Today
- Recap: Object oriented design principles
- Design problems & potential solutions
- Design patterns:
  - What is a design pattern?
  - Categories of design patterns
  - Structural design patterns

Recap
Object oriented design principles
- Information hiding (and encapsulation)
- Open/closed principle
- Liskov substitution principle
- Composition/aggregation over inheritance

A first design problem
Weather station revisited

Simple weather station

What's a good design for the view?
What is a design pattern?

- Addresses a recurring, common design problem.
- Provides a generalizable solution.
- Provides a common terminology.

Pros
- Improves communication and documentation.
- "Toolbox" for novice developers.

Cons
- Risk of over-engineering.
- Potential impact on system performance.

More than just a name for common sense and best practices.
Design patterns: categories

1. Structural
   - Composite
   - Decorator
   - ...
2. Behavioral
   - Template method
   - Visitor
   - ...
3. Creational
   - Singleton
   - Factory (method)
   - ...

Another design problem: I/O streams

```java
InputStream is = new FileInputStream(...);
int b;
while((b = is.read()) != -1) {
    // do something
}
```

Solution: use a buffer!

```java
InputStream is = new BufferedInputStream(new FileInputStream(...));
int b;
while((b = is.read()) != -1) {
    // do something
}
```

Design pattern: Decorator

```java
@Component
operation()

@Decorator(Component)
operation()
```

Still returns one byte (int) at a time, but from its buffer, which is filled by calling read(buf:byte[]).
Composite vs. Decorator

<<interface>>
Component
operation()

CompA
operation()
+operation()
+addComp(c: Component)
+removeComp(c: Component)

Composite
comps: Collection<Component>
+operation()
+addComp(c: Component)
+removeComp(c: Component)

Decorator
decorated: Component
+Decorator(d: Component)
operation()

Recap: Composite vs. Decorator

<<interface>>
Component
operation()

CompA
operation()
+operation()
+addComp(c: Component)
+removeComp(c: Component)

Composite
comps: Collection<Component>
+operation()
+addComp(c: Component)
+removeComp(c: Component)

Decorator
decorated: Component
+Decorator(d: Component)
operation()

Find the median in an array of doubles

Examples:
- median([1, 2, 3, 4, 5]) = ???
- median([1, 2, 3, 4]) = ???

Find the median in an array of doubles

Examples:
- median([1, 2, 3, 4, 5]) = 3
- median([1, 2, 3, 4]) = 2.5

Algorithm
Input: array of length n  Output: median
1. Sort array
2. if n is odd return ((n+1)/2)\text{th} element
   otherwise return arithmetic mean of
   \((n/2)\text{th} element and ((n/2)+1)\text{th} element

Median computation: naive solution

public static double median(double ... numbers) {
    int n = numbers.length;
    boolean swapped = true;
    while(swapped) {
        swapped = false;
        for (int i = 1; i < n; ++i) {
            if (numbers[i-1] > numbers[i]) {
                ... swapped = true;
            }
        }
        if (n%2 == 0) {
            return (numbers[(n/2)-1] + numbers[n/2]) / 2;
        } else {
            return numbers[n/2];
        }
    }
    return median(1,2,3,4,5); // Example
}
Ways to improve

- 1: Monolithic version, static context.
- 2: Extracted sorting method, non-static context.
- 3: Proper package structure and visibility, extracted main method.
- 4: Proper testing infrastructure and build system.

One possible solution: template method pattern

```
AbstractMedian
(abstract)
+ median(a:double[]):double
  # sort(a:double[])

SimpleMedian
  # sort(a:double[])
```

- The template method (median) implements the algorithm but leaves the sorting of the array undefined.
- The concrete subclass only needs to implement the actual sorting.

Should the median method be final?

```
<<interface>>
Sorter
+sort(array:double[])
```

```
<<interface>>
Median
+median(a:double[]):double
```

StrategyMedian
- sortStrategy:Sorter
  + median(a:double[]):double
  + setSorter(s:Sorter)

*median* delegates the sorting of the array to a *sortStrategy*.

Another solution: strategy pattern

```
<<interface>>
Median
+median(a:double[]):double
```

```
<<interface>>
Sorter
+sort(array:double[])
```

```
<<interface>>
StrategyMedian
- sortStrategy:Sorter
  + median(a:double[]):double
  + setSorter(s:Sorter)
```

Template method pattern vs. strategy pattern

Two solutions to the same problem

What are the differences, pros, and cons?
Template method pattern vs. strategy pattern

Two solutions to the same problem

Template method
- Behavior selected at compile time.
- Template method is usually final.

Strategy
- Behavior selected at runtime.
- Composition/aggregation over inheritance.

Model-View-Controller revisited

Design patterns in a MVC architecture

Observer pattern

Problem solved:
- A one-to-many dependency between objects should be defined without making the objects tightly coupled.
- When one object changes state, an open-ended number of dependent objects are updated automatically.
- One object can notify an open-ended number of other objects.

Observer pattern
Observer pattern

Observable

- # observers: Set<Observer>
  - register(o: Observer)
  - unregister(o: Observer)
  - stateChanged()

- state: State
  - getState(): State
  - setState(state: State)

Observer

- update()

MyObservable

- state: State
  - getState(): State
  - setState(state: State)

MyObserver

- update()

Variation: pass incremental changes or the state to update method.