

Design Patterns (1)

CSE 331

University of Washington

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
 - the shape of a heap snapshot or object model

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 members (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
- Disadvantages:
 - Iteration order is fixed by the implementation and not under the control of the client

Example 4: Exceptions

- 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

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
- Canonical reference: the "Gang of Four" book
 - *Design Patterns: Elements of Reusable Object-Oriented Software*, by Erich Gamma, Richard Helm, Ralph Johnson, and John Vlissides, Addison-Wesley, 1995.
- Another good reference for Java
 - *Effective Java: Programming Language Guide*, by Joshua Bloch, Addison-Wesley, 2001.

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

Creational patterns

- Constructors in Java are inflexible
 1. Can't return a subtype of the class they belong to
 2. Always return a fresh new object, never re-use one
- Factories
 - Factory method
 - Factory object
 - Prototype
 - Dependency injection
- Sharing
 - Singleton
 - Interning
 - Flyweight

Factories

- 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

```
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

```
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

```
class Race {  
  
    // factory method  
    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();  
        ...  
    }  
}
```

Code using 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.

```
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)); // "jeudi 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

```
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

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:

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

- With external dependency injection:

```
BicycleFactory f  
= ((BicycleFactory)  
   DependencyManager.get("BicycleFactory"));  
Race r = new TourDeFrance(f);
```

- plus an external file:

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

<ul style="list-style-type: none">+ 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
- **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

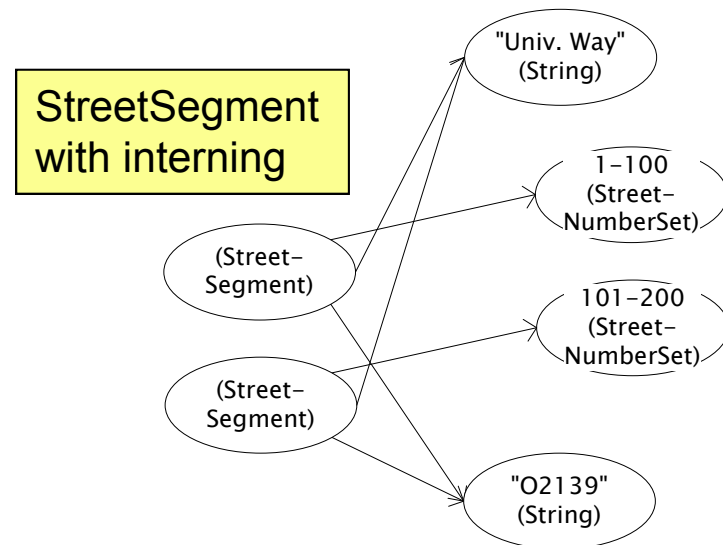
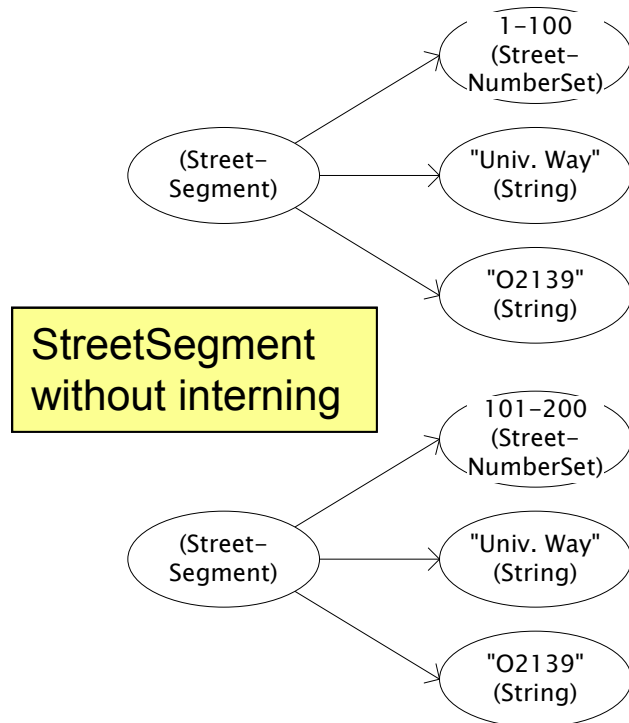
Singleton

Only one object of the given type exists

```
class Bank {  
    private static bank theBank;  
  
    // private constructor  
    private Bank() { ... }  
  
    // factory method  
    public static getBank() {  
        if (theBank == null) {  
            theBank = new Bank();  
        }  
        return theBank;  
    }  
    ...  
}
```

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

```
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;  
    }  
}
```

Set supports
contains but not get

- 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

```
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 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 trues or multiple falses, and I've seen programs that produce **millions of trues and millions of falses**, 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 **entirely** the same (and **immutable**!)
- **Intrinsic state**: same across all objects
 - Technique: intern it (interning requires immutability)
- **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;  
}
```

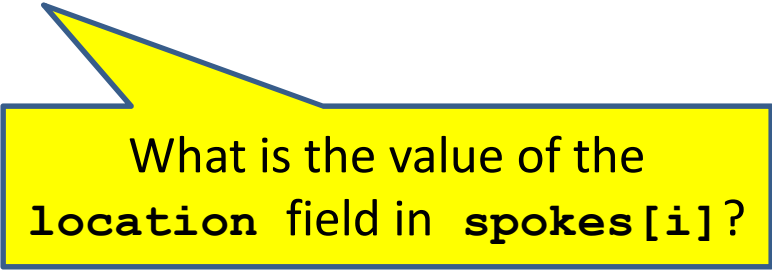
This saves space

```
class InstalledSpokeWrapper {  
    IntrinsicSpoke s;    // refer to interned object  
    int location;  
}
```

... but flyweight version uses even less space

Original code to true (align) a wheel

```
class FullSpoke {  
    // Tension the spoke by turning the nipple the  
    // specified number of turns.  
    void tighten(int turns) {  
        ... location ...    // location is a field  
    }  
}  
  
class Wheel {  
    FullSpoke[] spokes;  
    void align() {  
        while (wheel is misaligned) {  
            // tension the  $i^{\text{th}}$  spoke  
            ... spokes[i].tighten(numturns) ...  
        }  
    }  
}
```



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  $i^{\text{th}}$  spoke, which affects the wheel
            ... spokes[i].tighten(numturns, i) ...
        }
    }
}
```

Flyweight discussion

Wheel methods pass this to the methods that use the **wheel** field.

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

Add an array of **booleans** in **Wheel**, parallel to the array of **Spokes**.

- 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.