CSE 331
Software Design & Implementation

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Design Patterns I
(Slides by Mike Ernst and David Notkin)
Outline

Introduction to design patterns
Creational patterns (constructing objects)
Structural patterns (controlling heap layout)
Behavioral patterns (affecting object semantics)
What is a design pattern?

A standard solution to a common programming problem
   a design or implementation structure that achieves a particular purpose
   a high-level programming idiom
A technique for making code more flexible
   reduce coupling among program components
Shorthand for describing program design
   a description of connections among program components (static structure)
   the shape of a heap snapshot or object model (dynamic structure)

A few simple examples....
Example 1: Encapsulation (data hiding)

Problem: Exposed fields can be directly manipulated
  - Violations of the representation invariant
  - Dependences prevent changing the implementation
Solution: Hide some components
  - Permit only stylized access to the object
Disadvantages:
  - Interface may not (efficiently) provide all desired operations
  - Indirection may reduce performance
Example 2: Subclassing (inheritance)

Problem: Repetition in implementations
- Similar abstractions have similar components (fields, methods)

Solution: Inherit default members from a superclass
- Select an implementation via run-time dispatching

Disadvantages:
- Code for a class is spread out, and thus less understandable
- Run-time dispatching introduces overhead
Example 3: Iteration

Problem: To access all members of a collection, must perform a specialized traversal for each data structure
  - Introduces undesirable dependences
  - Does not generalize to other collections

Solution:
  - The implementation performs traversals, does bookkeeping
    - The implementation has knowledge about the representation
  - Results are communicated to clients via a standard interface (e.g., hasNext(), next())

Disadvantages:
  - Iteration order is fixed by the implementation and not under the control of the client
Problem:
- Errors in one part of the code should be handled elsewhere
- Code should not be cluttered with error-handling code
- Return values should not be preempted by error codes

Solution: Language structures for throwing and catching exceptions

Disadvantages:
- Code may still be cluttered
- It may be hard to know where an exception will be handled
- Use of exceptions for normal control flow may be confusing and inefficient
Example 5: Generics

Problem:
   Well-designed data structures hold one type of object
Solution:
   Programming language checks for errors in contents
   List<Date> instead of just List
Disadvantages:
   More verbose types
Why design patterns?

Advanced programming languages like Java provide lots of powerful constructs – subtyping, interfaces, rich types and libraries, etc.

By the nature of programming languages, they can’t make everything easy to solve.

To the first order, design patterns are intended to overcome common problems that arise in even advanced object-oriented programming languages. They increase your vocabulary and your intellectual toolset.
When (not) to use design patterns

Rule 1: delay
  Get something basic working first
  Improve it once you understand it

Design patterns can increase or decrease understandability
  Add indirection, increase code size
  Improve modularity, separate concerns, ease description

If your design or implementation has a problem, consider design patterns that address that problem
Why should you care?

You could come up with these solutions on your own
   You shouldn't have to!

A design pattern is a known solution to a known problem
Whence design patterns?

The Gang of Four (GoF) – Gamma, Helm, Johnson, Vlissides

Each an aggressive and thoughtful programmer

Empiricists, not theoreticians

Found they shared a number of “tricks” and decided to codify them – a key rule was that nothing could become a pattern unless they could identify at least three real examples
The phrase “pattern” has been wildly overused since the GoF patterns have been introduced. “pattern” has become a synonym for “[somebody says] \(X\) is a good way to write programs.”

And “anti-pattern” has become a synonym for “[somebody says] \(Y\) is a bad way to write programs.”

A graduate student recently studied so-called “security patterns” and found that very few of them were really GoF-style patterns. GoF-style patterns have richness, history, language-independence, documentation and thus (most likely) far more staying power.
An example of a GoF pattern

Given a class C, what if you want to guarantee that there is precisely one instance of C in your program? And you want that instance globally available?

First, why might you want this?

