Design patterns (part 2)

CSE 331
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Outline

✓ Introduction to design patterns
✓ Creational patterns (constructing objects)
⇒ Structural patterns (controlling heap layout)
• Behavioral patterns (affecting object semantics)
Structural patterns: Wrappers

A wrapper translates between incompatible interfaces

Wrappers are a thin veneer over an encapsulated class
- modify the interface
- extend behavior
- restrict access

The encapsulated class does most of the work

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Change an interface without changing functionality

— rename a method
— convert units
— implement a method in terms of another

Example: angles passed in radians vs. degrees
Adapter example: scaling rectangles

interface Rectangle {
    // grow or shrink this by the given factor
    void scale(float factor);
    ...
    float getWidth();
    float area();
}
class myClass {
    void myMethod(Rectangle r) {
        ... r.scale(2); ...
    }
}

Goal: be able to use this class instead:

class NonScaleableRectangle { // not a Rectangle
    void setWidth(float width) { ... }  
    void setHeight(float height) { ... } // no scale method
    ...
}
Adapting scaled rectangles via subclassing

class ScaleableRectangle1 extends NonScaleableRectangle
    implements Rectangle {
    void scale(float factor) {
        setWidth(factor * getWidth());
        setHeight(factor * getHeight());
    }
}

Adapting scaled rectangles via delegation

Delegation: forward requests to another object

class ScaleableRectangle2 implements Rectangle {
    NonScaleableRectangle r;
    ScaleableRectangle2(NonScaleableRectangle r) {
        this.r = r;
    }

    void scale(float factor) {
        setWidth(factor * r.getWidth());
        setHeight(factor * r.getHeight());
    }

    float getWidth() { return r.getWidth(); }
    float circumference() { return r.circumference(); }
    ...
}
Subclassing vs. delegation

Subclassing

– automatically gives access to all methods of superclass
– built into the language (syntax, efficiency)

Delegation

– permits cleaner removal of methods (compile-time checking)
– wrappers can be added and removed dynamically
– objects of arbitrary concrete classes can be wrapped
– multiple wrappers can be composed

Some wrappers have qualities of more than one of adapter, decorator, and proxy

Delegation vs. composition

Differences are subtle
For CSE 331, consider them to be equivalent
Types of adapter

Goal of adapter: connect incompatible interfaces

Adapter with delegation

Adapter with subclassing: no extension is permitted
Decorator

Add functionality without changing the interface

Add to existing methods to do something additional (while still preserving the previous specification)

Not all subclassing is decoration
Decorator example: Bordered windows

```java
interface Window {
    // rectangle bounding the window
    Rectangle bounds();
    // draw this on the specified screen
    void draw(Screen s);
    ...
}

class WindowImpl implements Window {
    ...
}
```
Bordered window implementations

Via subclassing:

```java
class BorderedWindow1 extends WindowImpl {
    void draw(Screen s) {
        super.draw(s);
        bounds().draw(s);
    }
}
```

Via delegation:

```java
class BorderedWindow2 implements Window {
    Window innerWindow;
    BorderedWindow2(Window innerWindow) {
        this.innerWindow = innerWindow;
    }
    void draw(Screen s) {
        innerWindow.draw(s);
        innerWindow.bounds().draw(s);
    }
}
```

Delegation permits multiple borders on a window, or a window that is both bordered and shaded (or either one of those)
A decorator can remove functionality

Remove functionality without changing the interface

Example: UnmodifiableList

What does it do about methods like add and put?
Proxy

Same interface and functionality as the wrapped class

Control access to other objects

– communication: manage network details when using a remote object
– locking: serialize access by multiple clients
– security: permit access only if proper credentials
– creation: object might not yet exist (creation is expensive)

  hide latency when creating object
  avoid work if object is never used
Composite pattern

• Composite permits a client to manipulate either an atomic unit or a collection of units in the same way

• Good for dealing with part-whole relationships
Composite example: Bicycle

- Bicycle
  - Wheel
    - Skewer
    - Hub
    - Spokes
    - Nipples
    - Rim
    - Tape
    - Tube
    - Tire
  - Frame
  - Drivetrain
  - ...
Methods on components

class BicycleComponent {
  int weight();
  float cost();
}
class Skewer extends BicycleComponent {
  float price;
  float cost() { return price; }
}
class Wheel extends BicycleComponent {
  float assemblyCost;
  Skewer skewer;
  Hub hub;
  ...
  float cost() {
    return assemblyCost
    + skewer.cost()
    + hub.cost()
    + ...;
  }
}
Composite example: Libraries

Library
  Section (for a given genre)
  Shelf
  Volume
  Page
  Column
  Word
  Letter

interface Text {
  String getText();
}

class Page implements Text {
  String getText() {
    ... return the concatenation of the column texts ... 
  }
}
}
Next time: Traversing composites

Goal: perform operations on all parts of a composite