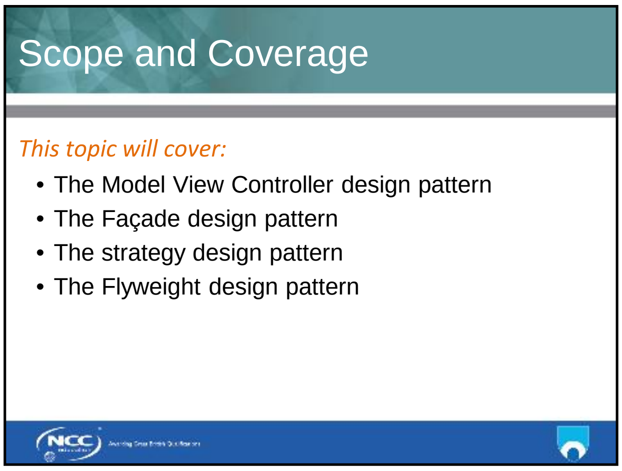
Awarding Great British Qualifications

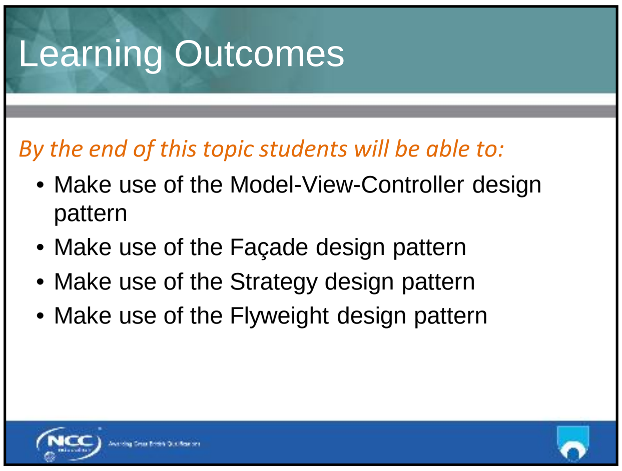
Analysis, Design and Implementation
Topic 9:
Design Patterns (2)



Scope and Coverage

This topic will cover:

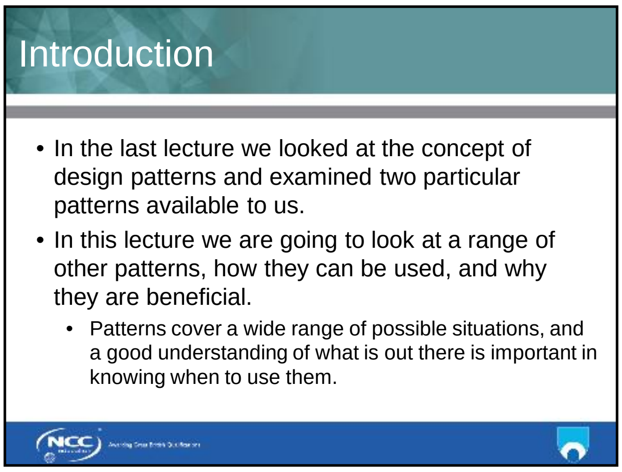
- The Model View Controller design pattern
- The Façade design pattern
- The strategy design pattern
- The Flyweight design pattern



Learning Outcomes

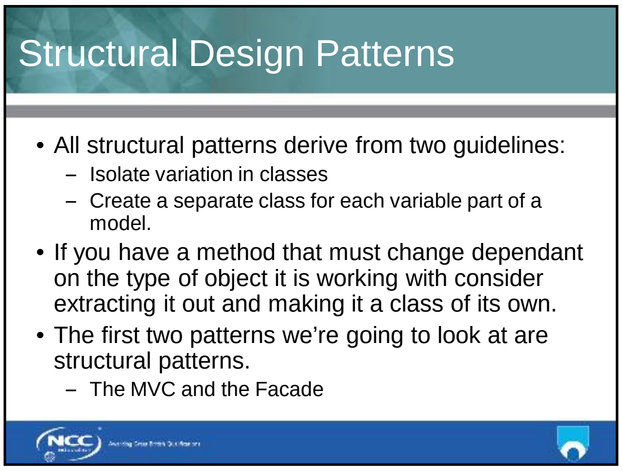
By the end of this topic students will be able to:

- Make use of the Model-View-Controller design pattern
- Make use of the Façade design pattern
- Make use of the Strategy design pattern
- Make use of the Flyweight design pattern



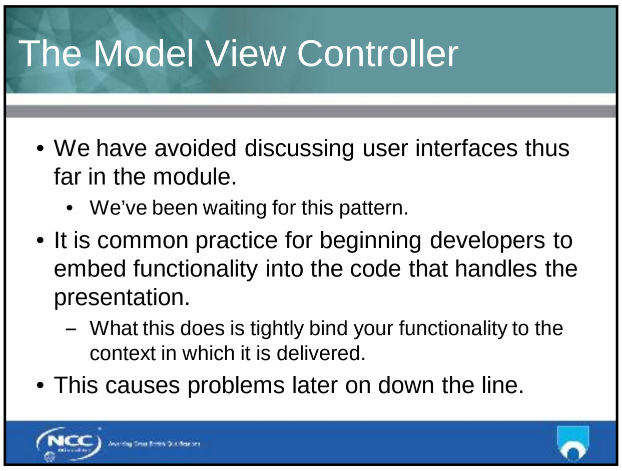
Introduction

- In the last lecture we looked at the concept of design patterns and examined two particular patterns available to us.
- In this lecture we are going to look at a range of other patterns, how they can be used, and why they are beneficial.
  - Patterns cover a wide range of possible situations, and a good understanding of what is out there is important in knowing when to use them.