Second, how might you achieve this?
Possible reasons for Singleton

One `RandomNumber` generator
One graph model object
One `KeyboardReader`, etc...

Make it easier to ensure some key invariants

Make it easier to control when that single instance is created – can be important for large objects

...
Several solutions

```java
public class Singleton {
    private static final Singleton instance
        = new Singleton(); // Private constructor prevents
        // instantiation from other classes
    private Singleton() { }
    public static Singleton
        getInstance() {
        return instance;
    }
}
```

```java
public class Singleton {
    private static Singleton instance;
    private Singleton() { }
    public static synchronized Singleton
        getInstance() {
        if (instance == null) {
            instance = new Singleton();
        }
        return instance;
    }
}
```

Eager allocation of instance

Lazy allocation of instance
GoF patterns: three categories

**Creational Patterns** – these abstract the object-instantiation process
  - Factory Method, Abstract Factory, **Singleton**, Builder, Prototype, …

**Structural Patterns** – these abstract how objects/classes can be combined
  - Adapter, Bridge, **Composite**, Decorator, Façade, Flyweight, Proxy, …

**Behavioral Patterns** – these abstract communication between objects
  - Command, Interpreter, **Iterator**, Mediator, **Observer**, State, Strategy, Chain of Responsibility, Visitor, Template Method, …

Blue = ones we’ve seen already
Creational patterns

Constructors in Java are inflexible
   Can't return a subtype of the class they belong to
   Always return a fresh new object, never re-use one
Problem: client desires control over object creation

Factory method
   Hides decisions about object creation
   Implementation: put code in methods in client

Factory object
   Bundles factory methods for a family of types
   Implementation: put code in a separate object

Prototype
   Every object is a factory, can create more objects like itself
   Implementation: put code in clone methods
Motivation for factories: Changing implementations

Supertypes support multiple implementations

```java
interface Matrix { ... }
class SparseMatrix implements Matrix { ... }
class DenseMatrix implements Matrix { ... }
```

Clients use the supertype (Matrix)

Still need to use a `SparseMatrix` or `DenseMatrix` constructor

Switching implementations requires code changes
Use of factories

Factory

```java
class MatrixFactory {
    public static Matrix createMatrix() {
        return new SparseMatrix();
    }
}
```

Clients call `createMatrix`, not a particular constructor

Advantages

To switch the implementation, only change one place
Can decide what type of matrix to create
Example: bicycle race

```java
class Race {

    // factory method for bicycle race
    Race createRace() {
        Bicycle bike1 = new Bicycle();
        Bicycle bike2 = new Bicycle();
        ...
    }
}
```
Example: Tour de France

class TourDeFrance extends Race {

    // factory method
    Race createRace() {
        Bicycle bike1 = new RoadBicycle();
        Bicycle bike2 = new RoadBicycle();
        ...
    }
}

}
Example: Cyclocross

class Cyclocross extends Race {

    // factory method
    Race createRace() {
        Bicycle bike1 = new MountainBicycle();
        Bicycle bike2 = new MountainBicycle();
        ...
    }

}
Factory method for Bicycle

class Race {
    Bicycle createBicycle() { ... }
    Race createRace() {
        Bicycle bike1 = createBicycle();
        Bicycle bike2 = createBicycle();
        ...
    }
}

Use a factory method to avoid dependence on specific new kind of bicycle in createRace()
Code using Bicycle factory methods

class Race {
    Bicycle createBicycle() { ... }
    Race createRace() {
        Bicycle bike1 = createBicycle();
        Bicycle bike2 = createBicycle();
        ... 
    }
}

class TourDeFrance extends Race {
    Bicycle createBicycle() {
        return new RoadBicycle();
    }
}

class Cyclocross extends Race {
    Bicycle createBicycle(Frame) {
        return new MountainBicycle();
    }
}
Factory objects/classes encapsulate factory methods

