Principles of Software Construction: A Quick Tour of all 23 GoF Design Patterns

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• Published 1994
• 23 Patterns
• Widely known
Our course so far

- Strategy
- Template Method
- Façade
- Iterator
- Proxy
- Adapter
- Composite
- Decorator

- Observer
- Marker interface
- Flyweight
- Different forms of factories
- Model view controller
- and concurrency patterns as producer-consumer, thread pool
Why?

- Seminal and canonical list of well-known patterns
- Not all patterns are commonly used
- Does not cover all popular patterns

- At least know where to look up when somebody mentions the “Bridge pattern”
Grouping Patterns

I. Creational Patterns
II. Structural Patterns
III. Behavioral Patterns
Pattern Name

• **Intent** – the aim of this pattern
• **Use case** – a motivating example
• **Key types** – the types that define pattern
  – Italic type name indicates abstract class; typically this is an interface when the pattern is used in Java
• **JDK** – example(s) of this pattern in the JDK
I. Creational Patterns

1. Abstract factory
2. Builder
3. Factory method
4. Prototype
5. Singleton
1. Abstract Factory

• Intent – allow creation of families of related objects independent of implementation

• Use case – look-and-feel in a GUI toolkit
  – Each L&F has its own windows, scrollbars, etc.

• Key types – *Factory* with methods to create each family member, *Products*

• JDK – not common
Abstract Factory Illustration

```
WidgetFactory
   CreateWindow()
   CreateScrollBar()

MotifWidgetFactory
   CreateWindow()
   CreateScrollBar()

PMWidgetFactory
   CreateWindow()
   CreateScrollBar()

Client

Window
   PMWindow
   MotifWindow

ScrollBar
   PMScrollBar
   MotifScrollBar
```
2. Builder

- Intent – separate construction of complex object from representation so same creation process can create different representations
- use case – converting rich text to various formats
- types – *Builder*, *ConcreteBuilders*, *Director*, *Products*
- JDK – *StringBuilder*, *StringBuffer*
  - But there is no (visible) abstract supertype...
  - And both generate same product class (*String*)
Gof4 Builder Illustration

```java
while(t = nextToken) {
    switch t.Type {
    case CHAR:
        builder->AddChar(t.Char)
    case FONT:
        builder->SetFont(t.Font)
    case PARA:
        builder->AddParagraph()
    }
}
```

Builders

- RTFReader
  - ParseRTF()

TextConverter
  - AddChar(char)
  - SetFont(font)
  - AddParagraph()

Builders

- ASCIIConverter
  - AddChar(char)
  - GetASCIIText()

- TeXConverter
  - AddChar(char)
  - SetFont(font)
  - AddParagraph()
  - GetTeXText()

- GUITextConverter
  - AddChar(char)
  - SetFont(font)
  - AddParagraph()
  - GetGUIText()

- ASCIIText
- TeXText
- GUIText
Effective Java Item 1

- Emulates named parameters in languages that don’t support them
- Emulates $2^n$ constructors or factories with $n$ builder methods, by allowing them to be combined freely
- Cost is an intermediate (Builder) object
EJ-style Builder Illustration

```java

public class NutritionFacts {
    public static class Builder {
        public Builder(String name, int servingSize, int servingsPerContainer) { ... }
        public Builder totalFat(int val) { totalFat = val; }
        public Builder saturatedFat(int val) { satFat = val; }
        public Builder transFat(int val) { transFat = val; }
        public Builder cholesterol(int val) { cholesterol = val; }
        ... // 15 more setters

        public NutritionFacts build() {
            return new NutritionFacts(this);
        }
    }
    private NutritionFacts(Builder builder) { ... }
}
```
3. Factory Method

• Intent – abstract creational method that lets subclasses decide which class to instantiate
• Use case – creating documents in a framework
• Key types – *Creator*, which contains abstract method to create an instance
• JDK – `Iterable.iterator()`
• Related *Static Factory pattern* is very common
  – Technically not a GoF pattern, but close enough
Factory Method Illustration

```java
public interface Iterable<E> {
    public abstract Iterator<E> iterator();
}

public class ArrayList<E> implements List<E> {
    public Iterator<E> iterator() { ... }
    ...
}

public class HashSet<E> implements Set<E> {
    public Iterator<E> iterator() { ... }
    ...
}

Collection<String> c = ...;

for (String s : c) { // Creates an Iterator appropriate to c
    System.out.println(s);
}
```
Static Factory Method Example

```java
public DatabaseConnection {
    private DatabaseConnection(String address) { ... }
    public static DatabaseConnection create(String address) {
        //optional caching or checking...
        return new DatabaseConnection(address);
    }
}

c = new DatabaseConnection("localhost");
c = DatabaseConnection.create("localhost");
```
4. Prototype