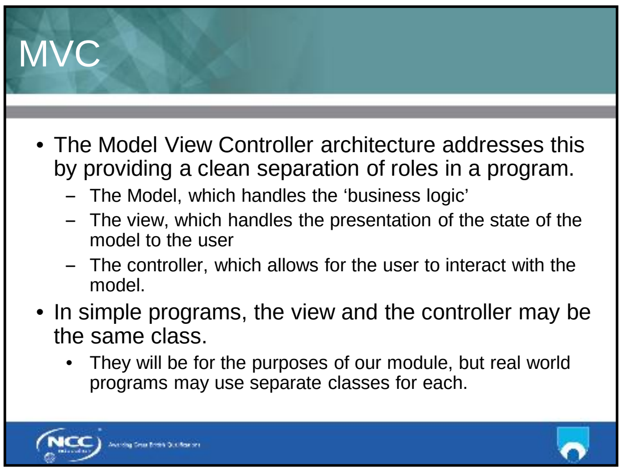
Structural Design Patterns

- All structural patterns derive from two guidelines:
  - Isolate variation in classes
  - Create a separate class for each variable part of a model.
- If you have a method that must change dependant on the type of object it is working with consider extracting it out and making it a class of its own.
- The first two patterns we're going to look at are structural patterns.
  - The MVC and the Facade



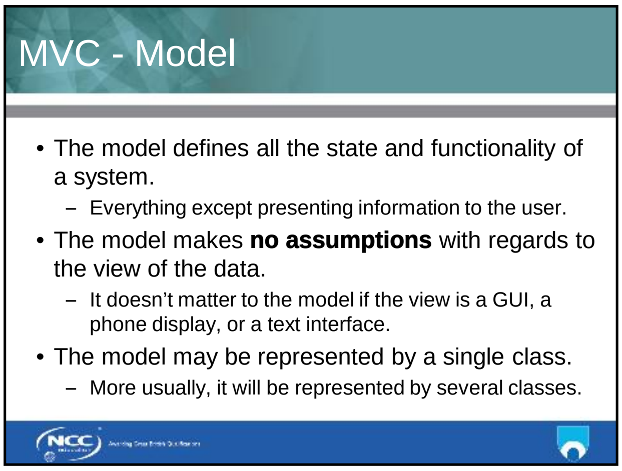
The Model View Controller

- We have avoided discussing user interfaces thus far in the module.
  - We've been waiting for this pattern.
- It is common practice for beginning developers to embed functionality into the code that handles the presentation.
  - What this does is tightly bind your functionality to the context in which it is delivered.
- This causes problems later on down the line.



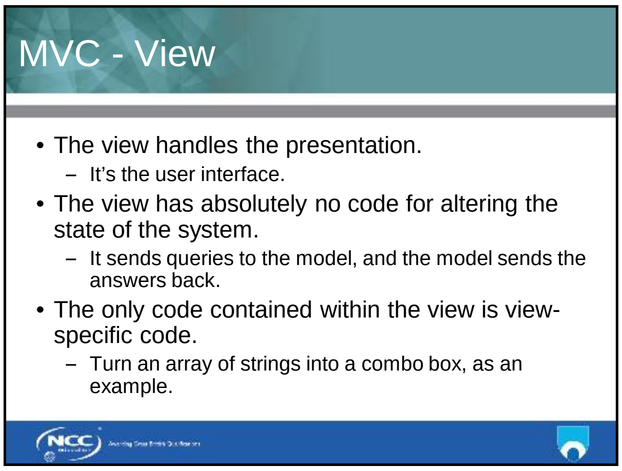
MVC

- The Model View Controller architecture addresses this by providing a clean separation of roles in a program.
  - The Model, which handles the ‘business logic’
  - The view, which handles the presentation of the state of the model to the user
  - The controller, which allows for the user to interact with the model.
- In simple programs, the view and the controller may be the same class.
  - They will be for the purposes of our module, but real world programs may use separate classes for each.



