

DESIGN PATTERNS

COURSE 3

PREVIOUS COURSE

Fundamental principles of OOP

- Encapsulation
- Inheritance
- Abstractisation
- Polymorphism
- [Exception Handling]

Fundamental Patterns

- Inheritance
- Delegation
- Interface
- Abstract superclass
- Inheritance and abstract superclass
- Immutable objects
- Marker interface

OOD key principles

- SRP – Single Responsibility Principle
- OCP - Open Close Principle
- LSP – Liskov Substitution Principle
- ISP – Interface Segmentation Principle
- DIP – Dependency Inversion Principle
- DRY – Don't Repeat Yourself

CONTENT

Creational patterns

- Factory Method
- Abstract Factory
- Builder
- Prototype
- Singleton

CREATIONAL PATTERNS

- ❑ Design patterns that deal with **object creation** mechanisms, trying to create objects in a manner suitable to the situation
- ❑ Make a system **independent** of the way in which **objects** are **created**, **composed** and **represented**
- ❑ Easily Change
 - ❑ What gets created
 - ❑ Who creates it
 - ❑ When is it created

CREATIONAL PATTERNS

- ❑ **Patterns used to abstract the process of instantiating objects.**
 - ❑ class-scoped patterns
 - ❑ uses **inheritance** to choose the class to be instantiated
 - ❑ Factory Method
 - ❑ object-scoped patterns
 - ❑ uses **delegation**
 - ❑ Abstract Factory
 - ❑ Builder
 - ❑ Prototype
 - ❑ Singleton

CREATIONAL PATTERNS

- ❑ Factory Method defines an interface for creating objects, but lets **subclasses decide** which classes to instantiate
- ❑ Abstract Factory provides an interface for creating **families of related objects**, without specifying concrete classes
- ❑ Builder separates the construction of a **complex object** from its representation, so that the same construction process can create different representation
- ❑ Prototype specifies the kind of objects to create using a **prototypical instances**
- ❑ Singleton ensures that a class has **only one instance**, and provides a global point of access to that instance

FACTORY METHOD

❑ Other names

- ❑ Virtual Constructor

❑ Intent

- ❑ Define an interface for creating an object, but let subclasses decide which class to instantiate. Factory Method lets a class defer instantiation to subclasses.
- ❑ Defining a "virtual" constructor.
- ❑ The new operator considered harmful.

❑ Problem

- ❑ A framework needs to **standardize the architectural model** for a range of applications, but allow for individual applications to define their own domain objects and provide for their instantiation.

FACTORY METHOD. STRUCTURE

❑ Product

- ❑ Defines the interface for objects the factory method creates.

❑ ConcreteProduct

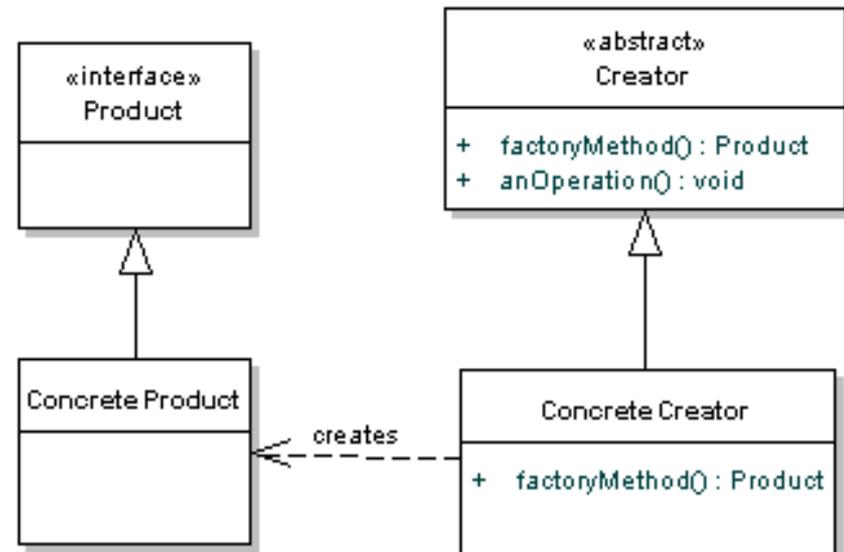
- ❑ Implements the Product interface.

❑ Creator

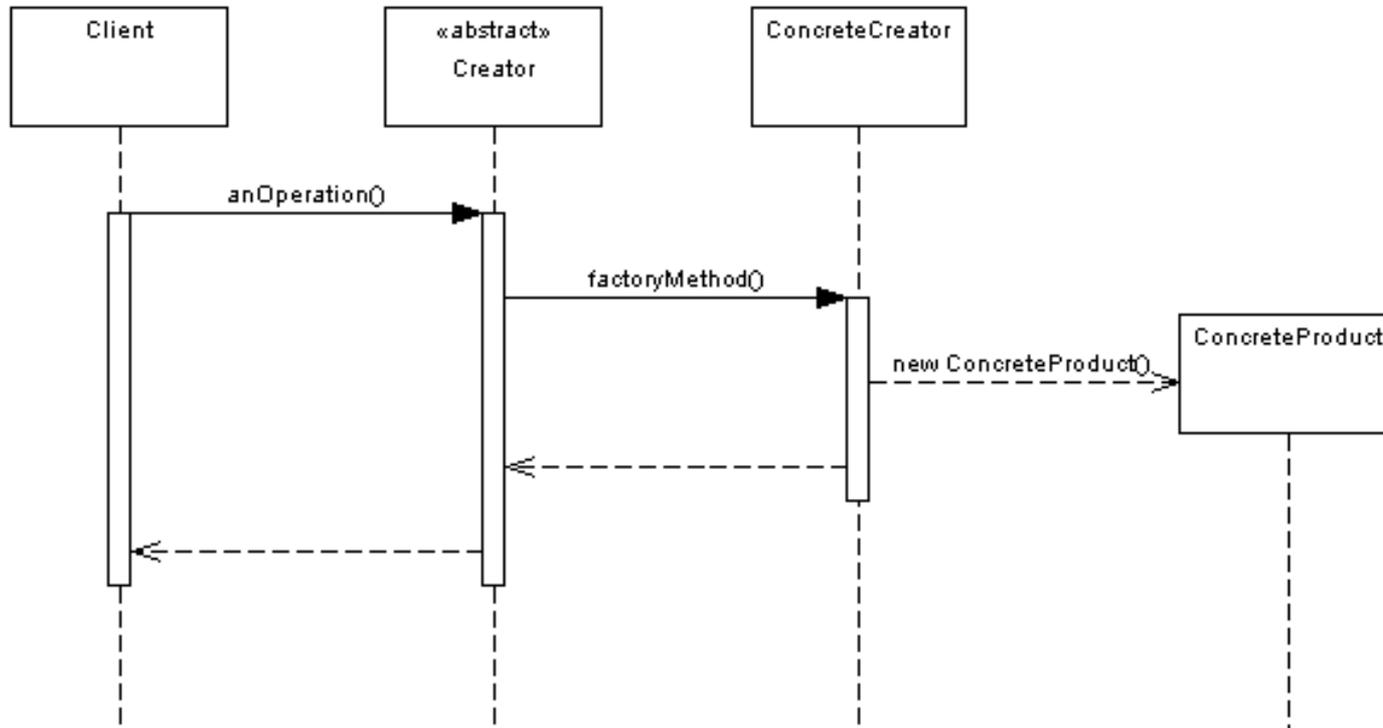
- ❑ Provides an interface for objects creation, known as factory method
- ❑ Declares the method `factoryMethod()`, which returns a Product object.
- ❑ All other methods in the abstract Creator are written only to operate on the **Products**

