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# CSE 331

# Software Design & Implementation

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Design Patterns, Part 2

(Based on slides by Mike Ernst, Dan Grossman, David Notkin, Hal Perkins, Zach Tatlock)

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# Outline

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- ✓ Introduction to design patterns
- ✓ Creational patterns (constructing objects)
- ⇒ Structural patterns (controlling heap layout)
- Behavioral patterns (affecting object semantics)

# Structural patterns: Wrappers

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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

<b>Pattern</b>	<b>Functionality</b>	<b>Interface</b>
<b>Adapter</b>	<b>same</b>	<b>different</b>
<b>Decorator</b>	<b>different</b>	<b>same</b>
<b>Proxy</b>	<b>same</b>	<b>same</b>

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

# Adapter

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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

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We have this `Rectangle` interface

```
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`:

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

# Adapter: Use subclassing

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

# Adapter: use delegation

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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

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## 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*

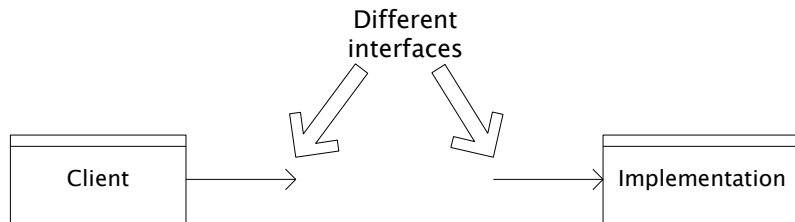
- Differences are subtle
- For CSE 331, consider them equivalent (?)



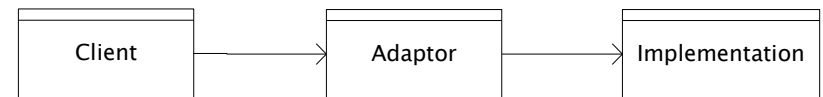
# Types of adapter

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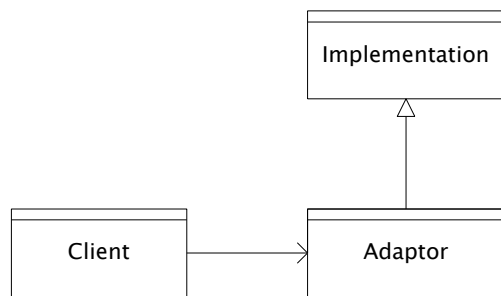
Goal of adapter:  
connect incompatible interfaces



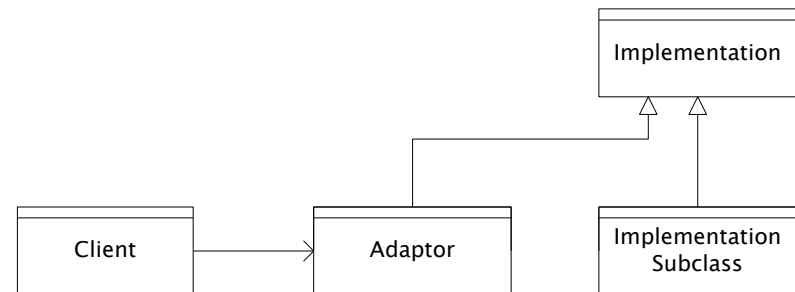
Adapter with delegation



Adapter with subclassing



Adapter with subclassing:  
no extension is permitted



# Decorator

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- 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

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```
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

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Via subclassing:

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

Delegation permits multiple borders on a window, or a window that is both bordered and shaded

Via delegation:

