

Introduction To Design Patterns

What Is A Pattern?

- Current use comes from the work of the architect Christopher Alexander
- Alexander studied ways to improve the process of designing buildings and urban areas
- “Each pattern is a three-part rule, which expresses a relation between a certain context, a problem and a solution.”
- Hence, the common definition of a pattern: “A solution to a problem in a context.”
- Patterns can be applied to many different areas of human endeavor, including software development

Why Patterns?

- "Designing object-oriented software is hard and designing reusable object-oriented software is even harder." - Erich Gamma
- Experienced designers reuse solutions that have worked in the past
- Well-structured object-oriented systems have recurring patterns of classes and objects
- Knowledge of the patterns that have worked in the past allows a designer to be more productive and the resulting designs to be more flexible and reusable

Software Patterns History

- 1987 - Cunningham and Beck used Alexander's ideas to develop a small pattern language for Smalltalk
- 1990 - The Gang of Four (Gamma, Helm, Johnson and Vlissides) begin work compiling a catalog of design patterns
- 1991 - Bruce Anderson gives first Patterns Workshop at OOPSLA
- 1993 - Kent Beck and Grady Booch sponsor the first meeting of what is now known as the Hillside Group
- 1994 - First Pattern Languages of Programs (PLoP) conference
- 1995 - The Gang of Four (GoF) publish the *Design Patterns* book

Types Of Software Patterns

- Analysis
- Design
- Organizational
- Process
- Project Planning
- Configuration Management

Types Of Software Patterns

- Riehle and Zullighoven in “*Understanding and Using Patterns in Software Development*” mention three types of software patterns
- Conceptual Pattern
 - ⇒ Pattern whose form is described by means of terms and concepts from the application domain
- Design Pattern
 - ⇒ Pattern whose form is described by means of software design constructs, such as objects, classes, inheritance and aggregation
- Programming Pattern (Programming Idiom)
 - ⇒ Pattern whose form is described by means of programming language constructs

Design Pattern Levels Of Abstraction

- Complex design for an entire application or subsystem



More Abstract

- Solution to a general design problem in a particular context

More Concrete



- Simple reusable design class such as a linked list, hash table, etc.

GoF Design Patterns

- The GoF design patterns are in the middle of these levels of abstraction
- “A design pattern names, abstracts, and identifies key aspects of a common design structure that makes it useful for creating a reusable object-oriented design.”
- The GoF design patterns are “descriptions of communicating objects and classes that are customized to solve a general design problem in a particular context.”

GoF Classification Of Design Patterns

- Purpose - what a pattern does
 - ⇒ Creational Patterns
 - Concern the process of object creation
 - ⇒ Structural Patterns
 - Deal with the composition of classes and objects
 - ⇒ Behavioral Patterns
 - Deal with the interaction of classes and objects
- Scope - what the pattern applies to
 - ⇒ Class Patterns
 - Focus on the relationships between classes and their subclasses
 - Involve inheritance reuse
 - ⇒ Object Patterns
 - Focus on the relationships between objects
 - Involve composition reuse

GoF Essential Elements Of Design Patterns

- Pattern Name
 - ⇒ Having a concise, meaningful name for a pattern improves communication among developers
- Problem
 - ⇒ What is the problem and context where we would use this pattern?
 - ⇒ What are the conditions that must be met before this pattern should be used?
- Solution
 - ⇒ A description of the elements that make up the design pattern
 - ⇒ Emphasizes their relationships, responsibilities and collaborations
 - ⇒ Not a concrete design or implementation; rather an abstract description
- Consequences
 - ⇒ The pros and cons of using the pattern
 - ⇒ Includes impacts on reusability, portability, extensibility

GoF Pattern Template

- **Pattern Name and Classification**
 - ⇒ A good , concise name for the pattern and the pattern's type
- **Intent**
 - ⇒ Short statement about what the pattern does
- **Also Known As**
 - ⇒ Other names for the pattern
- **Motivation**
 - ⇒ A scenario that illustrates where the pattern would be useful
- **Applicability**
 - ⇒ Situations where the pattern can be used

GoF Pattern Template (Continued)

- **Structure**
 - ⇒ A graphical representation of the pattern
- **Participants**
 - ⇒ The classes and objects participating in the pattern
- **Collaborations**
 - ⇒ How to do the participants interact to carry out their responsibilities?
- **Consequences**
 - ⇒ What are the pros and cons of using the pattern?
- **Implementation**
 - ⇒ Hints and techniques for implementing the pattern

GoF Pattern Template (Continued)

- Sample Code
 - ⇒ Code fragments for a sample implementation
- Known Uses
 - ⇒ Examples of the pattern in real systems
- Related Patterns
 - ⇒ Other patterns that are closely related to the pattern

