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

<table>
<thead>
<tr>
<th>Pattern</th>
<th>Functionality</th>
<th>Interface</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adapter</td>
<td>same</td>
<td>different</td>
</tr>
<tr>
<td>Decorator</td>
<td>different</td>
<td>same</td>
</tr>
<tr>
<td>Proxy</td>
<td>same</td>
<td>same</td>
</tr>
</tbody>
</table>

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

Adapter

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
Example: use “old” method names for legacy code

Adapter example: scaling rectangles

We have this Rectangle interface

```java
interface Rectangle {
    // grow or shrink this by the given factor
    void scale(float factor);
    ...
    float getWidth();
    float area();
}
```

Goal: client code wants to use this library to “implement” Rectangle without rewriting code that uses Rectangle:

```java
class NonScaleableRectangle { // not a Rectangle
    void setWidth(float width) { ... }
    void setHeight(float height) { ... }
    // no scale method
    ...
}
```

```java
class ScaleableRectangle1 extends NonScaleableRectangle implements Rectangle {
    void scale(float factor) {
        setWidth(factor * getWidth());
        setHeight(factor * getHeight());
    }
}
```
Adapter: use delegation

Delegation: forward requests to another object

class ScaleableRectangle2 implements Rectangle {
    NonScaleableRectangle r;
    ScaleableRectangle2(float w, float h) {
        this.r = new NonScaleableRectangle(w, h);
    }
    void scale(float factor) {
        r.setWidth(factor * r.getWidth());
        r.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 in to the language (syntax, efficiency)

Delegation
– permits removal of methods (compile-time checking)
– objects of arbitrary concrete classes can be wrapped
– multiple wrappers can be composed

Delegation vs. composition
– Differences are subtle
– For CSE 331, consider them 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

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

Via delegation:
class BorderedWindow2 implements Window {
    Window innerWindow;
    BorderedWindow2(Windows innerWindow) {
        this.innerWindow = innerWindow;
    }
    void draw(Screen s) {
        innerWindow.draw(s);
        innerWindow.bounds().draw(s);
    }
}
A decorator can remove functionality

Remove functionality without changing the interface

Example: `UnmodifiableList`

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

Problem: `UnmodifiableList` is a Java subtype, but not a true subtype, of `List`

Decoration via delegation can create a class with no Java subtyping relationship, which is often desirable

Proxy

- Same interface and functionality as the wrapped class
  - So, uh, why wrap it?...
- 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
  - So no need to "always know" if an object is a collection of smaller objects or not
- Good for dealing with "part-whole" relationships
- An extended example...

Composite example: Bicycle

- Bicycle
  - Wheel
    - Skewer
      - Lever
      - Body
      - Cam
      - Rod
    - Hub
    - Spokes
    - Nipples
    - Rim
    - Tape
    - Tube
    - Tire
    - Frame
    - Drivetrain
    - ...

Methods on components

```java
abstract 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
Page
Column
Word
Letter

`interface Text {
    String getText();
}
class Page implements Text {
    String getText() {
        ... return concatenation of column texts ... 
    }
}`
Traversing composites

• Goal: perform operations on all parts of a composite

• Idea: generalize the notion of an iterator – process the components of a composite in an order appropriate for the application

• Example: arithmetic expressions in Java
  – How do we represent, say, \( x = \text{foo} \cdot b + c / d \):
  – How do we traverse/process these expressions?

Outline

✓ Introduction to design patterns
✓ Creational patterns (constructing objects)
✓ Structural patterns (controlling heap layout)
✓ Behavioral patterns (affecting object semantics)
  ⇒ Already seen: Observer
  ⇒ Will just do 2-3 related ones

Representing Java code

\[ x = \text{foo} \ast b + c / d; \]

Abstract syntax tree (AST) for Java code