❑ ConcreteCreator

- ❑ Overrides the generating method for creating **ConcreteProduct** objects



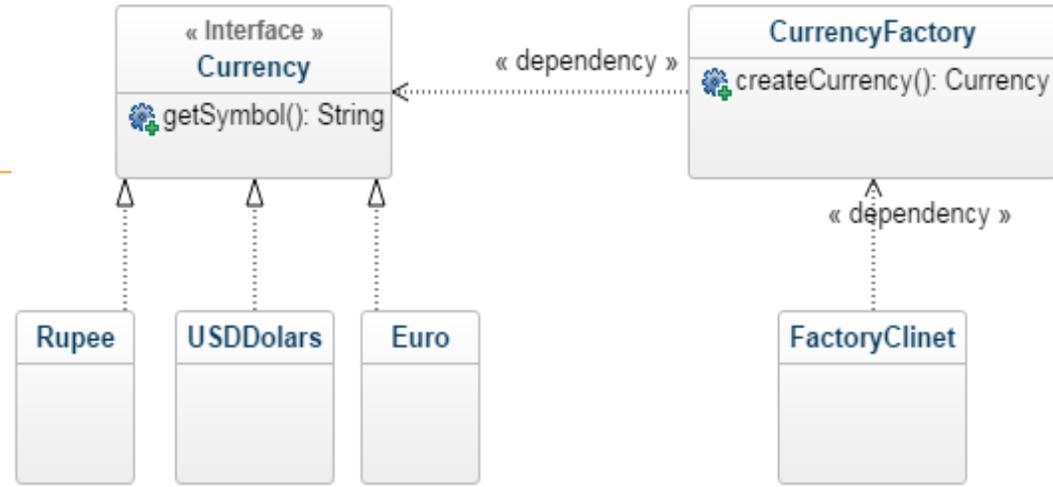
FACTORY METHOD



A client makes a call to the abstract **Creator**, which then uses the **factoryMethod()** to get a new instance of the **ConcreteProduct**, complete's the **anOperation()** method and completes.

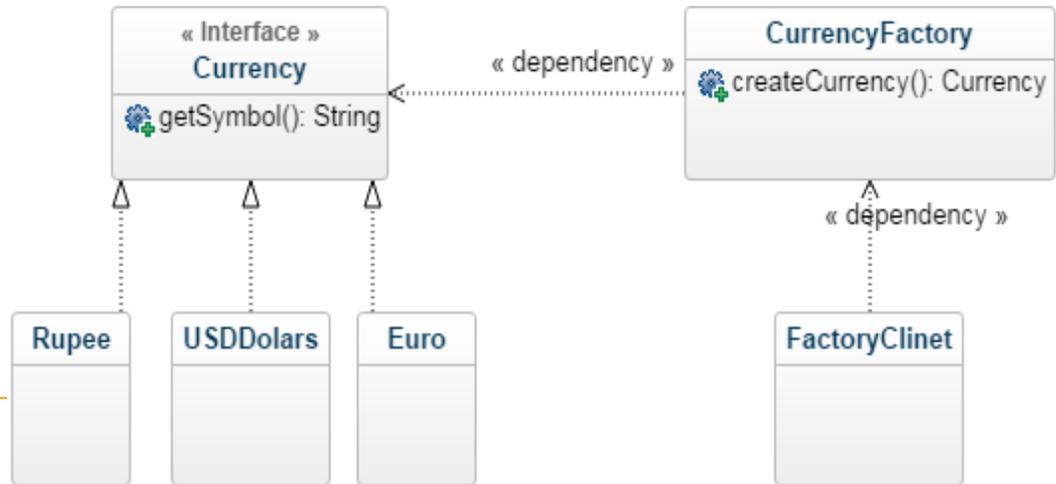
FACTORY METHOD. EXAMPLE

```
interface Currency {  
    String getSymbol();  
}  
  
// Concrete Rupee Class code  
class Rupee implements Currency {  
    @Override  
    public String getSymbol() {  
        return "Rs";  
    }  
}  
  
// Concrete US Dolars Class code  
class USDolars implements Currency {  
    @Override  
    public String getSymbol() {  
        return "USD";  
    }  
}
```



```
// Concrete Euro Class code  
class Euro implements Currency {  
    @Override  
    public String getSymbol() {  
        return "EUR";  
    }  
}
```

FACTORY METHOD. EXAMPLE



```
class CurrencyFactory {
    // Factroy Class code
    public static CurrencyFactory createCurrency
    (String country) {
        if (country. equalsIgnoreCase ("India")){
            return new Rupee ();

        } else if(country. equalsIgnoreCase
    ("Germany")){
        return new Euro ();

    } else if(country. equalsIgnoreCase ("US")){

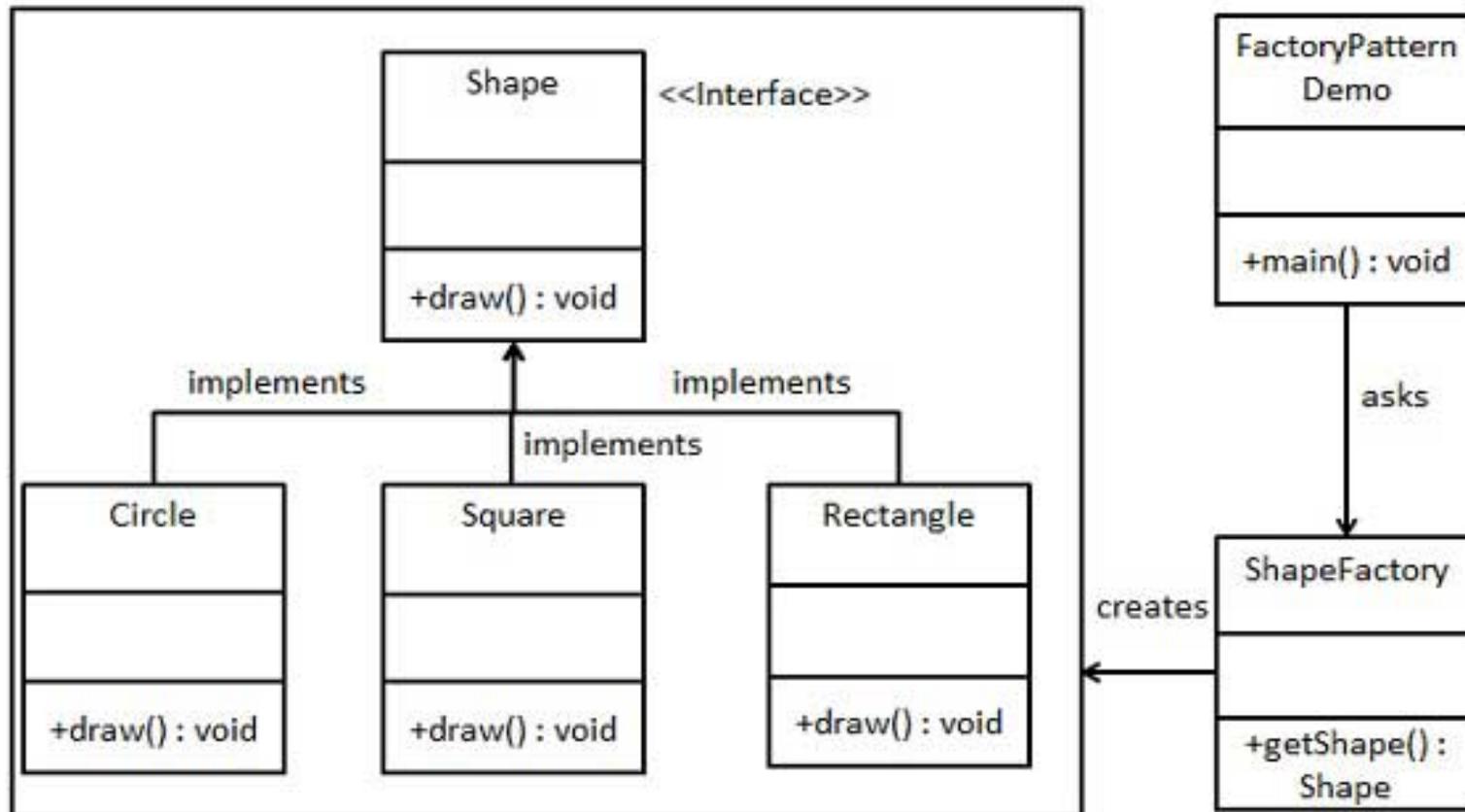
        return new USDollar ();
    }
    throw new IllegalArgumentException("No such
    currency");
    }
}
```

```
public class FactoryClient {
    // Factory client code
    public static void main(String args[
    ]) {
        String country = args[0];
        Currency rupee =

    CurrencyFactory.createCurrency(country);

    System.out.println(rupee.getSymbol());
    }
}
```