• Intent – create an object by cloning another and tweaking as necessary
• Use case – writing a music score editor in a graphical editor framework
• Key types – Prototype
• JDK – Cloneable, but avoid (except on arrays)
  – Java and Prototype pattern are a poor fit
5. Singleton

• Intent – ensuring a class has only one instance
• Use case – GoF say print queue, file system, company in an accounting system
  – Compelling uses are rare but they do exist
• Key types – Singleton
• JDK – `java.lang.Runtime.getRuntime()`, `java.util.Collections.emptyList()`
Singleton Illustration

```java
public class Elvis {
    public static final Elvis ELVIS = new Elvis();
    private Elvis() { }
    ...
}

// Alternative implementation
public enum Elvis {
    ELVIS;
    
    sing(Song song) { ... }
    playGuitar(Riff riff) { ... }
    eat(Food food) { ... }
    take(Drug drug) { ... }
}
```
Singleton Discussion

• It’s an *instance-controlled class*; others include
  – **Static utility class** – non-instantiable
  – **Enum** – one instance per value, all values known at compile time
  – **Interned class** – one canonical instance per value, new values created at runtime

• There is a duality between singleton and static utility class
II. Structural Patterns

1. Adapter
2. Bridge
3. Composite
4. Decorator
5. Façade
6. Flyweight
7. Proxy
1. Adapter

- Intent – convert interface of a class into one that another class requires, allowing interoperability
- Use case – numerous, e.g., arrays vs. collections
- Key types – Target, Adaptee, Adapter
- JDK – Arrays.asList(T[])
2. Bridge

• Intent – decouple an abstraction from its implementation so they can vary independently
• Use case – portable windowing toolkit
• Key types – Abstraction, Implementor
• JDK – JDBC, Java Cryptography Extension (JCE), Java Naming & Directory Interface (JNDI)
• Bridge pattern very similar to Service Provider
  – Abstraction ~ API, Implementer ~ SPI
3. Composite

• Intent – compose objects into tree structures. **Let clients treat primitives & compositions uniformly.**

• Use case – GUI toolkit (widgets and containers)

• Key type – *Component* that represents both primitives and their containers

• JDK – `javax.swing.JComponent`
public interface Expression {
    double eval();    // Returns value
    String toString(); // Returns infix expression string
}

public class UnaryOperationExpression implements Expression {
    public UnaryOperationExpression(UnaryOperator operator, Expression operand);
}

public class BinaryOperationExpression implements Expression {
    public BinaryOperationExpression(BinaryOperator operator, Expression operand1, Expression operand2);
}

public class NumberExpression implements Expression {
    public NumberExpression(double number);
}
4. Decorator

- Intent – attach features to an object dynamically
- Use case – attaching borders in a GUI toolkit
- Key types – *Component*, implement by decorator and decorated
- JDK – Collections (e.g., Synchronized wrappers), java.io streams, Swing components
Decorator Illustration

Some applications would benefit from using objects to model every aspect of their functionality, but a naive design approach would be prohibitively expensive.

For example, most document editors modularize their text formatting and editing facilities to some extent. However, they invariably stop short of using objects to represent each character and graphical element in the document. Doing so would promote flexibility at the finest level in the application. Text and graphics could be treated uniformly with...
5. Façade

• Intent – provide a simple unified interface to a set of interfaces in a subsystem
  – GoF allow for variants where the complex underpinnings are exposed and hidden
• Use case – any complex system; GoF use compiler
• Key types – Façade (the simple unified interface)
• JDK – java.util.concurrent.Executor
Façade Illustration

Subsystem classes

Façade

Diagram showing the relationship between facade classes and other subsystem classes.
6. Flyweight

- Intent – use sharing to support large numbers of fine-grained objects efficiently
- Use case – characters in a document
- Key types – Flyweight (instance-controlled!)
  - Some state can be *extrinsic* to reduce number of instances
- JDK – String literals (JVM feature)
Flyweight Illustration
7. Proxy

• Intent – surrogate for another object
• Use case – delay loading of images till needed
• Key types – Subject, Proxy, RealSubject
• Gof mention several flavors
  – virtual proxy – stand-in that instantiates lazily
  – remote proxy – local representative for remote obj
  – protection proxy – denies some ops to some users
  – smart reference – does locking or ref. counting, e.g.
• JDK – RMI, collections wrappers
Proxy Illustrations

**Virtual Proxy**

- **aTextDocument**
  - image
- **anImageProxy**
  - fileName
- **anImage**
  - data