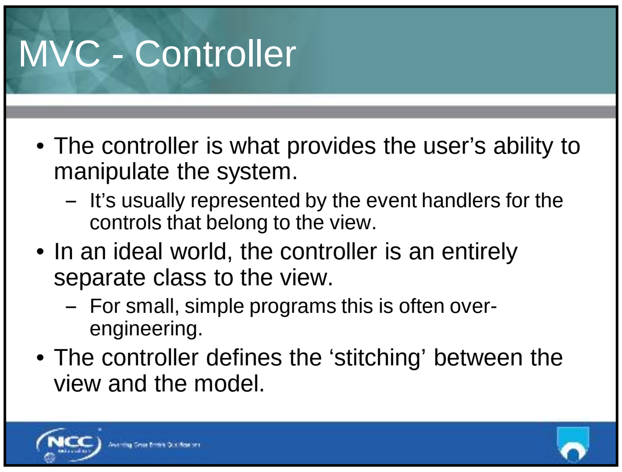
MVC - Model

- The model defines all the state and functionality of a system.
  - Everything except presenting information to the user.
- The model makes **no assumptions** with regards to the view of the data.
  - It doesn’t matter to the model if the view is a GUI, a phone display, or a text interface.
- The model may be represented by a single class.
  - More usually, it will be represented by several classes.



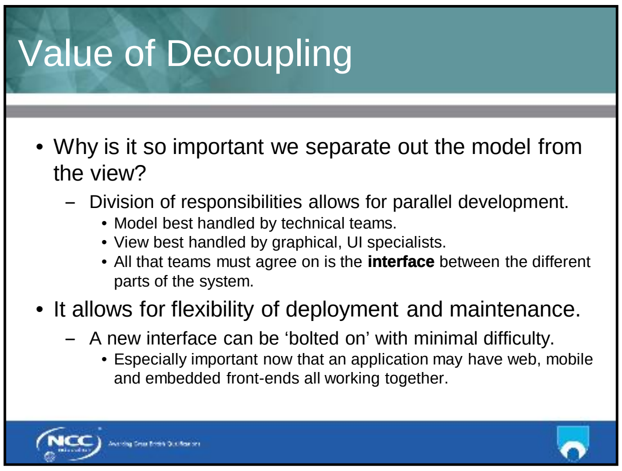
MVC - View

- The view handles the presentation.
  - It’s the user interface.
- The view has absolutely no code for altering the state of the system.
  - It sends queries to the model, and the model sends the answers back.
- The only code contained within the view is view-specific code.
  - Turn an array of strings into a combo box, as an example.



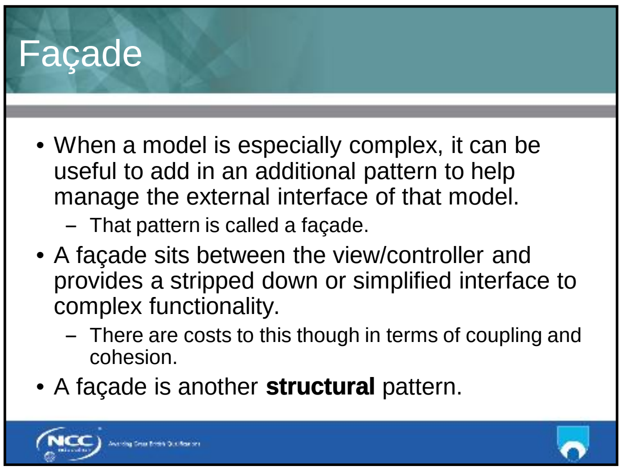
MVC - Controller

- The controller is what provides the user’s ability to manipulate the system.
  - It’s usually represented by the event handlers for the controls that belong to the view.
- In an ideal world, the controller is an entirely separate class to the view.
  - For small, simple programs this is often over-engineering.
- The controller defines the ‘stitching’ between the view and the model.



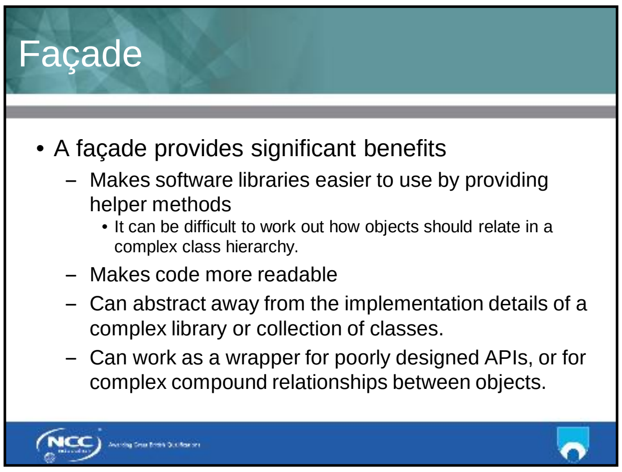
Value of Decoupling

- Why is it so important we separate out the model from the view?
  - Division of responsibilities allows for parallel development.
    - Model best handled by technical teams.
    - View best handled by graphical, UI specialists.
    - All that teams must agree on is the **interface** between the different parts of the system.
- It allows for flexibility of deployment and maintenance.
  - A new interface can be ‘bolted on’ with minimal difficulty.
    - Especially important now that an application may have web, mobile and embedded front-ends all working together.