FACTORY METHOD. EXAMPLE



FACTORY METHOD

❑ Advantage

- ❑ Eliminates the need to bind application specific classes into your code; your code deals with *Product interface implemented by ConcreteProduct subclasses*

❑ Potential disadvantage

- ❑ Clients might have to subclass the *Creator class just to create a particular ConcreteProduct object*

❑ Provides hooks for subclasses

- ❑ Factory Method gives subclasses a hook for providing an extended version of an object

❑ Connects parallel class hierarchies

ABSTRACT FACTORY

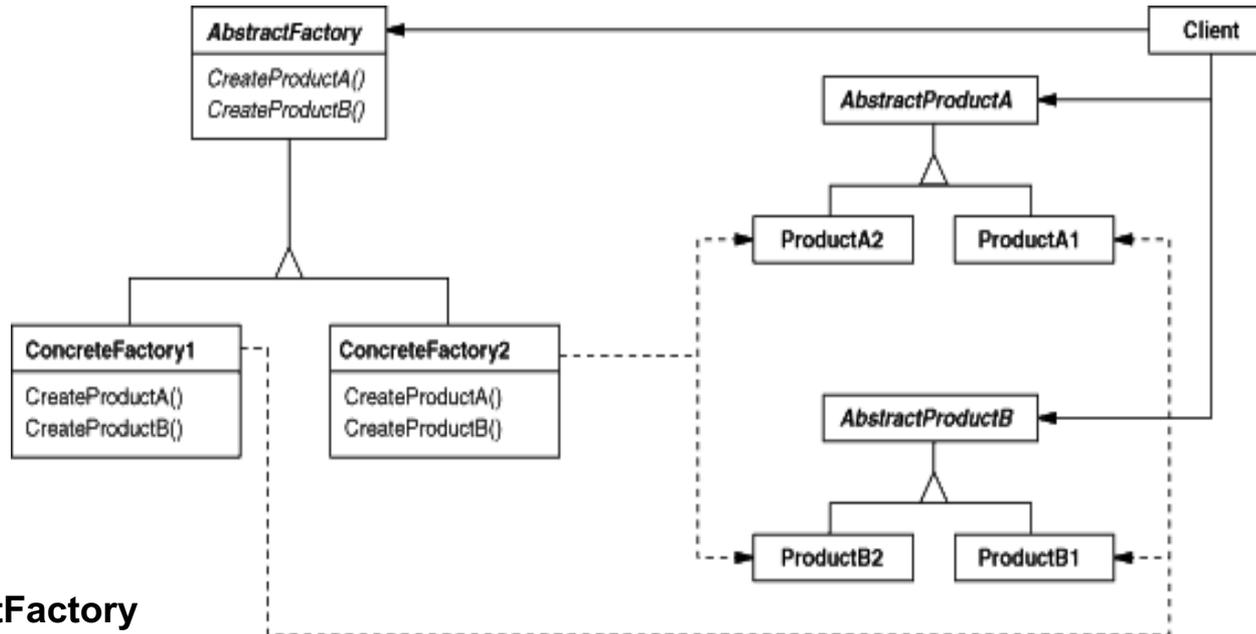
□ Intent

- Abstract Factory offers the interface for creating a **family of related objects**, without explicitly specifying their classes.
- A hierarchy that encapsulates: many possible "**platforms**", and the construction of a suite of "**products**".
- The new operator is considered harmful

□ Problem

- If an application is to be portable, it needs to encapsulate platform dependencies. These "**platforms**" might include: **windowing system, operating system, database, etc.**

ABSTRACT FACTORY. STRUCTURE



❑ AbstractFactory

- ❑ provides an interface for creating products of a family

❑ ConcreteFactory

- ❑ implements the operations to create concrete products

❑ AbstractProduct

- ❑ declares the interface for concrete products

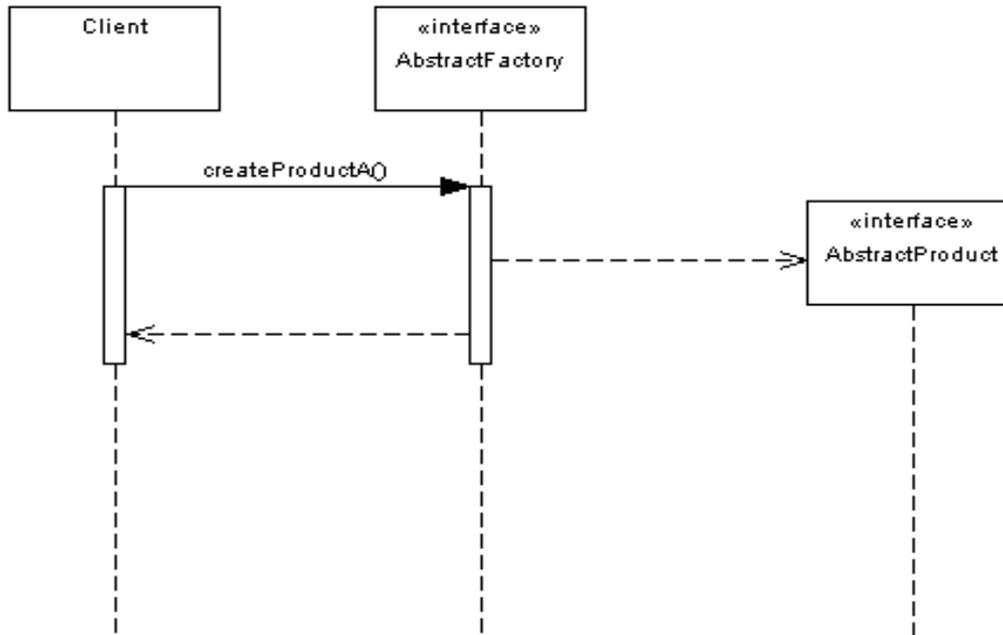
❑ ConcreteProduct

- ❑ provides an implementation for the product created by the corresponding

❑ ConcreteFactory Client

- ❑ creates products by calling the ConcreteFactory uses the AbstractProduct interface