```java
class PlusOp extends Expression { // + operation
    Expression leftExp;
    Expression rightExp;
}
class VarRef extends Expression { // variable use
    String varname;
}
class EqualOp extends Expression { // test a==b;
    Expression leftExp; // left-hand side: a in a==b
    Expression rightExp; // right-hand side: b in a==b
}
class CondExpr extends Expression { // a?b:c
    Expression testExp;
    Expression thenExp;
    Expression elseExp;
}
```

Object model vs. type hierarchy

• AST for \( a + b \):

• Class hierarchy for `Expression`:

Operations on abstract syntax trees

Need to write code for each entry in this table

<table>
<thead>
<tr>
<th>Types of Objects</th>
<th>CondExpr</th>
<th>EqualOp</th>
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<tbody>
<tr>
<td>Operations</td>
<td>typecheck</td>
<td>print</td>
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• Question: Should we group together the code for a particular operation or the code for a particular expression?
  – That is, do we group the code into rows or columns?
• Given an operation and an expression, how do we “find” the proper piece of code?
Interpreter and procedural patterns

**Interpreter**: collects code for similar objects, spreads apart code for similar operations
- Makes it easy to add types of objects, hard to add operations
- An instance of the **Composite** pattern

**Procedural**: collects code for similar operations, spreads apart code for similar objects
- Makes it easy to add operations, hard to add types of objects
- The Visitor pattern is a variety of the procedural pattern

(See also many offerings of CSE341 for an extended take on this question
• Statically typed functional languages help with procedural whereas statically typed object-oriented languages help with interpreter)

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**Procedural pattern**

Create a class per operation, with a method per operand type

```java
class Typecheck {
    Type typeCheckCondExpr(CondExpr e) {
        Type condType = typeCheckExpr(e.condition);
        Type thenType = typeCheckExpr(e.thenExpr);
        Type elseType = typeCheckExpr(e.elseExpr);
        if (condType.equals(BoolType) &&
            thenType.equals(elseType))
            return thenType;
        else
            return ErrorType;
    }
    Type tcEqualOp(EqualOp e) {
        ...
    }
    ...
}
```

**Definition of** `typeCheckExpr` **(using procedural pattern)**

```java
class Typecheck {
    ...
    Type typeCheckExpr(Expression e) {
        if (e instanceof PlusOp) {
            return typeCheckPlusOp((PlusOp)e);
        } else if (e instanceof VarRef) {
            return typeCheckVarRef((VarRef)e);
        } else if (e instanceof EqualOp) {
            return typeCheckEqualOp((EqualOp)e);
        } else if (e instanceof CondExpr) {
            return typeCheckCondExpr((CondExpr)e);
        } else ...
    }
    ...
}
```

**Visitor pattern:** A variant of the procedural pattern

- Nodes (objects in the hierarchy) accept visitors for traversal
- Visitors visit nodes (objects)

```java
class SomeExpressions extends Expression {
    void accept(Visitor v) {
        for each child of this node {
            child.accept(v);
        }
        v.visit(this);
    }
}
```

**Example: accepting visitors**

```java
class VarOp extends Expression {
    ...
    void accept(Visitor v) {
        v.visit(this);
    }
}
```
Sequence of calls to accept and visit

```
a.accept(v)
b.accept(v)
d.accept(v)
e.accept(v)
c.accept(v)
f.accept(v)
v.visit(a)
v.visit(b)
v.visit(c)
v.visit(d)
v.visit(e)
v.visit(f)
```

Sequence of calls to visit: d, e, b, f, c, a

Example: Implementing visitors

```java
class TypeCheckVisitor implements Visitor {
    void visit(VarOp e) { ... }
    void visit(EqualsOp e) { ... }
    void visit(CondOp e) { ... }
}
class PrintVisitor implements Visitor {
    void visit(VarOp e) { ... }
    void visit(EqualsOp e) { ... }
    void visit(CondOp e) { ... }
}
```

Now each operation has its cases back together

And type-checker should tell us if we fail to implement an abstract method in Visitor

Again: overloading just a nicety

Again: An OOP workaround for procedural pattern

• Because language/type-checker is not instance-of-test friendly