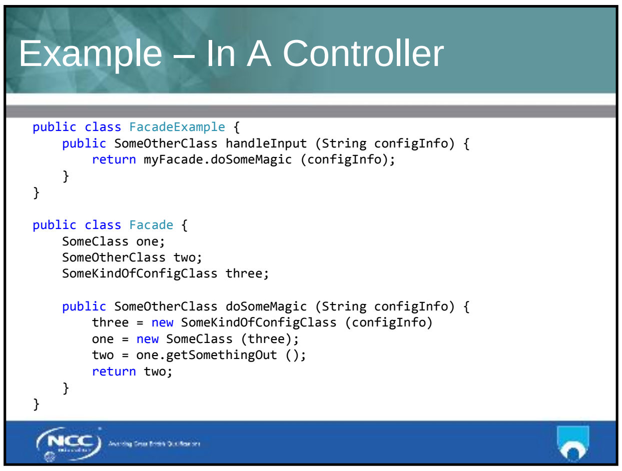
Façade

- When a model is especially complex, it can be useful to add in an additional pattern to help manage the external interface of that model.
  - That pattern is called a façade.
- A façade sits between the view/controller and provides a stripped down or simplified interface to complex functionality.
  - There are costs to this though in terms of coupling and cohesion.
- A façade is another **structural** pattern.



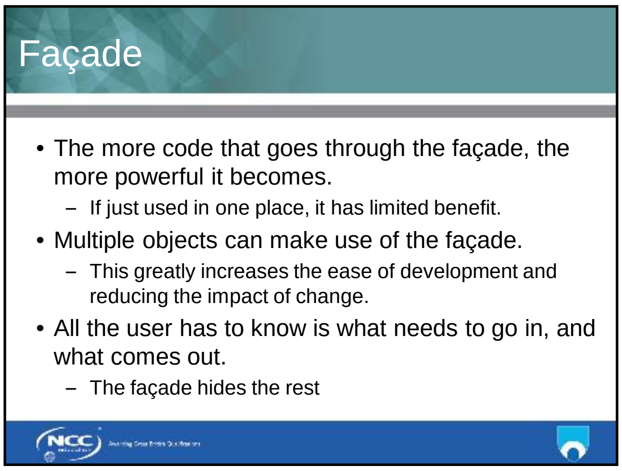
Façade

- A façade provides significant benefits
  - Makes software libraries easier to use by providing helper methods
    - It can be difficult to work out how objects should relate in a complex class hierarchy.
  - Makes code more readable
  - Can abstract away from the implementation details of a complex library or collection of classes.
  - Can work as a wrapper for poorly designed APIs, or for complex compound relationships between objects.



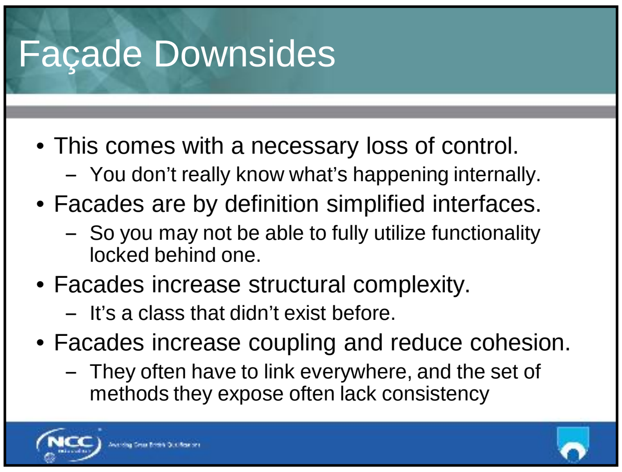
Example – In A Controller

```
public class FacadeExample {
    public SomeOtherClass handleInput (String configInfo) {
        return myFacade.doSomeMagic (configInfo);
    }
}

public class Facade {
    SomeClass one;
    SomeOtherClass two;
    SomeKindOfConfigClass three;

    public SomeOtherClass doSomeMagic (String configInfo) {
        three = new SomeKindOfConfigClass (configInfo)
        one = new SomeClass (three);
        two = one.getSomethingOut ();
        return two;
    }
}
```



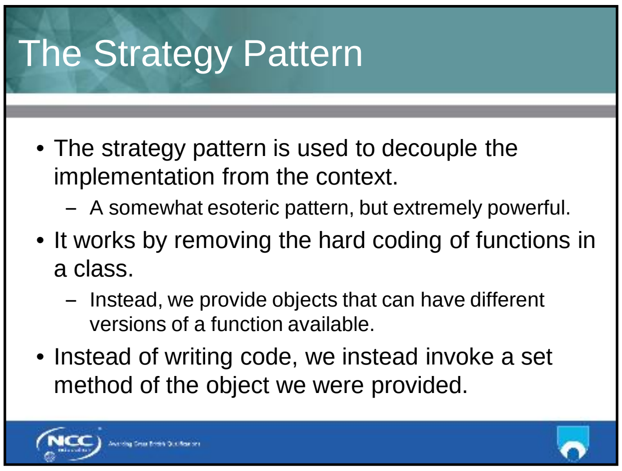
Façade

- The more code that goes through the façade, the more powerful it becomes.
  - If just used in one place, it has limited benefit.
- Multiple objects can make use of the façade.
  - This greatly increases the ease of development and reducing the impact of change.
- All the user has to know is what needs to go in, and what comes out.
  - The façade hides the rest