ABSTRACT FACTORY



❑ Class diagram looked a bit busy

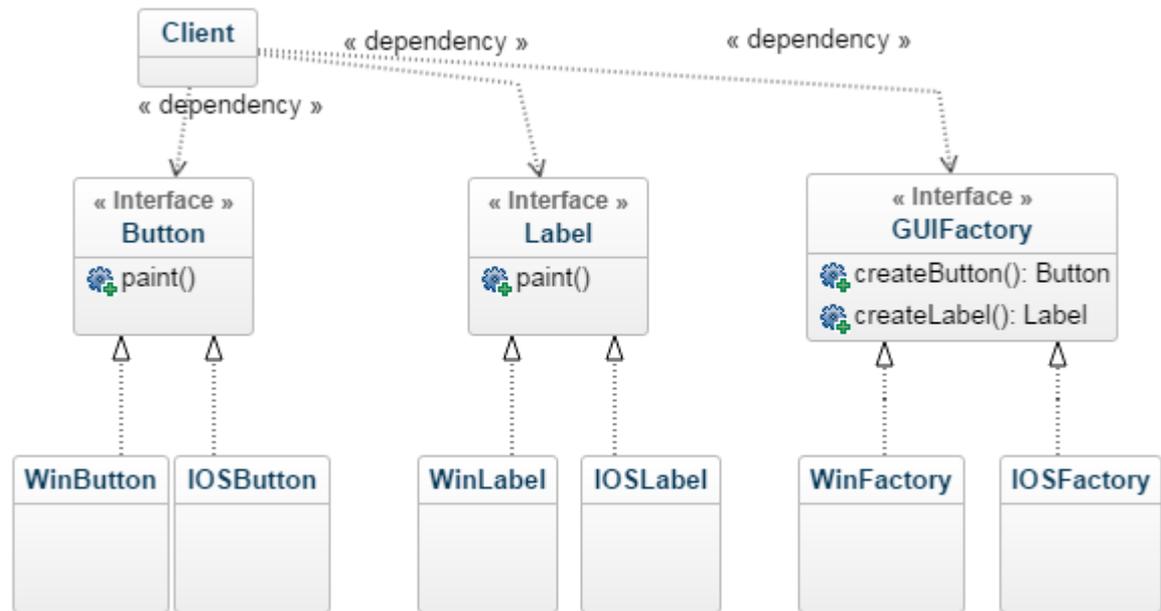
❑ The client has no need to worry about what implementations are lying behind the interfaces, protecting them from change further down the line.

ABSTRACT FACTORY. EXAMPLE

```
//Abstract Product
interface Button {
    void paint();
}

//Abstract Product
interface Label {
    void paint();
}

//Abstract Factory
interface
GUIFactory {
    Button createButton();
    Label createLabel();
}
```

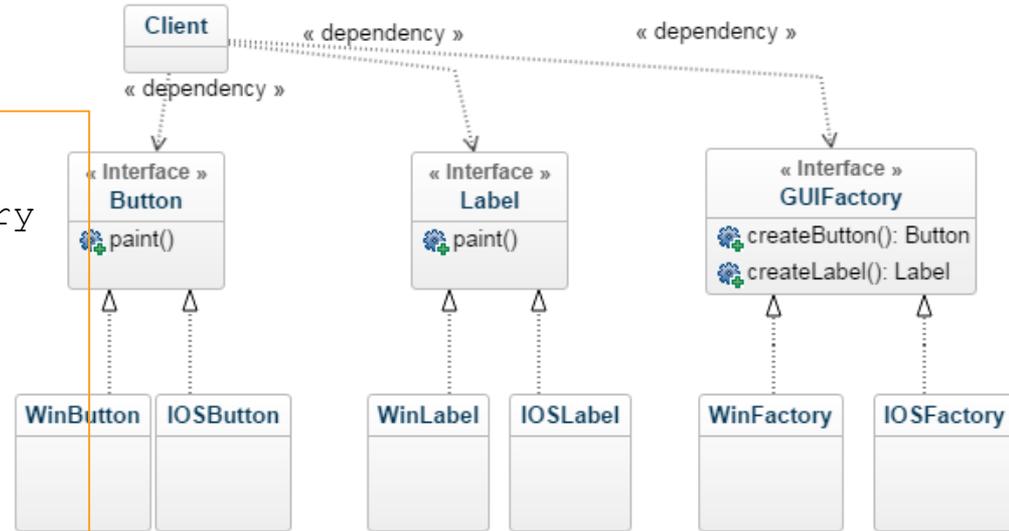


```
//Concrete Factory class
WinFactory implements GUIFactory {
    public Button createButton() {
        return new WinButton();
    }
    public Label createLabel() {
        return new WinLabel();
    }
}
```

ABSTRACT FACTORY. EXAMPLE

```
//Concrete Factory
class IOSFactory implements GUIFactory
{
    public Button createButton() {
        return new OSXButton();
    }
    public Label createLabel() {
        return new OSXLabel();
    }
}
```

```
//Concrete Product
class IOSLabel implements Label {
    public void paint() {
        System.out.println("I'm an
IOSLabel");
    }
}
```



```
//Concrete Product
class IOSButton implements Button {
    public void paint() {
        System.out.println("I'm an
IOSButton");
    }
}
```

```
//Concrete Product
class WinButton implements Button {
    public void paint() {
        System.out.println("I'm a WinButton");
    }
}
```