class BicycleFactory {
    Bicycle createBicycle() { ... }
    Frame createFrame() { ... }
    Wheel createWheel() { ... }
    ...
}

class RoadBicycleFactory extends BicycleFactory {
    Bicycle createBicycle() {
        return new RoadBicycle();
    }
}

class MountainBicycleFactory extends BicycleFactory {
    Bicycle createBicycle() {
        return new MountainBicycle();
    }
}
Using a factory object

class Race {
    BicycleFactory bfactory;
    // constructor
    Race() { bfactory = new BicycleFactory(); }
    Race createRace() {
        Bicycle bike1 = bfactory.createBicycle();
        Bicycle bike2 = bfactory.createBicycle();
        ...
    }
}

class TourDeFrance extends Race {
    // constructor
    TourDeFrance() { bfactory = new RoadBicycleFactory(); }
}

class Cyclocross extends Race {
    // constructor
    Cyclocross() { bfactory = new MountainBicycleFactory(); }
}
Separate control over bicycles and races

class Race {
    BicycleFactory bfactory;
    // constructor
    Race(BicycleFactory bfactory)
        { this.bfactory = bfactory; }
    Race createRace() {
        Bicycle bike1 = bfactory.completeBicycle();
        Bicycle bike2 = bfactory.completeBicycle();
        ...
    }
}
// No special constructor for TourDeFrance or
// for Cyclocross

Now we can specify the race and the bicycle separately:

    new TourDeFrance(new TricycleFactory())
DateFormat factory methods

DateFormat class encapsulates knowledge about how to format dates and times as text

Options: just date? just time? date+time? where in the world?

Instead of passing all options to constructor, use factories.
The subtype created doesn't need to be specified.

```java
DateFormat df1 = DateFormat.getDateInstance();
DateFormat df2 = DateFormat.getTimeInstance();
DateFormat df3 = DateFormat.getDateInstance(DateFormat.FULL, Locale.FRANCE);
Date today = new Date();
System.out.println(df1.format(today)); // "Jul 4, 1776"
System.out.println(df2.format(today)); // "10:15:00 AM"
System.out.println(df3.format(today)); // "juedi 4 juillet 1776"
```
Prototype pattern

Every object is itself a factory
Each class contains a clone method that creates a copy of the receiver object

```java
class Bicycle {
    Bicycle clone() { ... }
}
```

Often, Object is the return type of clone
clone is declared in Object
Design flaw in Java 1.4 and earlier: the return type may not change covariantly in an overridden method
i.e., return type could not be made more restrictive
This is a problem for achieving true subtyping
Using prototypes

class Race {
    Bicycle bproto;
    // constructor
    Race(Bicycle bproto) { this.bproto = bproto; }
    Race createRace() {
        Bicycle bike1 = (Bicycle) bproto.clone();
        Bicycle bike2 = (Bicycle) bproto.clone();
        ...
    }
}

Again, we can specify the race and the bicycle separately:

    new TourDeFrance(new Tricycle())
Dependency injection

Change the factory without changing the code

With a regular in-code factory:

```java
BicycleFactory f = new TricycleFactory();
Race r = new TourDeFrance(f);
```

With external dependency injection:

```java
BicycleFactory f = ((BicycleFactory)
DependencyManager.get("BicycleFactory"));

Race r = new TourDeFrance(f);
```

plus an external file:

```xml
<service-point id="BicycleFactory">
<invoke-factory>
<construct class="Bicycle">
<service>Tricycle</service>
</construct>
</invoke-factory>
</service-point>
```

+ Change the factory without recompiling
- Harder to understand
- Easier to make mistakes
Sharing

Recall the second weakness of Java constructors

Java constructors always return a new object, never a pre-existing object

**Singleton**: only one object exists at runtime

Factory method returns the same object every time (we’ve seen this already)

