
CSE 331

Software Design & Implementation

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Callbacks, Events and Listeners/Observers

The limits of scaling

What prevents us from building huge, intricate structures that work perfectly and indefinitely?

- No friction
- No gravity
- No wear-and-tear

... it's the difficulty of *understanding* them

So we split designs into sensible parts and reduce interaction among the parts

- More *cohesion* within parts
- Less *coupling* across parts



Design exercise

We will extend and modify this example throughout this lecture

- Six versions, each making a point 😊
- Provided code shows *skeletal versions that compile*
- Slides won't make sense without the code and vice versa!!

Our application has various *styled words*

- A mutable word with a color (and font, size, weight, ...)
- Some styled words are spell-checked against a dictionary
- Some styled words forbid the letter 'Q' [toy example 😊]

Want good coupling, cohesion, and reuse

Available libraries

To set up the example, we assume we have:

1. A `Dictionary` class with a static method providing dictionaries for available languages

```
class Dictionary {  
    public static Dictionary findDictionary(String lang){...}  
    public boolean contains(String s){...}  
    ...  
}
```

2. `StringBuffer` to hold mutable text (in standard library)
 - Methods `insert`, `delete`, and much more
3. Classes for all the styling of words
 - Skeletal code just assumes a `Color` class
 - E.g., `new Color("red")`

A direct approach

Version 1 (see `v1.java`)

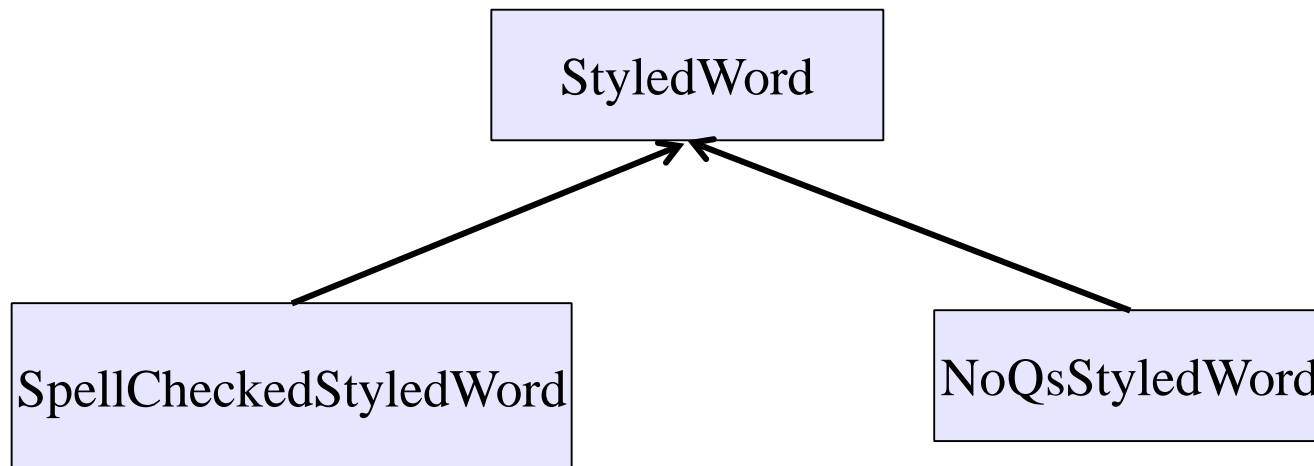
Three new classes:

- `StyledWord`
 - Contains a `StringBuffer` and a `Color`
- `SpellCheckedStyledWord`
 - Contains a `StyledWord` and a `Dictionary`
- `NoQsStyledWord`
 - Contains a `StyledWord`

Module dependency diagram (MDD)

An arrow in a module dependency diagram (MDD) indicates “depends on” or “knows about”

- Simplistically: “any name mentioned in the source code”
- *Not* just fields, though we emphasize that here



What's wrong with v1?

Cohesion: Seems fine – each class has 1 purpose

Reuse: So-so

- Subclassing would avoid all those *forwarding methods*
- But is `spellCheckedStyledWord` or `NoQsStyledWord` a true subtype of `StyledWord`
 - Depends on spec of `StyledWord` (likely not)
- Another reuse issue we will return to: No way to spell-check *and* forbid 'Q'

Coupling: Problematic...