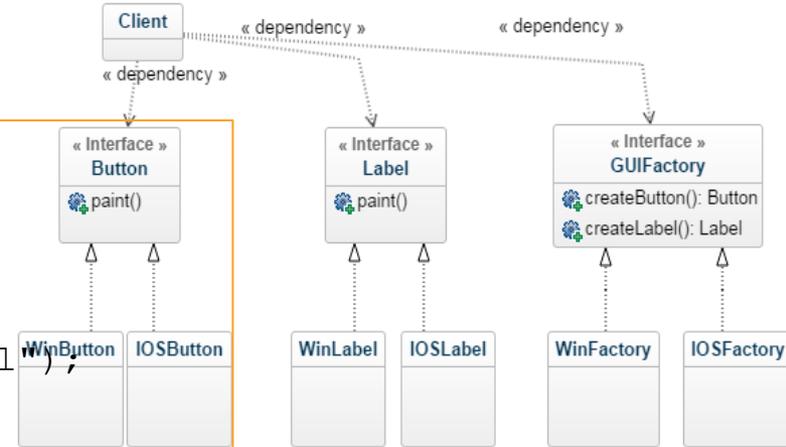
ABSTRACT FACTORY. EXAMPLE

//Concrete Product

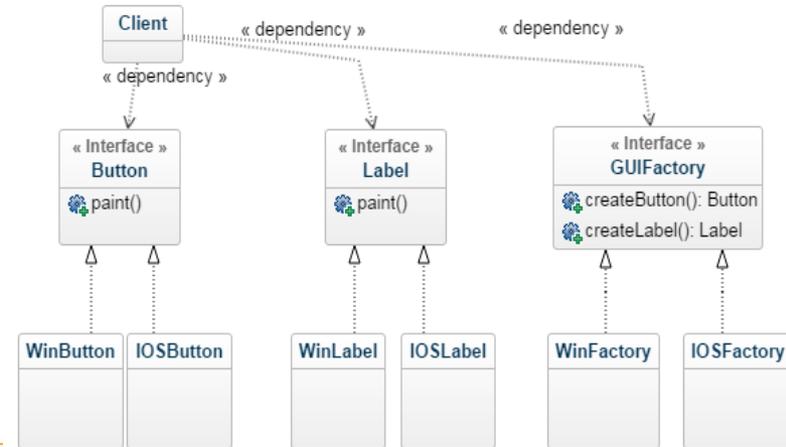
```
class WinLabel implements Label {  
    public void paint() {  
        System.out.println("I'm a WinLabel");  
    }  
}
```

//concrete factory

```
class Application {  
    public Application(GUIFactory factory) {  
        Button button = factory.createButton();  
        Label label = factory.createLabel();  
        button.paint();  
        label.paint();  
    }  
}
```



ABSTRACT FACTORY. EXAMPLE



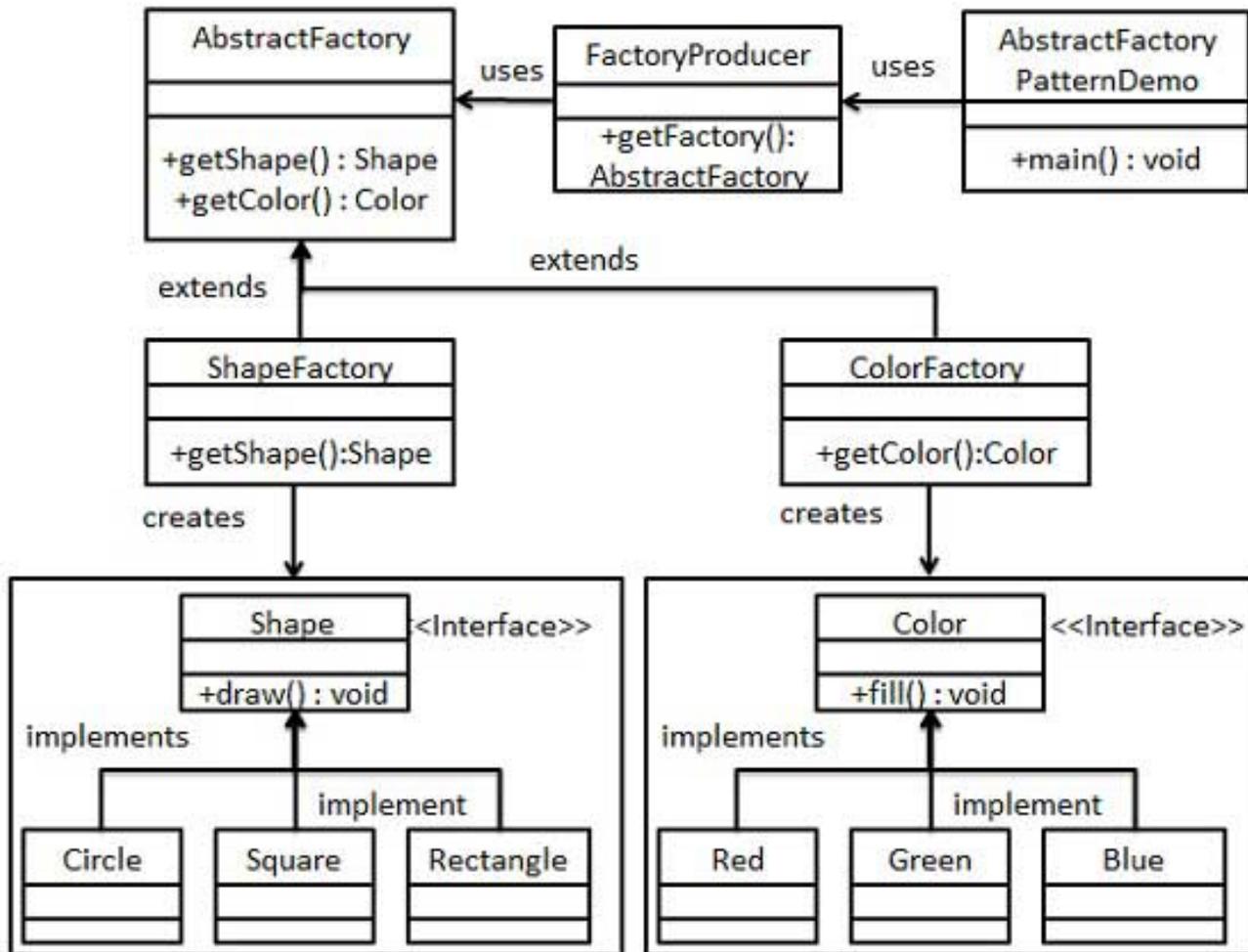
```
public class ApplicationRunner {

    public static void main(String[] args) {
        new Application (createOsSpecificFactory());
    }

    public static GUIFactory createOsSpecificFactory()
    {
        String osname = System.getProperty("os.name").toLowerCase();

        if(osname != null && osname.contains("windows"))
            return new WinFactory();
        else
            return new IOSFactory();
    }
}
```

ABSTRACT FACTORY. EXAMPLE



ABSTRACT FACTORY

❑ When to use Abstract Factory design pattern?

- ❑ the system needs to be independent from the way the products it works with are created.
- ❑ the system is or should be configured to work with multiple families of products.
- ❑ a family of products is designed to work only all together.
- ❑ the creation of a library of products is needed, for which is relevant only the interface, not the implementation, too.