**Smart Reference**

- SynchronizedList
- ArrayList

**Remote Proxy**

- Client
- Proxy
- Server
III. Behavioral Patterns

1. Chain of Responsibility
2. Command
3. Interpreter
4. Iterator
5. Mediator
6. Memento
7. Observer
8. State
9. Strategy
10. Template method
11. Visitor
1. Chain of Responsibility

• Intent – avoid coupling sender to receiver by passing request along until someone handles it
• Use case – context-sensitive help facility
• Key types – RequestHandler
• JDK – ClassLoader, Properties
• Exception handling could be considered a form of Chain of Responsibility pattern
Chain of Responsibility Example

interface PluginLoader {
    Plugin loadPlugin(String s);
}
class BasicPluginLoader {
    Plugin loadPlugin(String s) { ServiceLoader... }
}
class JarPluginLoader {
    private final PluginLoader o;
    JarPluginLoader(PluginLoader other) { o=other;}
    Plugin loadPlugin(String s) {
        Plugin l = ... //try to load from Jar
        if (l==null) l = o.loadPlugin(s);
        return l;
    }
}
2. Command

• Intent – encapsulate a request as as an object, letting you parameterize one action with another, queue or log requests, etc.

• Use case – menu tree

• Key type – *Command* (Runnable)

• JDK – Common! Executor framework, etc.

• Is it Command pattern if you run it repeatedly? If it takes an argument? Returns a val?
public static void main(String[] args) {
    SwingUtilities.invokeLater(() -> new Demo().setVisible(true));
}

Command Illustration
3. Interpreter

- Intent – given a language, define class hierarchy for parse tree, recursive method to interpret it
- Use case – regular expression matching
- Key types – *Expression*, *NonterminalExpression*, *TerminalExpression*
- JDK – no uses I’m aware of
  - Our expression evaluator (HW2) is a classic example
- Necessarily uses Composite pattern!
public interface Expression {
    double eval();  // Returns value
    String toString(); // Returns infix expression string
}

public class UnaryOperationExpression implements Expression {
    public UnaryOperationExpression(
        UnaryOperator operator, Expression operand);
}

public class BinaryOperationExpression implements Expression {
    public BinaryOperationExpression(BinaryOperator operator,
        Expression operand1, Expression operand2);
}

public class NumberExpression implements Expression {
    public NumberExpression(double number);
}
4. Iterator

• Intent – provide a way to access elements of a collection without exposing representation

• Use case – collections

• Key types – *Iterable, Iterator*
  – But GoF discuss internal iteration, too

• JDK – collections, for-each statement, etc.
public interface Iterable<E> {
    public abstract Iterator<E> iterator();
}

public class ArrayList<E> implements List<E> {
    public Iterator<E> iterator() {
        ... 
    }
    ...
}

public class HashSet<E> implements Set<E> {
    public Iterator<E> iterator() {
        ... 
    }
    ...
}

Collection<String> c = ...;

for (String s : c) // Creates an Iterator appropriate to c
    System.out.println(s);
5. Mediator

• Intent – define an object that encapsulates how a set of objects interact, to reduce coupling.
  – $O(n)$ couplings instead of $O(n^2)$

• Use case – dialog box where change in one component affects behavior of others

• Key types – Mediator, Components

• JDK – Unclear
Mediator Illustration
6. Memento

- Intent – without violating encapsulation, allow client to capture an object’s state, and restore
- Use case – undo stack for operations that aren’t easily undone, e.g., line-art editor
- Key type – Memento (opaque state object)
- JDK – none that I’m aware of (not serialization)
7. Observer

• Intent – let objects observe the behavior of other objects so they can stay in sync
• Use case – multiple views of a data object in a GUI
• Key types – *Subject* ("Observable"), *Observer*
  – GoF are agnostic on many details!
• JDK – Swing, left and right
Observer Illustration

// Implement roll button and dice type field
JTextField diceSpecField = new JTextField(diceSpec, 5); // Field width
JButton rollButton = new JButton("Roll");
rollButton.addActionListener(event -> {
    if (!diceSpecField.getText().equals(diceSpec)) {
        diceSpec = diceSpecField.getText();
        dice = Die.dice(diceSpec);
        jDice.resetDice(dice);
    }
    for (Die d : dice) d.roll();
    jDice.repaint();
});
8. State

- Intent – allow an object to alter its behavior when internal state changes. “Object will appear to change class.”
- Use case – TCP Connection (which is stateful)
- Key type – State (Object delegates to state!)
- JDK – none that I’m aware of, but...
  - Works great in Java
  - Use enums as states
  - Use AtomicReference<State> to store it
State Example