“When the text changes”

```
class SpellcheckedStyledWord {  
    ...  
    private void performSpellcheck(){...}  
    public void addLetter(char c, int pos) {  
        word.addLetter(c, position);  
        performSpellcheck();  
    }  
}
```

`SpellCheckedStyledWord` and `NoQsStyledWord` need to know whenever the text changes

- `addLetter` and `deleteLetter`
- Hopefully no other ones we forgot!
- But concept of “text changed” is something we want to leave to `StyledWord`
- To avoid this coupling, want the “text changed” *event* to be managed by `StyledWord`

Moving “when the text changes”

Version 2 (see `v2.java`)

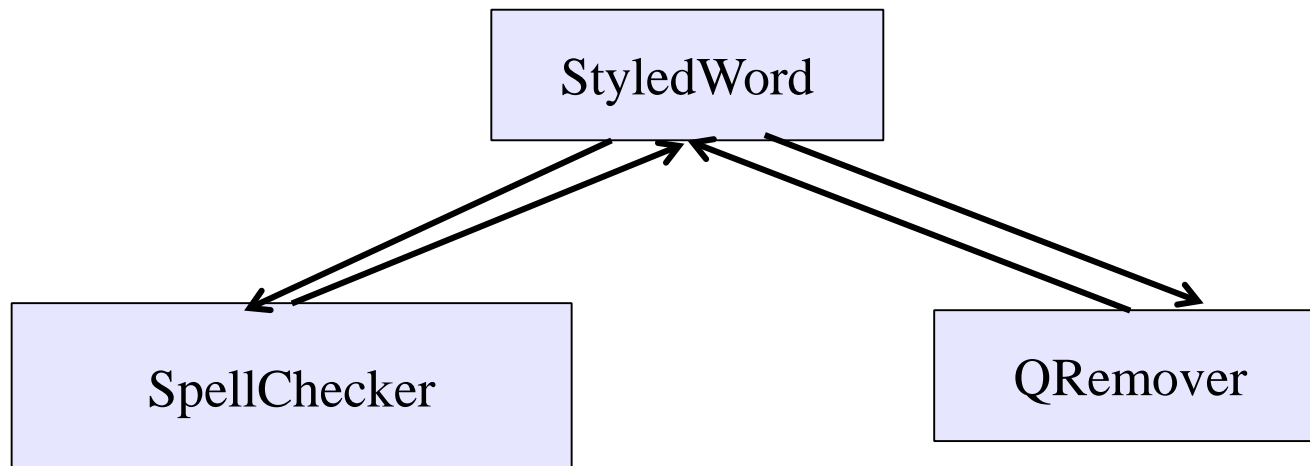
- (Not good but a stepping-stone to version 3)

Let's make `StyledWord` responsible for any necessary spell-checking or Q-removal

- A `StyledWord`'s state now includes:
 - A `Spellchecker` if there is one
 - A `QRemover` if there is one
- When the word changes, pass `this` to the spell-checker and/or Q-remover

Version 2 MDD

Hmm, more dependencies, but less coupling via the dependencies we had...



V2 uses callbacks

```
class StyledWord {  
    ...  
    private void afterWordChange() {  
        if(spellchecker != null)  
            spellchecker.performSpellcheck(this);  
        if(qremover != null)  
            qremover.removeQs(this);  
    }  
}
```

- Why do we pass a `Spellchecker` or `Qremover` to the `StyledWord` constructor?
- All the `StyledWord` does with those objects is call `performSpellcheck(this)` or `removeQs(this)`
- `performSpellcheck` and `removeQs` are *callbacks* – code passed in for the purpose of being called some time later

Callbacks

Callback: “Code” provided by client to be used by library

- In Java, pass an object with the “code” in a method

Synchronous callbacks:

- Examples: `HashMap` calls its client's `hashCode`, `equals`
- Useful when library needs the callback result immediately

Asynchronous callbacks:

- Examples: v2-6; GUI listeners (upcoming homework)
- *Register* to indicate interest and where to call back
- Useful when the callback should be performed later, when some interesting event occurs

What's wrong with v2?