GoF Notation

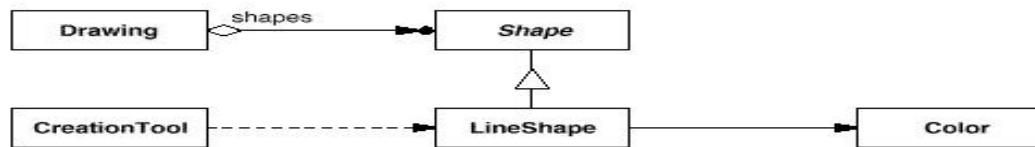
- The GoF book uses the Object Modeling Technique (OMT) notation for class and object diagrams:



(a) Abstract and concrete classes



(b) Participant Client class (left) and implicit Client class (right)



(c) Class relationships

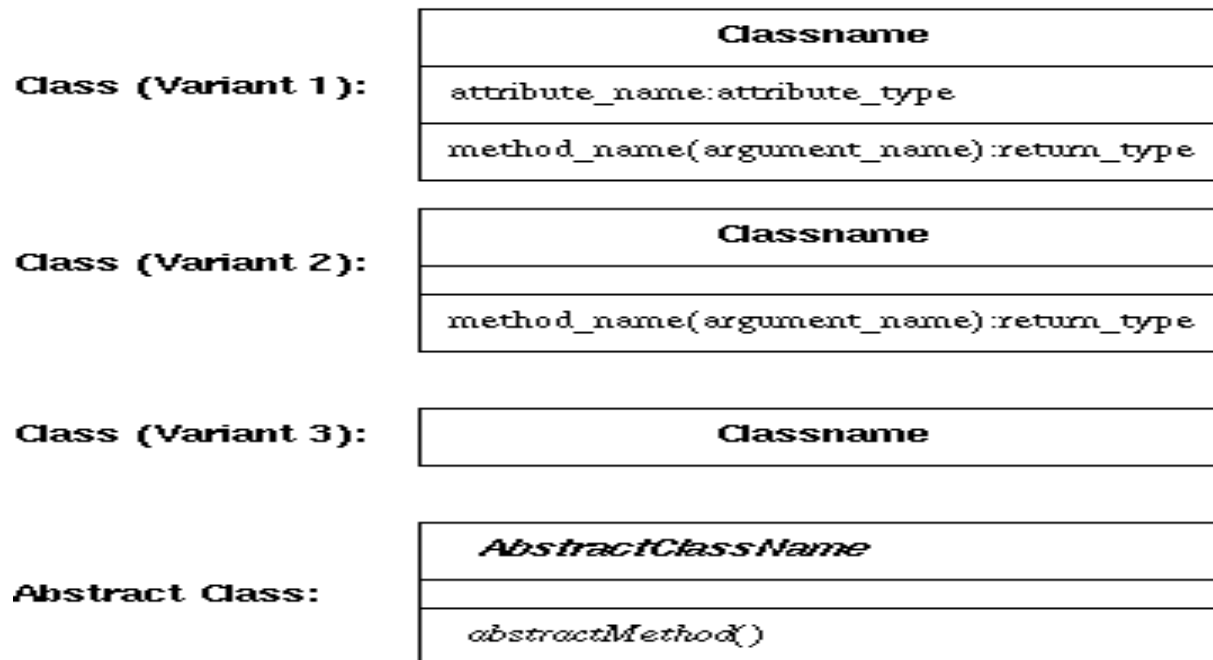


(d) Pseudocode annotation

UML Notation

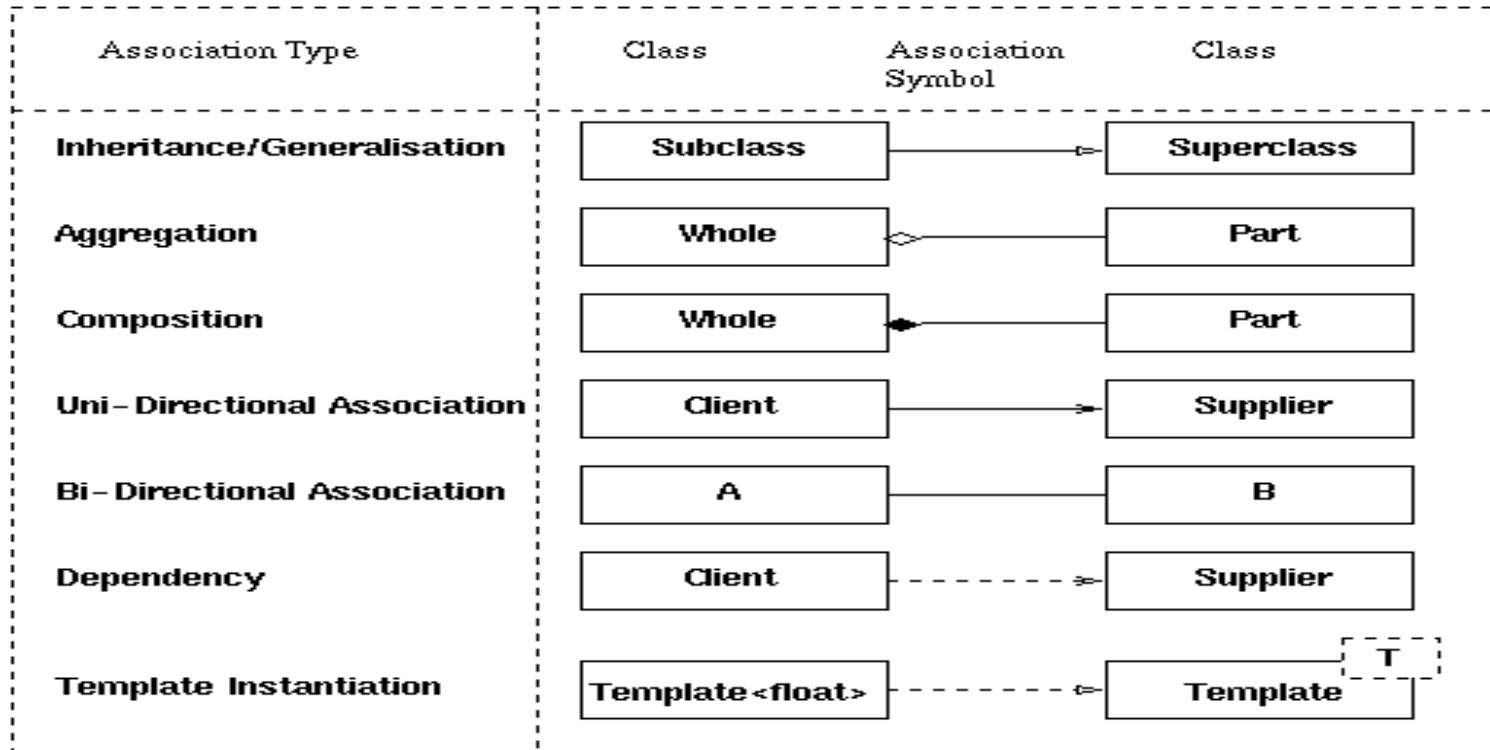
- We will also use the Unified Modeling Language (UML)

Class-Symbols



UML Notation (Continued)

Association-Symbols



Benefits Of Design Patterns

- Capture expertise and make it accessible to non-experts in a standard form
- Facilitate communication among developers by providing a common language
- Make it easier to reuse successful designs and avoid alternatives that diminish reusability
- Facilitate design modifications
- Improve design documentation
- Improve design understandability

Design Patterns Books

- *Design Patterns: Elements of Reusable Object-Oriented Software*, Gamma, Helm, Johnson and Vlissides, Addison-Wesley, 1995
- *Design Patterns for Object-Oriented Software Development*, Wolfgang Pree, Addison Wesley/ACM Press, 1995
- *Patterns of Software: Tales From The Software Community*, Richard P. Gabriel, Oxford University Press, 1996
