public class Minus implements Expression {
2.
3.     @Override
4.     public int interpret(Context context) {
5.         return context.getNum1()-context.getNum2();
6.     }
7. }
```

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```java
public class Context {

    private int num1;
    private int num2;

    public Context(int num1, int num2) {
        this.num1 = num1;
        this.num2 = num2;
    }

    public int getNum1() {
        return num1;
    }
    public void setNum1(int num1) {
        this.num1 = num1;
    }
    public int getNum2() {
        return num2;
    }
    public void setNum2(int num2) {
        this.num2 = num2;
    }

}
```

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```java
public class Test {

    public static void main(String[] args) {

        // 计算9+2-8的值
        int result = new Minus().interpret((new Context(new Plus()
                .interpret(new Context(9, 2)), 8)));
        System.out.println(result);
    }
}
```

最后输出正确的结果：3。

基本就这样，解释器模式用来做各种各样的解释器，如正则表达式等的解释器等等！