Announcements

- Course evaluation: [https://uw.iasystem.org/survey/179905](https://uw.iasystem.org/survey/179905)
  - we can’t see the results until the course is over

- Last reading quiz is due tonight at 11pm

- Final one week from today
  - HW9 first
Review
Example: Chat Client GUI

- We now can fully understand the chat client
  - uses BorderLayout and a couple of nested panels
    - one is a scrolling panel for the message area
  - uses two event loops: one for UI, one for networking

ChatClientGUI.java
Design Patterns
What is a design pattern?

A standard **solution** to a common programming problem
   – a high-level programming idiom

Often a **technique** for making code more flexible
   – reduces coupling among program components (at some cost)

Shorthand **description** of a software design
   – well-known terminology improves communication
   – makes it easier to think of using the technique

A couple **familiar** examples…. 
Example 1: Observer

Problem: other code needs to be called each time state changes but we would like the component to be reusable
  – can’t just hard-code calls to everything that needs to be called

Solution:
  – object maintains a list of observers with a known interface
  – calls a method on each observer when state changes

Disadvantages:
  – need extra code to add each observer
  – potentially wastes memory by maintaining a list of objects that are known a priori (and are always the same)
Example 2: Iteration

Problem: accessing all members of a collection requires performing a specialized traversal for each data structure
− (makes clients strongly coupled to that data structure)

Solution:
− the *implementation* performs traversals, does bookkeeping
− results are communicated to clients via a standard interface (e.g., `hasNext()`, `next()`)

Disadvantages:
− iteration order fixed by the implementation (not the client)
Why (more) design patterns?

Design patterns are intended to capture common solutions / idioms, name them, make them easy to use to guide design
  – they are high-level designs, not specific “coding tricks”

They increase your vocabulary and your intellectual toolset

Do not overuse them
  – introducing new abstractions to your program has a cost
    • it makes the code more complicated
    • it takes time
  – don’t fix what isn’t broken
    • wait until you have strong evidence that you will run into the problem that pattern is designed to solve
Origin of term

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

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 [different] examples
  – for object-oriented programming
    • some patterns more general
    • others compensate for OOP shortcomings
The phrase *pattern* has been overused since GoF book

Often used as “[somebody says] X is a good way to write programs”
  – and “anti-pattern” as “Y is a bad way to write programs”

These are useful, but GoF-style patterns are more important
  – they have richness, history, language-independence, documentation and (most likely) more staying power
An example GoF pattern

For some class $C$, guarantee that at run-time there is exactly one (globally visible) instance of $C$

First, *why* might you want this?
- what design goals are achieved?

Second, *how* might you achieve this?
- how to leverage language constructs to enforce the design

A pattern has a recognized *name*
- this is the *Singleton* pattern
Possible reasons for Singleton

- One `RandomNumber` generator
- One `KeyboardReader`, `PrinterController`, etc...
- One `CampusPaths`?

- Have an object with fields / methods that are “like public, static fields / methods” but have a `constructor` decide their values
  - e.g., have `main` decide which files to give `CampusPaths`
  - but rest of the code can just assume it exists

- Other benefits in certain situations
  - could delay expensive constructor until actually needed
public class Foo {
    private static final Foo instance = new Foo();
    // private constructor prevents instantiation outside class
    private Foo() { ... }
    public static Foo getInstance() {
        return instance;
    }
    ... instance methods as usual ...
}

public class Foo {
    private static Foo instance;
    // private constructor prevents instantiation outside class
    private Foo() { ... }
    public static synchronized Foo getInstance() {
        if (instance == null) {
            instance = new Foo();
        }
        return instance;
    }
    ... instance methods as usual ...
}
GoF patterns: three categories

**Creational Patterns** are about the object-creation process
- Factory Method, Abstract Factory, *Singleton*, Builder, Prototype, …

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

**Behavioral Patterns** are about communication among objects

Green = ones we’ve seen already
Creational patterns

Constructors in Java are inflexible
1. Can't return a subtype of the class
2. Can’t reuse an existing object

Factories: patterns for how to create new objects
– Factory method, Factory object / Builder, Prototype

Sharing: patterns for reusing objects
– Singleton, Interning
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)

BUT still call SparseMatrix or DenseMatrix constructor

- must decide concrete implementation somewhere
- might want to make the decision in one place
  - rather than all over in the code
- factory methods put this decision behind an abstraction
Use of factories

class MatrixFactory {
    public static Matrix createMatrix(float density) {
        return density <= 0.1 ?
            new SparseMatrix() : new DenseMatrix();
    }
}

Clients call createMatrix instead of a particular constructor

Advantages:
  – to switch the implementation, change only one place
**DateFormat factory methods**