Cohesion: Worse: `StyledWord` shouldn't be directly tracking what needs spell-checking or Q-removal

Reuse: Better, but work-in progress

- No more forwarding methods
- Can spell-check or Q-remove or both
- But what if there's a third (or fourth or...) thing we want to do later when some words change

Coupling: Solved our V1 coupling problem, but made our MDD worse

The key decoupling insight

- `StyledWord` depends on `Spellchecker` and `Qremover` in v2, but does *not* need to know *anything* about what these classes do
 - Just needs to call the call-backs when an event occurs (the text changes)
- Weaken the dependency by introducing a much weaker specification in the form of an interface or abstract class
 - The interface implemented by things that can be *notified* when the text changes

```
interface WordChangeListener {  
    public void onWordChange(StyledWord w);  
}
```

v3: take a WordChangeListener

```
class StyledWord {
    private StringBuffer text  = new StringBuffer();
    private Color          color = new Color("black");
    private WordChangeListener listener;
    public StyledWord(WordChangeListener l) {
        listener = l;
    }
    private void afterWordChange() {
        listener.onWordChange(this);
    }
    public void addLetter(char c, int position) {
        text.insert(position,c);
        afterWordChange();
    }
}
```

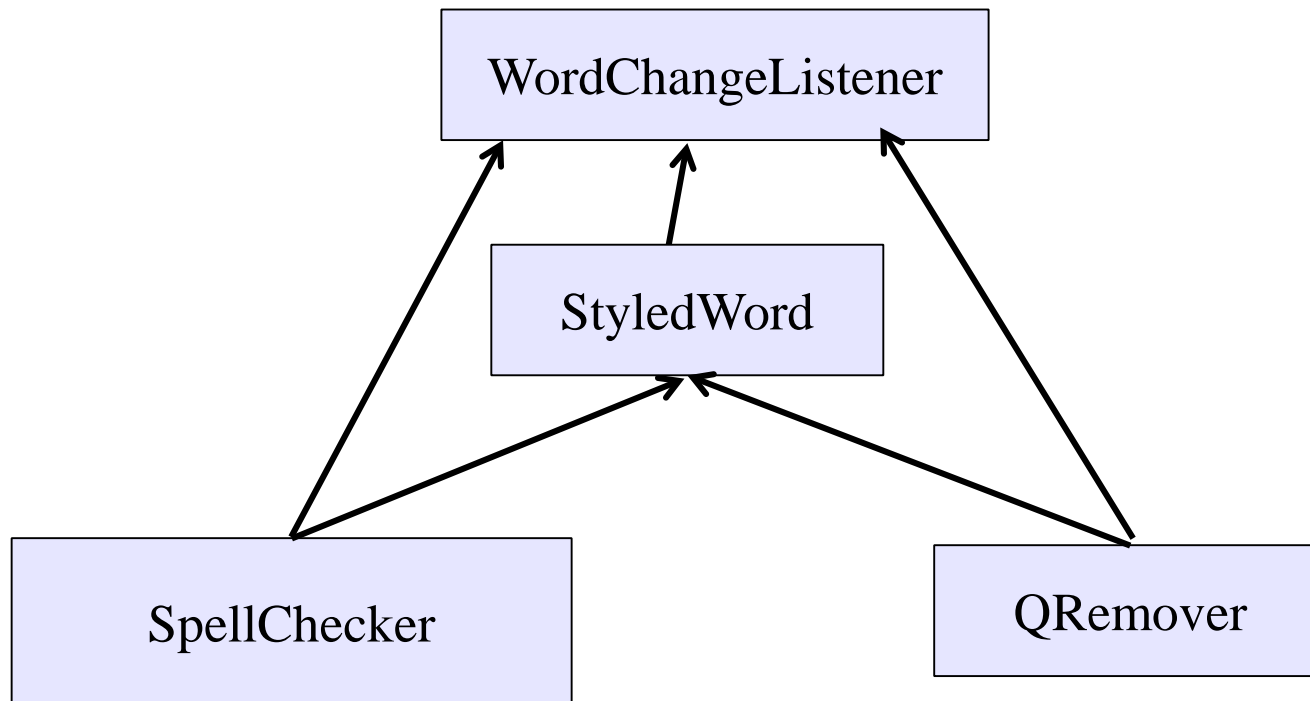
v3: implement WordChangeListener

```
class Spellchecker implements WordChangeListener {  
    ...  
    public void onWordChange(StyledWord word) {  
        performSpellcheck(word);  
    }  
}
```

```
class QRemover implements WordChangeListener {  
    ...  
    public void onWordChange(StyledWord word) {  
        removeQs(word);  
    }  
}
```