```
class BorderedWindow2 implements Window {
    Window innerWindow;
    BorderedWindow2(Window innerWindow) {
        this.innerWindow = innerWindow;
    }
    void draw(Screen s) {
        innerWindow.draw(s);
        innerWindow.bounds().draw(s);
    }
}
```

# A decorator can remove functionality

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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

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- 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

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- 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

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



# Methods on components

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```
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

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Library  
  Section (for a given genre)  
    Shelf  
      Volume  
       Page  
       Column  
       Word  
       Letter

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

# Outline

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- ✓ 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

# Traversing composites

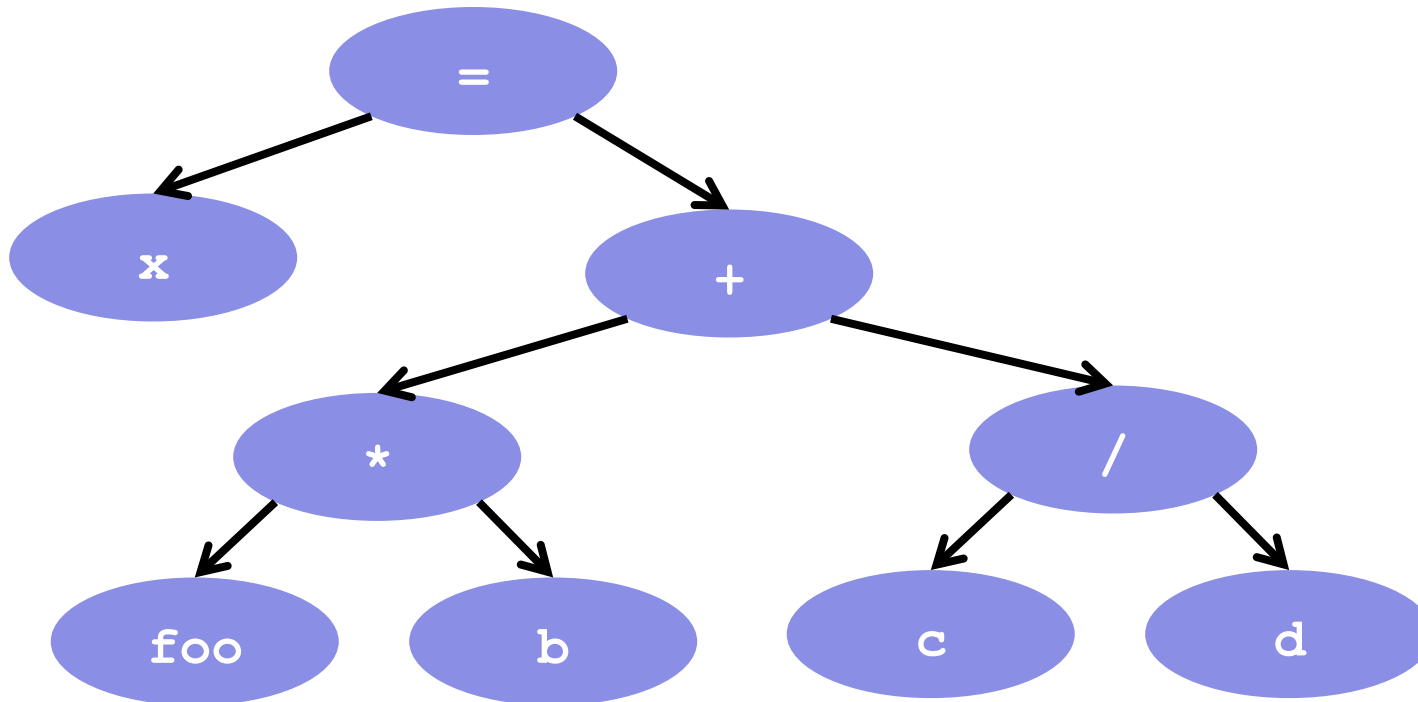
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- Goal: perform operations on all parts of a composite
- Idea: generalize the notion of an iterator – process the components of a composite in an order appropriate for the application
- Example: arithmetic expressions in Java
  - How do we represent, say,  $x = \text{foo} * b + c / d$ ;
  - How do we traverse/process these expressions?

# Representing Java code

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```
x = foo * b + c / d;
```