**Interning**: only one object with a particular (abstract) value exists at runtime

Factory method returns an existing object, not a new one

**Flyweight**: separate intrinsic and extrinsic state, represent them separately, and intern the intrinsic state

Implicit representation uses no space
Interning pattern

Reuse existing objects instead of creating new ones

Less space

May compare with `==` instead of `equals()`

Permitted only for immutable objects
Interning mechanism

Maintain a collection of all objects
If an object already appears, return that instead

```java
HashMap<String, String> segnames;  // why not Set<String>?
String canonicalName(String n) {
    if (segnames.containsKey(n)) {
        return segnames.get(n);
    } else {
        segnames.put(n, n);
        return n;
    }
}
```

Java builds this in for strings: `String.intern()`

Two approaches:
create the object, but perhaps discard it and return another
check against the arguments before creating the new object
java.lang.Boolean
does not use the Interning pattern

```java
public class Boolean {
    private final boolean value;
    // construct a new Boolean value
    public Boolean(boolean value) {
        this.value = value;
    }

    public static Boolean FALSE = new Boolean(false);
    public static Boolean TRUE = new Boolean(true);

    // factory method that uses interning
    public static Boolean valueOf(boolean value) {
        if (value) {
            return TRUE;
        } else {
            return FALSE;
        }
    }
}
```
Recognition of the problem

Javadoc for Boolean constructor:

Allocates a Boolean object representing the value argument.

Note: It is rarely appropriate to use this constructor. Unless a new instance is required, the static factory valueOf (boolean) is generally a better choice. It is likely to yield significantly better space and time performance.

Josh Bloch (JavaWorld, January 4, 2004):

The Boolean type should not have had public constructors. There's really no great advantage to allow multiple true or multiple false, and I've seen programs that produce millions of true and millions of false, creating needless work for the garbage collector.

So, in the case of immutables, I think factory methods are great.
Flyweight pattern

Good when many objects are mostly the same
  Interning works only if objects are \textit{entirely} the same (and \textit{immutable}!)
\textbf{Intrinsic state}: same across all objects
  Technique: intern it (interning requires immutability)
\textbf{Extrinsic state}: different for different objects
  Represent it explicitly
  Advanced technique: make it implicit (don’t even represent it!)
  Making it implicit requires immutability (or other properties)
Example without flyweight: bicycle spoke

class Wheel {
    FullSpoke[] spokes;
    ...
}
class FullSpoke {
    int length;
    int diameter;
    bool tapered;
    Metal material;
    float weight;
    float threading;
    bool crimped;
    int location;  // rim and hub holes this is installed in
}

Typically 32 or 36 spokes per wheel
but only 3 varieties per bicycle.
In a bike race, hundreds of spoke varieties, millions of instances
Alternatives to FullSpoke

class IntrinsicSpoke {
    int length;
    int diameter;
    boolean tapered;
    Metal material;
    float weight;
    float threading;
    boolean crimped;
}

This doesn't save space: it's the same as FullSpoke
    class InstalledSpokeFull extends IntrinsicSpoke {
        int location;
    }

This saves space
    class InstalledSpokeWrapper {
        IntrinsicSpoke s; // refer to interned object
        int location;
    }

... but flyweight version uses even less space
What is the value of the location field in `spokes[i]`?
Flyweight code to true (align) a wheel

class IntrinsicSpoke {
    void tighten(int turns, int location) {
        ... location ... // location is a parameter
    }
}

class Wheel {
    IntrinsicSpoke[] spokes;

    void align() {
        while (wheel is misaligned) {
            // tension the i\textsuperscript{th} spoke, which affects the wheel
            ... spokes[i].tighten(numturns, i) ...
        }
    }
}
Flyweight discussion

What if `FullSpoke` contains a `wheel` field pointing at the `Wheel` containing it?
What if `FullSpoke` contains a `boolean` broken field?

Flyweight is manageable only if there are very few mutable (extrinsic) fields.
Flyweight complicates the code.
Use flyweight only when profiling has determined that space is a `serious` problem.