A better MDD

- `WordChangeListener` is simple and weak



Judging v3

Cohesion: Good!

Coupling: Good!

Reuse: Better!

- Better than v2: Can use *any* `WordChangeListener` -- no need for to know what they are
 - See `ChangeCounter` in `v3.java`
- Worse than v2: Back to allowing only one listener/callback for any particular `StyledWord`
 - Hence v4, an “easy fix”

v4: allow multiple listeners

```
class StyledWord {
    ...
    private List<WordChangeListener> listeners =
        new ArrayList<WordChangeListener>();
    public StyledWord() { }
    public StyledWord(WordChangeListener l) {
        listeners.add(l);
    }
    public StyledWord(Collection<? extends
                        WordChangeListener> c) {
        listeners.addAll(c);
    }
    private void afterWordChange() {
        for(WordChangeListener listener : listeners) {
            listener.onWordChange(this);
        }
    }
}
```

Achievement unlocked: Observer Pattern

- v4 has all the advantages of v3 and allows any number of listeners
- Cohesion: `styledWord` handles styled text while supporting listeners; each listener does its thing
- Coupling: Only via the weakly specified listener interface

This is the *observer pattern*

- Words can be *observed* via *observers/listeners* that are *notified* via *callbacks* when an *event* (of interest) occurs
- Pattern: Something used over-and-over in software, worth recognizing when appropriate and using common terms

v5: dynamic addition/deletion

- No good reason for `StyledWord` to require the listeners to be fixed at object-creation time
 - It “doesn’t care” what the listeners are; just responsible for notifying them when the text changes
- Clients may wish to add and/or remove listeners
 - Example: Change language for spell-checking
 - Example: Start counting changes at some point
- Version 5 does this and is the common approach
 - Mutator methods that add/remove listeners
 - More flexible for clients; up to them to use it wisely

v5: final version of StyledWord

```
class StyledWord {  
    ...  
    private List<WordChangeListener> listeners =  
        new ArrayList<WordChangeListener>();  
  
    public StyledWord() { }  
    public void addListener(WordChangeListener l) {  
        listeners.add(l);  
    }  
    public void removeListener(WordChangeListener l) {  
        listeners.remove(l);  
    }  
    private void afterWordChange() {  
        for(WordChangeListener listener : listeners) {  
            listener.onWordChange(this);  
        }  
    }  
}
```

A meta-lesson

- We could have just showed you v5 and told you to parrot it and recognize it in industry
- A powerful idiom refined by decades of wisdom, unlikely to be reinvented this well by a relative novice
- But better to *appreciate its good design* in contrast to earlier versions
 - And start to develop the ability to judge a design and identify approaches to improve it
 - And don't be afraid to redesign

Bonus version: v6

- Actually, v1-v5 all contain another “classic” design weakness:
 - *Don't mix appearance and content*
- This method has poor cohesion, by “hard-wiring” specific colors – or even that coloring is the output – into the actual spell-check method:

```
public void performSpellcheck(StyledWord word) {  
    if(dictionary.contains(word.getText()))  
        word.setColor(new Color("black"));  
    else  
        word.setColor(new Color("red"));  
}
```


v6 improves this

- Make the spell-checker parameterized over a color-choice
 - Even better would be an arbitrary text-restyling
- Separate “does it spell-check” from “what to do if it does/doesn’t”
- Both lead to better cohesion
- See the code
 - Not directly related to callbacks/events/listeners
 - But helps show why graphical applications tend to have lots of parameters and levels of abstraction