`DateFormat` class encapsulates how to format dates & times

- options: just date, just time, date+time, w/ timezone, etc.
- instead of passing all options to constructor, use factories
- the subtype created by factory call need not be specified

```java
DateFormat df1 = DateFormat.getDateInstance();
DateFormat df2 = DateFormat.getTimeInstance();
DateFormat df3 = DateFormat.getDateInstance(DateFormat.FULL, Locale.FRANCE);

Date today = new Date();

df1.format(today);  // "Jul 4, 1776"
df2.format(today);  // "10:15:00 AM"
df3.format(today);  // "jeudi 4 juillet 1776"
```
Example: Bicycle race

class Race {
    public Race() {
        Bicycle bike1 = new Bicycle();
        Bicycle bike2 = new Bicycle();
        ... // assume lots of other code here
    }
    ...
}

Suppose there are different types of races
Each race needs its own type of bicycle...
Example: Tour de France

class TourDeFrance extends Race {
    public TourDeFrance() {
        Bicycle bike1 = new RoadBicycle();
        Bicycle bike2 = new RoadBicycle();
        ...
    }
    ...
}

The Tour de France needs a road bike…
Example: Cyclocross

class Cyclocross extends Race {
    public Cyclocross() {
        Bicycle bike1 = new MountainBicycle();
        Bicycle bike2 = new MountainBicycle();
        ...       
    }
    ...   
}

And the cyclocross needs a mountain bike.

Problem: have to override the constructor in every Race subclass just to use a different subclass of Bicycle
Factory *method* for Bicycle

```java
class Race {
    Bicycle createBicycle() { return new Bicycle(); }
    public Race() {
        Bicycle bike1 = createBicycle();
        Bicycle bike2 = createBicycle();
        ...
    }
}
```

**Solution**: use a factory method to avoid choosing which type to create
  
  – let the subclass decide by overriding *createBicycle*
Subclasses override factory method

```java
class TourDeFrance extends Race {
    Bicycle createBicycle() {
        return new RoadBicycle();
    }
    public TourDeFrance() { super(); }
}
class Cyclocross extends Race {
    Bicycle createBicycle() {
        return new MountainBicycle();
    }
    public Cyclocross() { super(); }
}
```

- Requires foresight to use factory method in superclass constructor
- Subtyping in the overriding methods!
- Supports other types of reuse (e.g. `addBicycle` could use it too)
A Brief Aside

Did you see what that code just did?

– it called a subclass method from a constructor!
– factory methods should usually be static methods
Factory objects

• Let’s move the method into a separate class
  – so it’s part of a factory object

• Advantages:
  – no longer risks horrifying bugs
  – can pass factories around around at runtime
    • e.g., let main decide which one to use
Factory objects/classes encapsulate factory method(s)

class BicycleFactory {
    Bicycle createBicycle() {
        return new Bicycle();
    }
}

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

class MountainBicycleFactory extends BicycleFactory {
    Bicycle createBicycle() {
        return new MountainBicycle();
    }
}

These are returning subtypes
Using a factory object

class Race {
    BicycleFactory bfactory;
    public Race(BicycleFactory f) {
        bfactory = f;
        Bicycle bike1 = bfactory.createBicycle();
        Bicycle bike2 = bfactory.createBicycle();
        ...
    }
    public Race() { this(new BicycleFactory()); }
    ...
}

Setting up the flexibility here:
• Factory object stored in a field, set by constructor
• Can take the factory as a constructor-argument
• But an implementation detail (?), so 0-argument constructor too
  – Java detail: call another constructor in same class with this
The subclasses

class TourDeFrance extends Race {
    public TourDeFrance() {
        super(new RoadBicycleFactory());
    }
}

class Cyclocross extends Race {
    public Cyclocross() {
        super(new MountainBicycleFactory());
    }
}

Voila!

– Just call the superclass constructor with a different factory
– Race class had foresight to delegate “what to do to create a bicycle” to the factory object, making it more reusable
Separate control over bicycles and races

class TourDeFrance extends Race {
    public TourDeFrance() {
        super(new RoadBicycleFactory()); // or this(...)
    }
    public TourDeFrance(BicycleFactory f) {
        super(f);
    }
    ...
}

By having factory-as-argument option, we can allow arbitrary mixing by client: new TourDeFrance(new TricycleFactory())

Less useful in this example (?): Swapping in different factory object whenever you want

Reminder: Not shown here is also using factories for creating races
Prototype pattern

• Each object is itself a factory:
  – objects contain a clone method that creates a copy

• Useful for objects that are created via a process
  – Example: java.awt.geom.AffineTransform
  – create by a sequence of calls to translate, scale, and rotate
  – easiest to make a similar one by copying and changing
    • saves the work of repeating all the common operations
  – Example: android.graphics.Paint
    • use Paint.set to copy from prototype object
Factories: summary

Goal: want more flexible abstractions for what class to instantiate

Factory method
- call a method to create the object
- method can do any computation and return any subtype

Factory object (also Builder)
- Factory has factory methods for some type(s)
- Builder has methods to describe object and then create it

Prototype
- every object is a factory, can create more objects like itself
- call clone to get a new object of same subtype as receiver

Dependency Injection
- put choice of subclass in a file to avoid source-code changes or even recompiling when decision changes
  - (not usually a big problem)