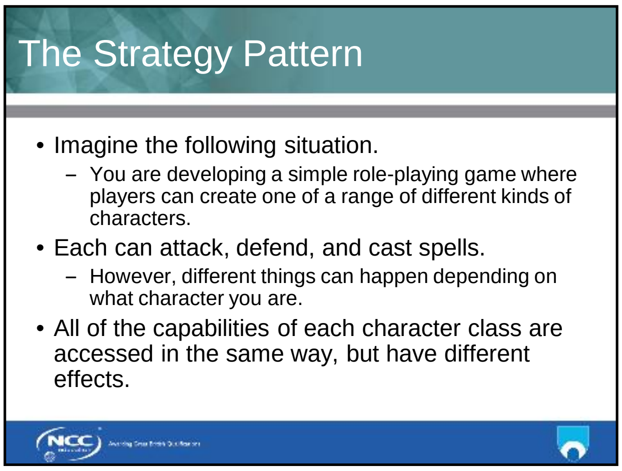
Façade Downsides

- This comes with a necessary loss of control.
  - You don't really know what's happening internally.
- Facades are by definition simplified interfaces.
  - So you may not be able to fully utilize functionality locked behind one.
- Facades increase structural complexity.
  - It's a class that didn't exist before.
- Facades increase coupling and reduce cohesion.
  - They often have to link everywhere, and the set of methods they expose often lack consistency



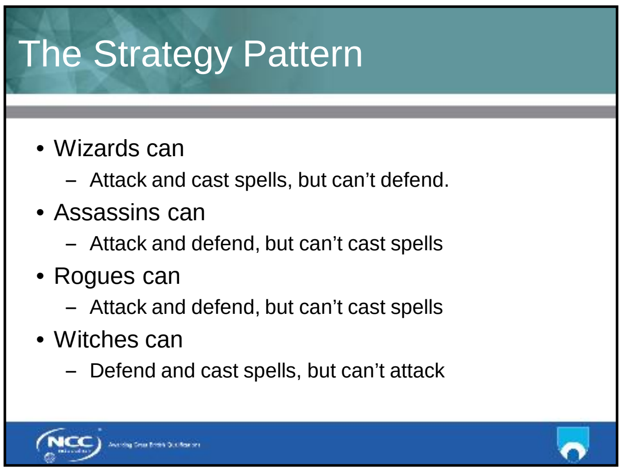
The Strategy Pattern

- The strategy pattern is used to decouple the implementation from the context.
  - A somewhat esoteric pattern, but extremely powerful.
- It works by removing the hard coding of functions in a class.
  - Instead, we provide objects that can have different versions of a function available.
- Instead of writing code, we instead invoke a set method of the object we were provided.



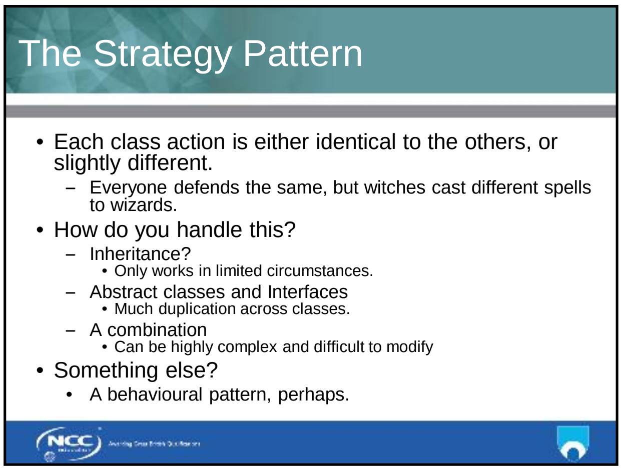
The Strategy Pattern

- Imagine the following situation.
  - You are developing a simple role-playing game where players can create one of a range of different kinds of characters.
- Each can attack, defend, and cast spells.
  - However, different things can happen depending on what character you are.
- All of the capabilities of each character class are accessed in the same way, but have different effects.



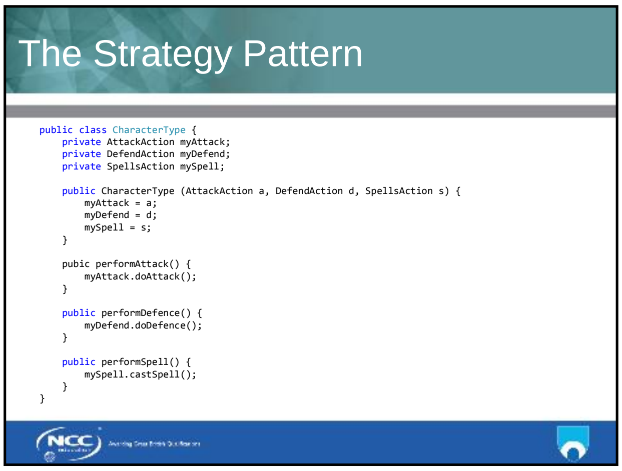
The Strategy Pattern

- Wizards can
  - Attack and cast spells, but can’t defend.
- Assassins can
  - Attack and defend, but can’t cast spells
- Rogues can
  - Attack and defend, but can’t cast spells
- Witches can
  - Defend and cast spells, but can’t attack