# Abstract syntax tree (AST) for Java code

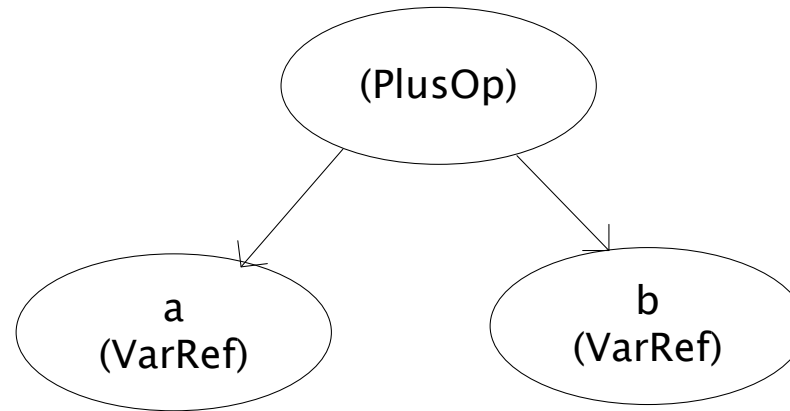
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```
class PlusOp extends Expression { // + operation
    Expression leftExp;
    Expression rightExp;
}
class VarRef extends Expression { // variable use
    String varname;
}
class EqualOp extends Expression { // test a==b;
    Expression leftExp; // 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;
}
```

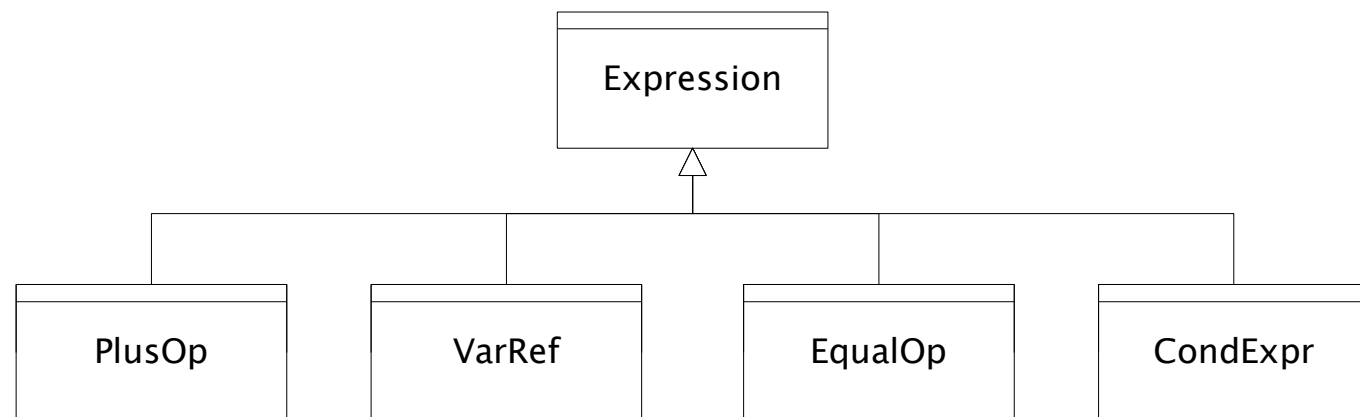
# Object model vs. type hierarchy

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- AST for `a + b`:



- Class hierarchy for **Expression**:



# Operations on abstract syntax trees

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Need to write code for each entry in this table

		Types of Objects	
		CondExpr	EqualOp
Operations	typecheck		
	print		

- 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

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**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

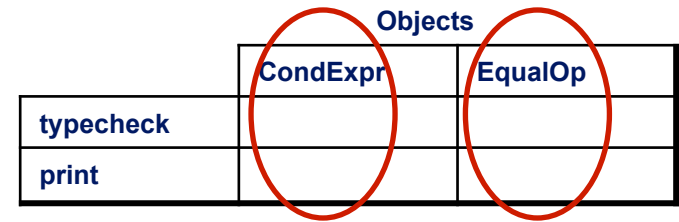
**Procedural:** collects code for similar **operations**, spreads apart code for similar objects

- 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)

# Interpreter pattern



Add a method to each class for each supported operation