❑ Example

- ❑ Look and Feel

ABSTRACT FACTORY

- ❑ It isolates concrete classes
 - ❑ Factory encapsulates the responsibility and the process of creating product objects, it isolates clients from implementation classes
- ❑ It makes exchanging product families easy
 - ❑ The class of a concrete factory appears only once in an application - that is, where it's instantiated
- ❑ It promotes consistency among products
- ❑ Supporting new kinds of products is difficult
 - ❑ AbstractFactory interface fixes the set of products that can be created

ABSTRACT FACTORY VS. FACTORY METHOD

- ❑ Both patterns are good at decoupling applications from specific implementations**
- ❑ Both patterns create objects – that’s their job**
- ❑ Factory Method uses inheritance to decouple applications from specific implementations**
- ❑ Abstract Factory uses object composition to decouple applications from specific implementations**

BUILDER

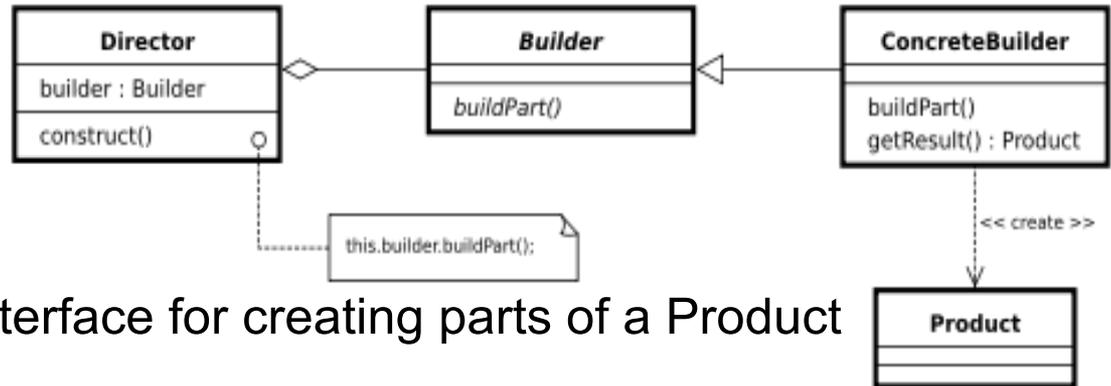
□ Intent

- Separate the construction of a **complex object** from its representation so that the same construction process can create different representations.
- Parse a complex representation, create one of several targets

□ Problem

- The algorithm for creating a complex object should be independent of the parts that make up the object and how they are assembled
- The construction process must allow different representations for the object that is constructed

BUILDER. STRUCTURE



❑ Builder

- ❑ specifies an abstract interface for creating parts of a Product

❑ ConcreteBuilder

- ❑ constructs and assembles parts of the Product by implementing the Builder interface
- ❑ defines and keeps track of the representation it creates
- ❑ provides an interface for retrieving the product

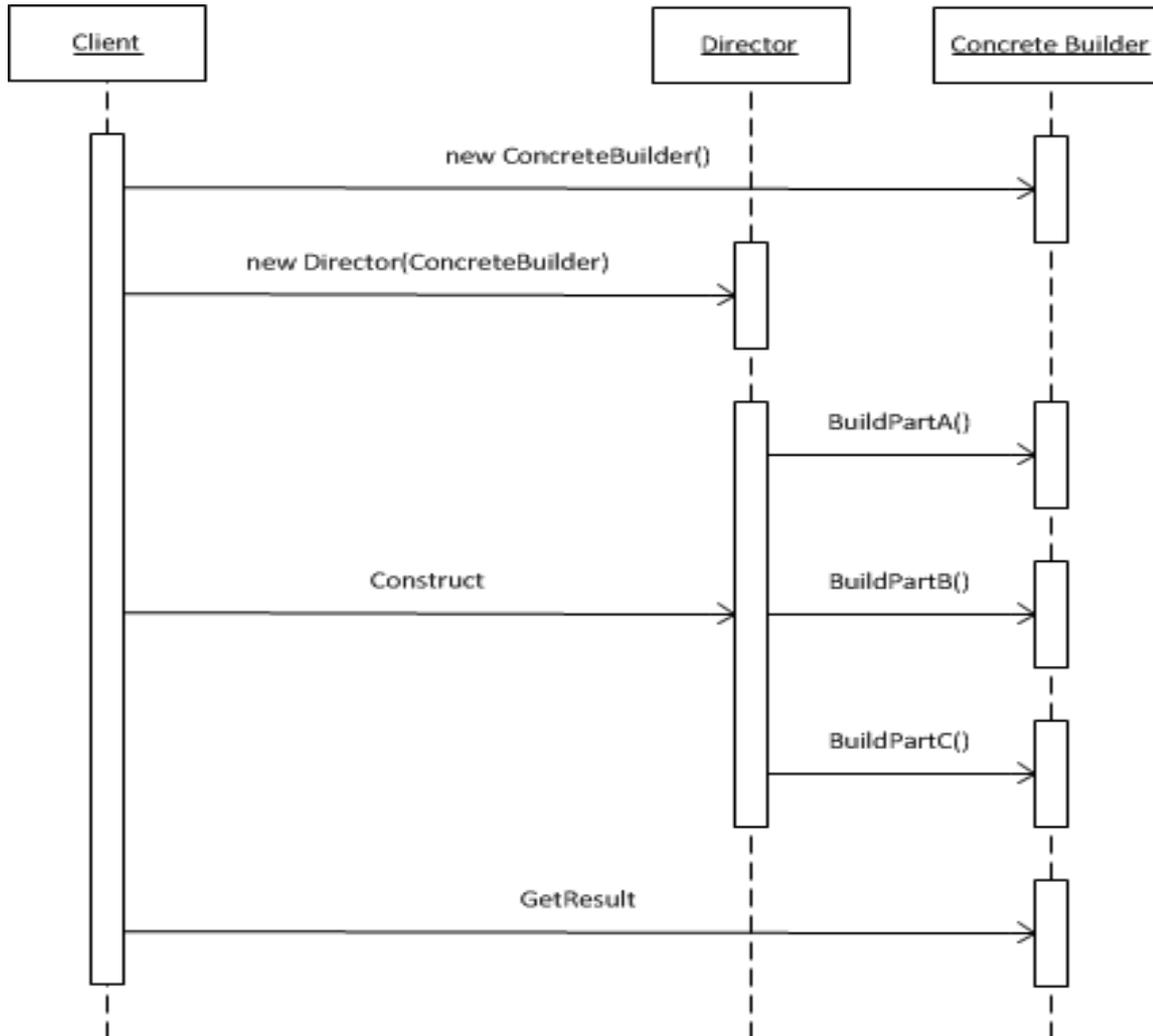
❑ Director

- ❑ constructs an object using the Builder interface

❑ Product

- ❑ Represents the complex object under construction
- ❑ Includes classes that define the constituent parts including the interfaces for assembling the parts into the final result

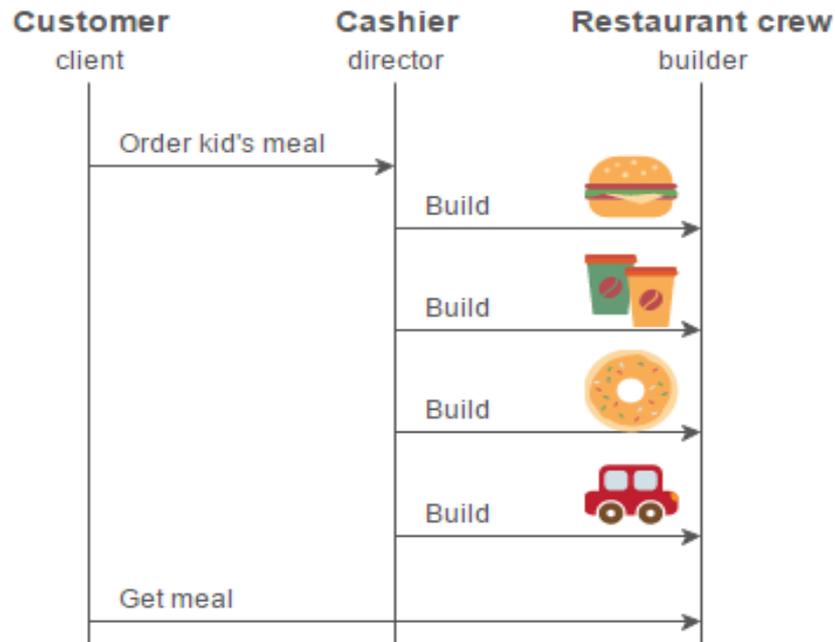
BUILDER



❑ First, we tell it that we want to build a new **ConcreteBuilder (a more complex class)**, maybe passing some initial parameters.