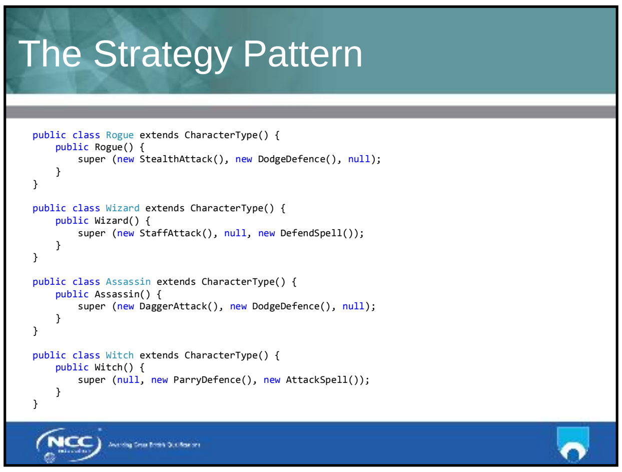
The Strategy Pattern

- Each class action is either identical to the others, or slightly different.
  - Everyone defends the same, but witches cast different spells to wizards.
- How do you handle this?
  - Inheritance?
    - Only works in limited circumstances.
  - Abstract classes and Interfaces
    - Much duplication across classes.
  - A combination
    - Can be highly complex and difficult to modify
- Something else?
  - A behavioural pattern, perhaps.



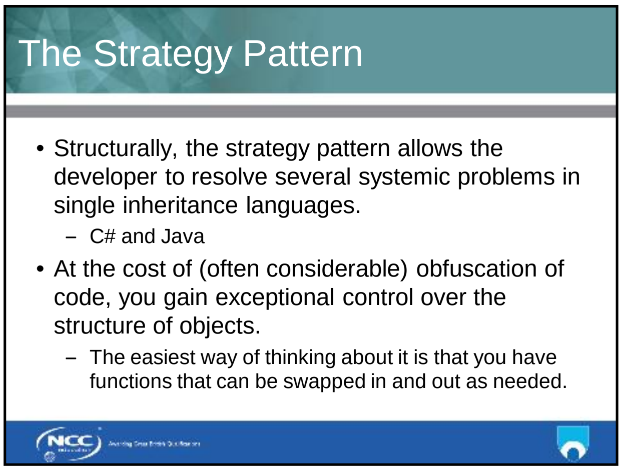
The Strategy Pattern

```
public class CharacterType {
    private AttackAction myAttack;
    private DefendAction myDefend;
    private SpellsAction mySpell;

    public CharacterType (AttackAction a, DefendAction d, SpellsAction s) {
        myAttack = a;
        myDefend = d;
        mySpell = s;
    }

    pubic performAttack() {
        myAttack.doAttack();
    }

    public performDefence() {
        myDefend.doDefence();
    }

    public performSpell() {
        mySpell.castSpell();
    }
}
```



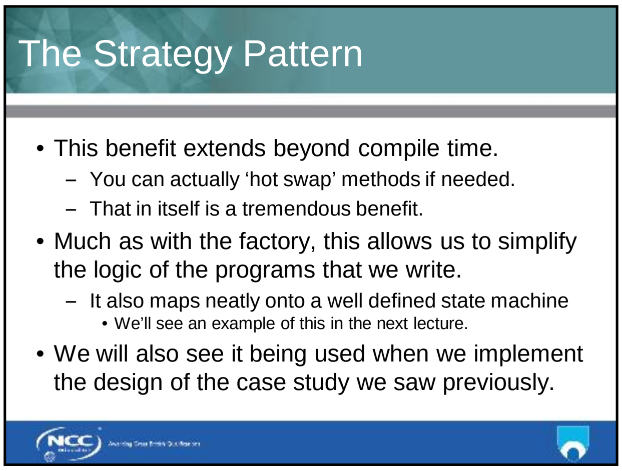
The Strategy Pattern

```
public class Rogue extends CharacterType() {
    public Rogue() {
        super (new StealthAttack(), new DodgeDefence(), null);
    }
}

public class Wizard extends CharacterType() {
    public Wizard() {
        super (new StaffAttack(), null, new DefendSpell());
    }
}

public class Assassin extends CharacterType() {
    public Assassin() {
        super (new DaggerAttack(), new DodgeDefence(), null);
    }
}

public class Witch extends CharacterType() {
    public Witch() {
        super (null, new ParryDefence(), new AttackSpell());
    }
}
```



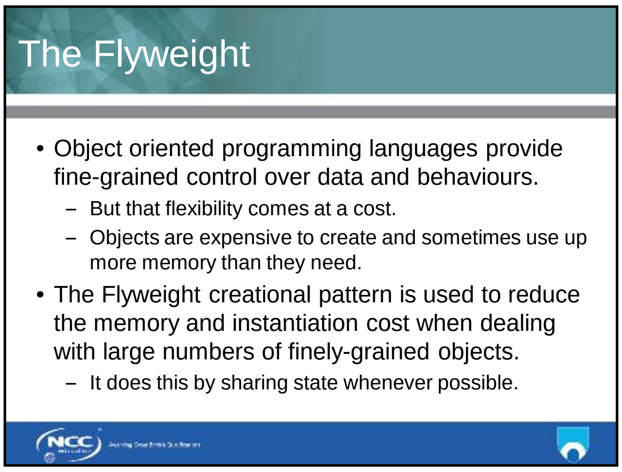
The Strategy Pattern

- Structurally, the strategy pattern allows the developer to resolve several systemic problems in single inheritance languages.
  - C# and Java
- At the cost of (often considerable) obfuscation of code, you gain exceptional control over the structure of objects.
  - The easiest way of thinking about it is that you have functions that can be swapped in and out as needed.



