# Review

#### Administrivia

- HW9 due tonight
- Quiz 7 tomorrow covering
  - event-driven programming
  - servers
  - debugging
  - design patterns
- Demos next week
  - sign-up sheet to pick a time that works for you
  - show off your app. chat with a TA about it
- Questions?

- Creational patterns: get around Java constructor inflexibility
  - Sharing: singleton, interning
  - Telescoping constructor fix: builder
  - Returning a subtype: factories
- Structural patterns: translate between interfaces
  - Adapter: same functionality, different interface
  - Decorator: different functionality, same interface
  - Proxy: same functionality, same interface, restrict access
  - All of these are types of wrappers

- Interpreter pattern:
  - Collects code for similar objects, spreads apart code for operations (classes for objects with operations as methods in each class)
  - Easy to add objects, hard to add methods
  - Instance of Composite pattern
- Procedural patterns:
  - Collects code for similar operations, spreads apart code for objects (classes for operations, method for each operand type)
  - Easy to add methods, hard to add objects
  - Ex: Visitor pattern

Adapter, Builder, Composite, Decorator, Factory, Iterator, Intern, Interpreter, Model-View-Controller (MVC), Observer, Procedural, Prototype, Proxy, Singleton, Visitor, Wrapper

- What pattern would you use to...
  - add a scroll bar to an existing window object in Swing
  - We have an existing object that controls a communications channel. We would like to provide the same interface to clients but transmit and receive encrypted data over the existing channel.
  - When the user clicks the "find path" button in the Campus Maps application (hw9), the path appears on the screen.

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    - Decorator
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    - Proxy
  - •When the user clicks the "find path" button in the Campus Maps application (hw9), the path appears on the screen.
    - ·MVC
    - Observer

# Strategy Design Pattern

- Problem: Some parts of our algorithm need to be different depending on which client is making the request
- Solution: Have clients pass in an object representing the specific strategy for the missing parts
  - it will invoke that object's methods to perform the strategy
- Example: HashMap needs help computing the hash code
- What is another name we already have for this?
  - it is a <u>callback</u>

# Command Design Pattern

- **Problem**: Part of the code needs to identify user requests but does not know how to process them. It needs a way to communicate this to the rest of the code.
- **Solution**: Put the request details into an object that can be passed to the code that does the processing.
- Example: the Request object in Spark Java
- Another example from the libraries we used?
  - button clicks