- *Pattern Oriented Software Architecture : A System of Patterns*, Frank Buschmann (Editor), Wiley, 1996
- *Analysis Patterns: Reusable Object Models*, Martin Fowler, Addison-Wesley, 1997
- *AntiPatterns*, Brown, Malveau, McCormick and Mowbray, Wiley, 1998

Design Patterns Books

- *Pattern Hatching: Design Patterns Applied*, John Vlissides, Addison-Wesley, 1998
- *Patterns in Java Volume 1*, Mark Grand, Wiley, 2nd Ed., 2002
- *Patterns in Java Volume 2*, Mark Grand, Wiley, 1999
- *Java Enterprise Design Patterns: Patterns in Java Volume 3*, Mark Grand, Wiley, 2001
- *Java Enterprise Design Patterns - Patterns in Java: Volume 3*, Mark Grand, Wiley, 2001
- *The Patterns Handbook*, edited by Linda Rising, Cambridge University Press, 1998
- *Java Design Patterns - A Tutorial*, James W. Cooper, Addison-Wesley, 2000

Design Patterns Books

- *Design Patterns Explained*, Alan Shalloway and James R. Trott, Addison-Wesley, 2001
- *Design Patterns Java Workbook*, Steven John Metsker, Addison-Wesley, 2002
- *Applied Java Patterns*, Stephen Stelting and Olav Maassen, Prentice Hall, 2002
- *Core J2EE Patterns: Best Practices and Design Strategies*, Alur, Crupi and Malks, 2001
- *EJB Design Patterns: Advanced Patterns, Processes, and Idioms*, Floyd Marinescu, John Wiley, 2002