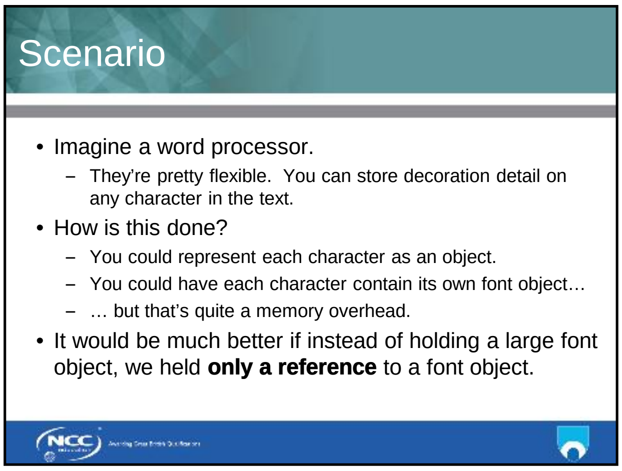
The Strategy Pattern

- This benefit extends beyond compile time.
  - You can actually ‘hot swap’ methods if needed.
  - That in itself is a tremendous benefit.
- Much as with the factory, this allows us to simplify the logic of the programs that we write.
  - It also maps neatly onto a well defined state machine
    - We’ll see an example of this in the next lecture.
- We will also see it being used when we implement the design of the case study we saw previously.



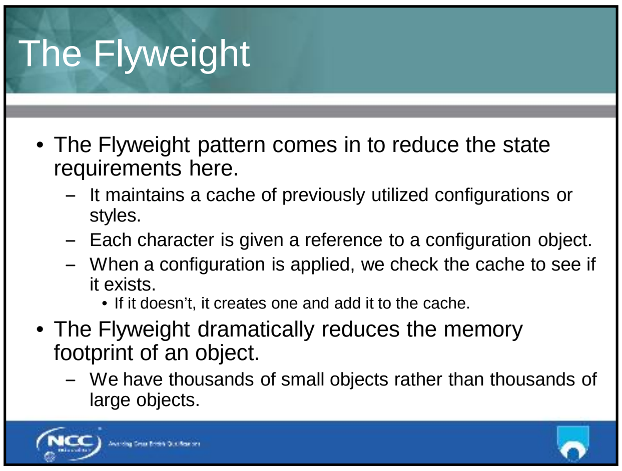
The Flyweight

- Object oriented programming languages provide fine-grained control over data and behaviours.
  - But that flexibility comes at a cost.
  - Objects are expensive to create and sometimes use up more memory than they need.
- The Flyweight creational pattern is used to reduce the memory and instantiation cost when dealing with large numbers of finely-grained objects.
  - It does this by sharing state whenever possible.



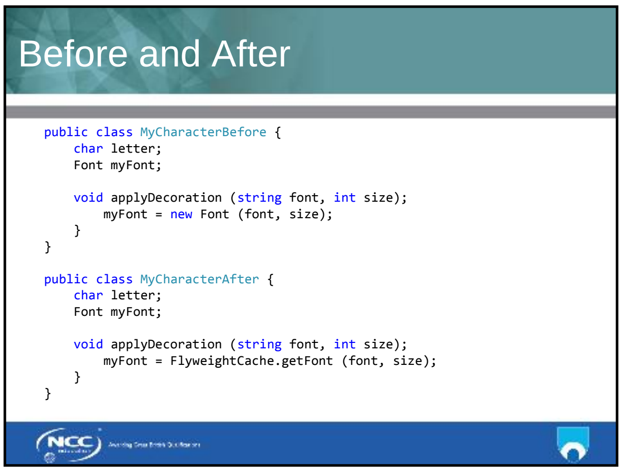
Scenario

- Imagine a word processor.
  - They're pretty flexible. You can store decoration detail on any character in the text.
- How is this done?
  - You could represent each character as an object.
  - You could have each character contain its own font object…
  - … but that's quite a memory overhead.
- It would be much better if instead of holding a large font object, we held **only a reference** to a font object.