❑ Then we call all the steps required to build that class

BUILDER. EXAMPLE



Propose a class diagram for meals creation problem

- ❑ Used by fast food restaurants to construct children's meals
- ❑ Children's meals typically consist of a main item, a side item, a drink, and a toy

BUILDER. EXAMPLE

Problem

User creation

Mandatory fields

First name

Last name

Optional fields

Age

Phone

address

BUILDER

USER CLASS

```
public class User {  
    //required  
    private final String  
    firstName;  
    private final String lastName;  
  
    //optional  
    private final int age;  
    private final String phone;  
    private final String address;  
  
    ...  
}
```

CREATIONAL METHODS

```
public User(String firstName, String lastName) {  
    this(firstName, lastName, 0);  
}  
public User(String firstName, String lastName, int age) {  
    this(firstName, lastName, age, "");  
}  
public User(String firstName, String lastName, int age,  
String phone) {  
    this(firstName, lastName, age, phone, "");  
}  
public User(String firstName, String lastName, int age,  
String phone, String address) {  
    this.firstName = firstName;  
    this.lastName = lastName;  
    this.age = age;  
    this.phone = phone;  
    this.address = address;  
}
```

BUILDER

```
public class User {
    private String firstName; // required
    private String lastName; // required
    private int age; // optional
    private String phone; // optional
    private String address; //optional
    public String getFirstName() {
        return firstName;
    }
    public void setFirstName(String firstName)
    {
        this.firstName = firstName;
    }
    public String getLastName() {
        return lastName;
    }
}
```

```
public void setLastName(String lastName) {
    this.lastName = lastName;
}
public int getAge() { return age; }
public void setAge(int age) {
    this.age = age;
}
public String getPhone() { return phone; }
public void setPhone(String phone) {
    this.phone = phone;
}
public String getAddress() { return
address; }
public void setAddress(String address) {
    this.address = address;
}
}
```

BUILDER

```
public class User {  
    // required  
    private final String firstName;  
    // required  
    private final String lastName;  
    // optional  
    private final int age;  
    // optional  
    private final String phone;  
    // optional  
    private final String address;  
  
    private User(UserBuilder builder) {  
        this.firstName = builder.firstName;  
        this.lastName = builder.lastName;  
        this.age = builder.age;  
        this.phone = builder.phone;  
        this.address = builder.address;  
    }  
}
```

```
public String getFirstName() {  
    return firstName;  
}  
public String getLastName() {  
    return lastName;  
}  
public int getAge() {  
    return age;  
}  
public String getPhone() {  
    return phone;  
}  
public String getAddress() {  
    return address;  
}
```

BUILDER

```
// inner class
public static class UserBuilder {
    private final String firstName;
    private final String lastName;
    private int age;
    private String phone;
    private String address;
    public UserBuilder(String firstName,
String lastName) {
        this.firstName = firstName;
        this.lastName = lastName;
    }
    public UserBuilder age(int age) {
        this.age = age; return this;
    }
}
```

```
public UserBuilder age(int age) {
    this.age = age;
    return this;
}
public UserBuilder phone(String phone) {
    this.phone = phone;
    return this;
}
public UserBuilder address(String address)
{
    this.address = address;
    return this;
}
public User build() {
    return new User(this);
}
}
```

BUILDER

OBSERVATIONS

- ❑ The User constructor is private, which means that this class can not be directly instantiated from the client code.
- ❑ The class is immutable. All attributes are final and they're set on the constructor. Only provide getters for them.
- ❑ The builder constructor only receives the required attributes and this attributes are the only ones that are defined "final" on the builder to ensure that their values are set on the constructor.

INSTANTIATION

```
public User getUser() {  
    return new  
        User.UserBuilder("Jhon", "Doe")  
            .age(30)  
            .phone("1234567")  
            .address("Fake address 1234")  
            .build();  
}
```

BUILDER

Where are the attributes validated?

BUILDER

Where are the attributes validated?

```
public User build() {  
    if (age > 120) {  
        throw new IllegalStateException("Age out of  
range");  
    }  
    return new User(this);  
}
```

BUILDER

❑ Advantages

- ❑ Allows you to vary a product's internal representation
- ❑ Encapsulates code for construction and representation
- ❑ Provides control over steps of construction process

❑ Disadvantages

- ❑ Requires creating a separate `ConcreteBuilder` for each different type of `Product`

PROTOTYPE

□ Intent

- Specify the kinds of objects to create using a prototypical instance and create new objects by copying this prototype
- The new operator considered harmful.

□ Problem

- When an application needs the flexibility to be able to specify the classes to instantiate at run time
- Avoiding the creation of a factory hierarchy is needed
- When instance of a class have only very few different combinations of state, it is more convenient to copy an existing instance than to create a new one

PROTOTYPE. EXAMPLES

1. In Java

- usage of the `clone()` method or de-serialization when deep copies are needed

2. The mitotic division of a cell

- resulting in two identical cells

3. Building stages for a game

- that uses a maze and different visual objects that the character encounters it is needed a quick method of generating the maze map using the same objects: wall, door, passage, room...

PROTOTYPE. STRUCTURE

□ Prototype

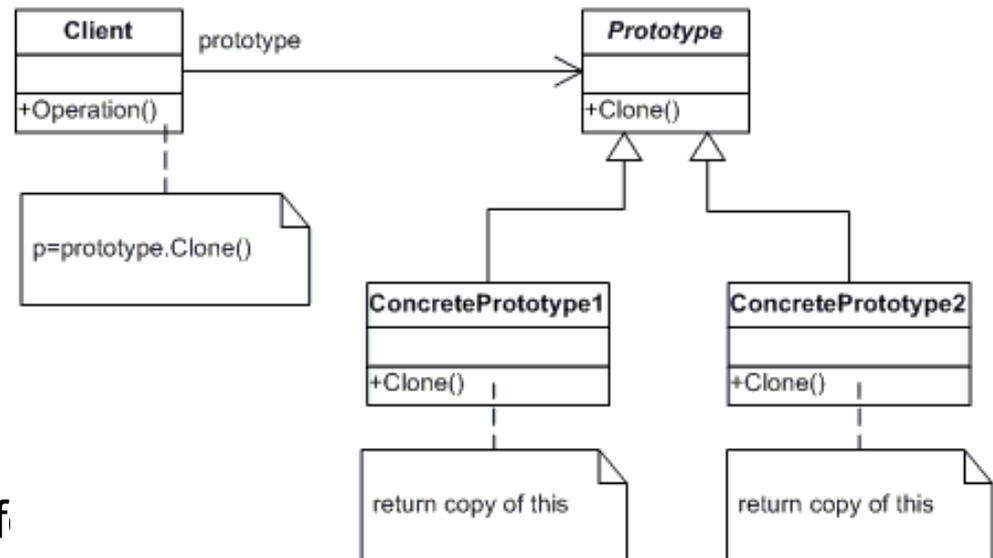
- Declares an interface for cloning itself

□ ConcretePrototype

- Implements an operation for cloning itself

□ Client

- Creates a new object by asking a prototype to clone itself and then making required modifications



PROTOTYPE. IMPLEMENTATION

❑ Implementation

- ❑ Declare an interface that contains a *clone()* method
- ❑ A concrete class that implements the interface

❑ Clone can be implemented either as a **deep copy** or a **shallow copy**:

- ❑ In a **deep copy**, all objects are duplicated,
- ❑ In a **shallow copy**, only the top-level objects are duplicated and the lower levels contain references.