Without the pattern:

class Connection {
    boolean isOpen = false;
    void open() {
        if (isOpen) throw new Invalid...
        //open connection
        isOpen = true;
    }
    void close() {
        if (!isOpen) throw new Invalid...
        //close connection
        isOpen = false;
    }
}

With the pattern:

class Connection {
    private State state = new Closed();
    public void setState(State s) { ... }
    void open() { state.open(this); }
    ...
}

interface State {
    void open(Connection c);
    void close(Connection c);
}

class Open implements State {
    void open(Connection c) { throw ... }
    void close(Connection c) {
        //...close connection
        c.setState(new Closed());
    }
}

class Closed impl. State { ... }
9. Strategy

- Intent – represent a behavior that parameterizes an algorithm for behavior or performance
- Use case – line-breaking for text compositing
- Key types – Strategy
- JDK – Comparator
Strategy Illustration

Comparator is a strategy for ordering

code:

```java
public static synchronized void main(String[] args) {
    Arrays.sort(args, Comparator.reverseOrder());
    System.out.println(Arrays.toString(args));

    Arrays.sort(args, Comparator.comparingInt(String::length));
    System.out.println(Arrays.toString(args));
}

java Foo i eat wondrous spam
[wondrous, spam, i, eat]
[i, eat, spam, wondrous]
```
10. Template Method

• Intent – define skeleton of an algorithm or data structure, deferring some decisions to subclasses
• Use case – application framework that lets plugins implement all operations on documents
• Key types – AbstractClass, ConcreteClass
• JDK – skeletal collection impls (e.g., AbstractList)
// List adapter for primitive int arrays
public static List<Integer> intArrayList(final int[] a) {
    return new AbstractList<Integer>() {
        public Integer get(int i) {
            return a[i];
        }

        public Integer set(int i, Integer val) {
            Integer oldVal = a[i];
            a[i] = val;
            return oldVal;
        }

        public int size() {
            return a.length;
        }
    };
}
11. Visitor

• Intent – represent an operation to be performed on elements of an object structure (e.g., a parse tree). Visitor lets you define a new operation without modifying the type hierarchy.

• Use case – type-checking, pretty-printing, etc.

• Key types – Visitor, ConcreteVisitors, all the element types that get visited

• JDK – none that I’m aware of; very common in compilers
public interface Expression {
    public <T> T accept(Visitor<T> v);  // No eval or toString!
}

public class UnaryOperationExpression implements Expression {
    public UnaryOperationExpression( UnaryOperator operator, Expression operand);
    public <T> T accept(Visitor<T> v) { return v.visitUnaryExpr(this); }
}

public class BinaryOperationExpression implements Expression {
    public BinaryOperationExpression(BinaryOperator operator, Expression operand1, Expression operand2);
    public <T> T accept(Visitor<T> v) { return v.visitBinaryExpr(this)); }
}

public class NumberExpression implements Expression {
    public NumberExpression(double number);
    public <T> T accept(Visitor<T> v) { return v.visitNumberExpr(this); }
}
public interface Visitor<T> { // T is result type
    public T visitUnaryExpr(UnaryExpression ue);
    public T visitBinaryExpr(BinaryExpression be);
    public T visitNumberExpr(NumberExpression ne);
}

public class EvalVisitor implements Visitor<Double> {
    public Double visitUnaryExpr(UnaryExpression ue) {
        return ue.operator.apply(ue.operand.accept(this));
    }
    public Double visitBinaryExpr(BinaryExpression be) {
        return be.operator.apply(be.operand1.accept(this),
                                  be.operand2.accept(this));
    }
    public Double visitNumberExpr(NumberExpression ne) { return ne.number; }
}
public class ToStringVisitor implements Visitor<String> {
    public String visitUnaryExpr(UnaryExpression ue) {
        return ue.operator + ue.operand.accept(this);
    }
    public String visitBinaryExpr(BinaryExpression be) {
        return String.format("(%s %s %s)", be.operand1.accept(this),
                            be.operator, be.operand2.accept(this));
    }
    public String visitNumberExpr(NumberExpression ne) {
        return Double.toString(ne.number);
    }
}

// Sample use of visitors
System.out.println(e.accept(new ToStringVisitor()) + " = " + 
                    e.accept(new EvalVisitor()));
More on Visitor

- Visitor is NOT merely traversing a graph structure and applying a method
  - That’s Iterator!
- The essence of visitor is *double-dispatch*
  - First dynamically dispatch on the Visitor
  - Then on the element being visited
Summary

• Now you know *all* the Gang of Four patterns
• Definitions can be vague
• Coverage is incomplete
• But they’re extremely valuable
  – They gave us a vocabulary
  – And a way of thinking about software
• Look for patterns as you read and write software
  – GoF, non-GoF, and undiscovered