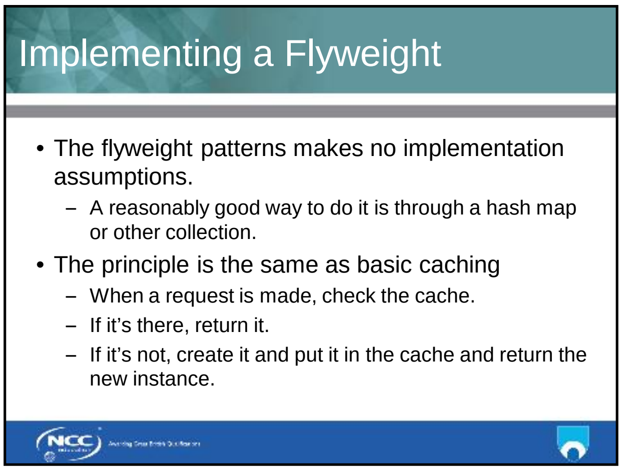
The Flyweight

- The Flyweight pattern comes in to reduce the state requirements here.
  - It maintains a cache of previously utilized configurations or styles.
  - Each character is given a reference to a configuration object.
  - When a configuration is applied, we check the cache to see if it exists.
    - If it doesn't, it creates one and add it to the cache.
- The Flyweight dramatically reduces the memory footprint of an object.
  - We have thousands of small objects rather than thousands of large objects.



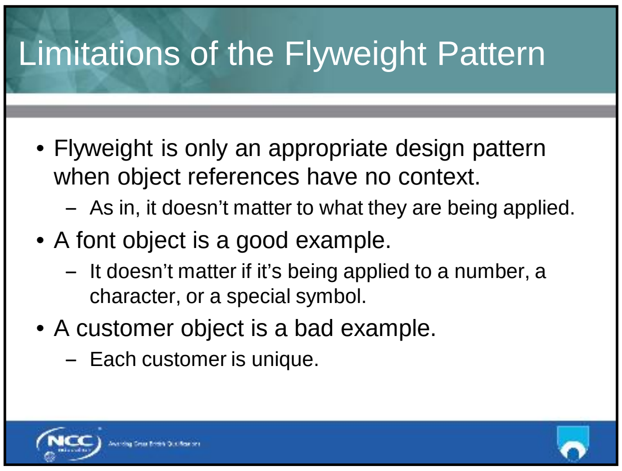
Before and After

```
public class MyCharacterBefore {
    char letter;
    Font myFont;

    void applyDecoration (string font, int size);
        myFont = new Font (font, size);
    }
}

public class MyCharacterAfter {
    char letter;
    Font myFont;

    void applyDecoration (string font, int size);
        myFont = FlyweightCache.getFont (font, size);
    }
}
```



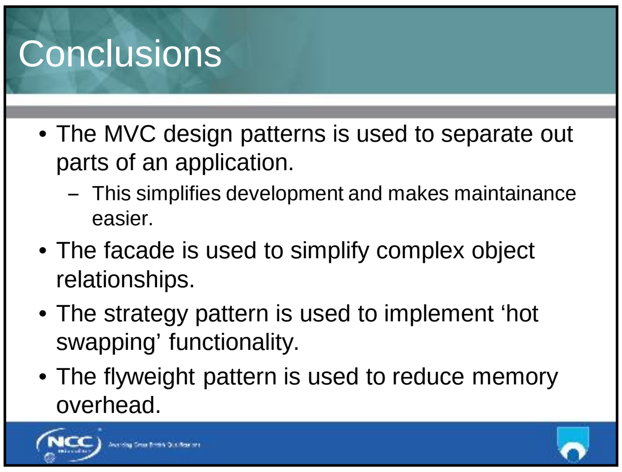
Implementing a Flyweight

- The flyweight patterns makes no implementation assumptions.
  - A reasonably good way to do it is through a hash map or other collection.
- The principle is the same as basic caching
  - When a request is made, check the cache.
  - If it's there, return it.
  - If it's not, create it and put it in the cache and return the new instance.



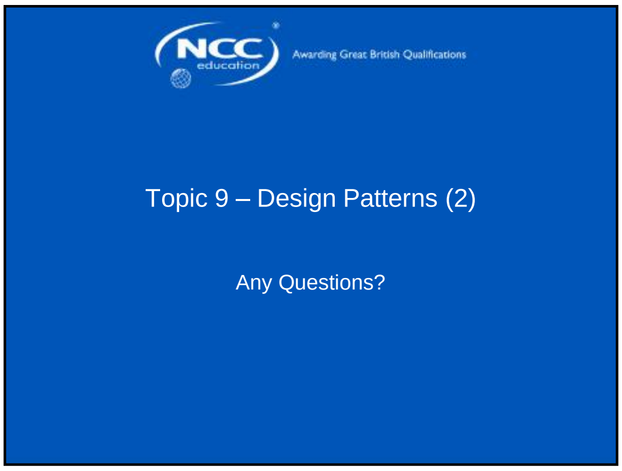
Limitations of the Flyweight Pattern

- Flyweight is only an appropriate design pattern when object references have no context.
  - As in, it doesn't matter to what they are being applied.
- A font object is a good example.
  - It doesn't matter if it's being applied to a number, a character, or a special symbol.
- A customer object is a bad example.
  - Each customer is unique.



Conclusions

- The MVC design patterns is used to separate out parts of an application.
  - This simplifies development and makes maintainance easier.
- The facade is used to simplify complex object relationships.
- The strategy pattern is used to implement ‘hot swapping’ functionality.
- The flyweight pattern is used to reduce memory overhead.



Awarding Great British Qualifications

Topic 9 – Design Patterns (2)

Any Questions?