PROTOTYPE

```
public interface Prototype {  
    public abstract Object clone ( );  
}
```

```
public class ConcretePrototype implements Prototype {  
    public Object clone() {  
        return super.clone();  
    }  
}
```

```
public class Client {  
    public static void main( String arg[] ) {  
        ConcretePrototype obj1= new ConcretePrototype ();  
        ConcretePrototype obj2 = (ConcretePrototype)obj1.clone();  
    }  
}
```

EXERCICE:
Propose a cache
management system
for a list of figures

PROTOTYPE

❑ Benefits

- ❑ Hides the complexities of making new instances from the client,
- ❑ Provides the option for the client to generate objects whose type is not known,
- ❑ In some circumstances, copying an object can be more efficient than creating a new object.

❑ Uses

- ❑ Prototype should be considered when a system must create new objects of many types in a complex class hierarchy.

❑ Drawbacks

- ❑ A drawback to using the Prototype is that making a copy of an object can sometimes be complicated.
- ❑ Abstract Factory and Prototype Patterns may work together

SINGLETON

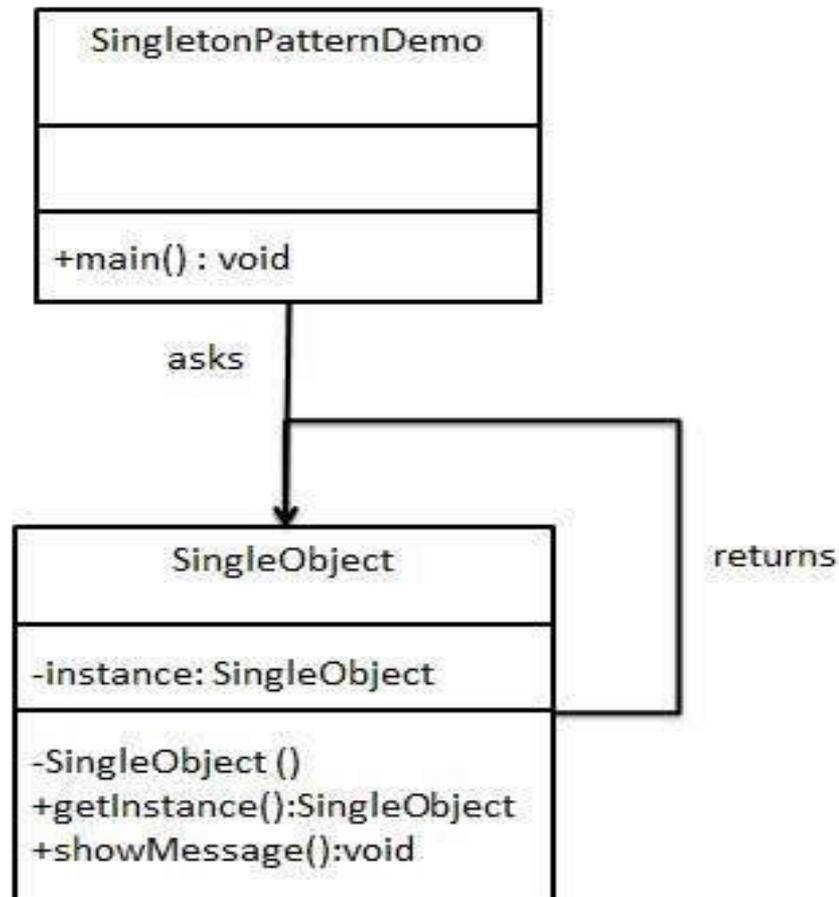
□ Intent

- Ensure a class has only one instance, and provide a global point of access to it.
- Encapsulated "just-in-time initialization" or "initialization on first use"

□ Problem

- Application needs one, and only one, instance of an object. Additionally, lazy initialization and global access are necessary.

SINGLETON. STRUCTURE



SINGLETON. EXAMPLES

- 1. Incremental counter, the simple counter class needs to keep track of an integer value that is being used in multiple areas of an application**
- 2. Logging**
- 3. Reading configuration files that should only be read at startup time and encapsulating them in a Singleton.**

SINGLETON

❑ How to implement?

- ❑ Define a **private static attribute** in the "single instance" class.
- ❑ Define a **public static accessor** function in the class.
- ❑ Do "**lazy initialization**" (creation on first use) in the accessor function.
- ❑ Define all **constructors** to be **protected** or **private**.
- ❑ Clients may only use the accessor function to manipulate the Singleton

SINGLETON. IMPLEMENTATION

```
public class Singleton {  
    private static Singleton instance = null;  
    protected Singleton() {  
        // Exists only to defeat instantiation.  
    }  
    public static Singleton getInstance() {  
        if(instance == null) {  
            instance = new Singleton();  
        }  
        return instance;  
    }  
}
```

What problem can occur
in case of Java
language?

SINGLETON. IMPLEMENTATION. POSSIBLE SOLUTION

```
public class Singleton {  
    private static volatile Singleton instance = null;  
    // private constructor  
    private Singleton() { }  
    public static Singleton getInstance() {  
        if (instance == null) {  
            synchronized (Singleton.class) {  
                // Double check  
                if (instance == null) {  
                    instance = new Singleton();  
                }  
            }  
        }  
        return instance;  
    }  
}
```

PROBLEM:
Multithreading

SINGLETON

❑ Singleton vs static variables

- ❑ The advantage of Singleton over global variables is that you are absolutely sure of the number of instances when you use Singleton, and, you can change your mind and manage any number of instances

❑ When is Singleton unnecessary?

- ❑ most of the time – visibility of objects
- ❑ when it's simpler to pass an object resource as a reference to the objects that need it, rather than letting objects access the resource globally

❑ Global data

- ❑ Transforming global data into singletons

SINGLETON. PRO AND CONS

POSITIVE

❑ Lazy instantiation

- ❑ the singleton variable will not get memory until the property or function designated to return the reference is first called

❑ Static Initialization

- ❑ memory is allocated to the variable at the time it is declared. The instance creation takes place behind the scenes when any of the member singleton classes is accessed for the first time
- ❑ `private static Singleton instance = new Singleton()`

NEGATIVE

❑ A singleton class has the responsibility to create an instance of itself along with other business responsibilities.

❑ Singleton classes cannot be sub classed.

❑ Singletons can hide dependencies

EXERCISE

Which creational pattern can be used in the bank application?

Explain the choice

Creational patterns

Singleton patterns

Builder pattern

Prototype pattern

Factory method pattern

Abstract factory pattern