```
abstract class Expression {  
    ...  
    Type typecheck();  
    String print();  
}  
class EqualOp extends Expression {  
    ...  
    Type typecheck() { ... }  
    String print() { ... }  
}  
class CondExpr extends Expression {  
    ...  
    Type typecheck() { ... }  
    String print() { ... }  
}
```

Dynamic dispatch chooses the right implementation, for a call like `e.typeCheck()`

Overall type-checker spread across classes

# Procedural pattern

Objects		
	CondExpr	EqualOp
typecheck		
print		

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

```
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 typeCheckEqualOp (EqualOp e) {
        ...
    }
}
```

How to invoke the right method for an expression e?

# Definition of `typeCheckExpr` (using procedural pattern)

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```
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
            Maintaining this code is tedious and error-prone
            • No help from type-checker to get all the cases
              (unlike in functional languages)
            ret
        } else
            Cascaded if tests are likely to run slowly (in Java)
            Need similar code for each operation
        ...
    }
}
```

# Visitor pattern:

## A variant of the procedural pattern

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

```
class SomeExpression extends Expression {  
    void accept(Visitor v) {  
        for each child of this node {  
            child.accept(v);  
        }  
        v.visit(this);  
    }  
}  
  
class SomeVisitor extends Visitor {  
    void visit(SomeExpression n) {  
        perform work on n  
    }  
}
```

`n.accept(v)` traverses the structure rooted at `n`, performing `v`'s operation on each element of the structure

# Example: accepting visitors

---

```
class VarOp extends Expression {
    ...
    void accept(Visitor v) {
        v.visit(this);
    }
}
class EqualsOp extends Expression {
    ...
    void accept(Visitor v) {
        leftExp.accept(v);
        rightExp.accept(v);
        v.visit(this);
    }
}
class CondOp extends Expression {
    ...
    void accept(Visitor v) {
        testExp.accept(v);
        thenExp.accept(v);
        elseExp.accept(v);
        v.visit(this);
    }
}
```

First visit all children

Then pass “self” back to visitor

The visitor has a `visit` method for each kind of expression, thus picking the right code for this kind of expression

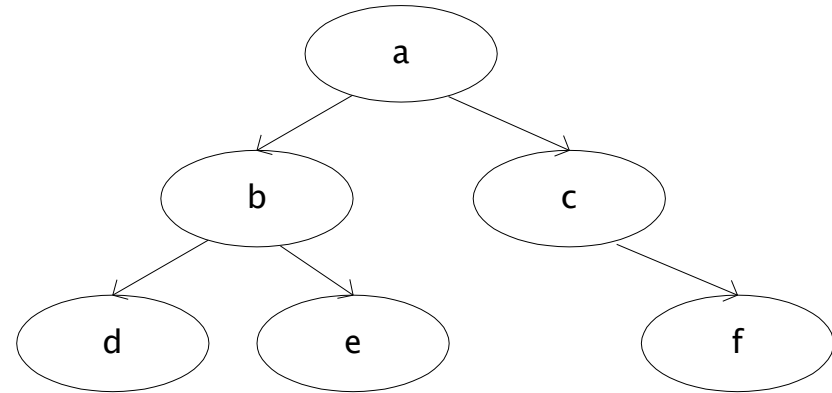
- Overloading makes this look more magical than it is...

Lets clients provide unexpected visitors

# Sequence of calls to accept and visit

---

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



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

# Example: Implementing visitors

---

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

```
class PrintVisitor implement
  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