

# Design Patterns

MSc in Communications Software

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Produced  
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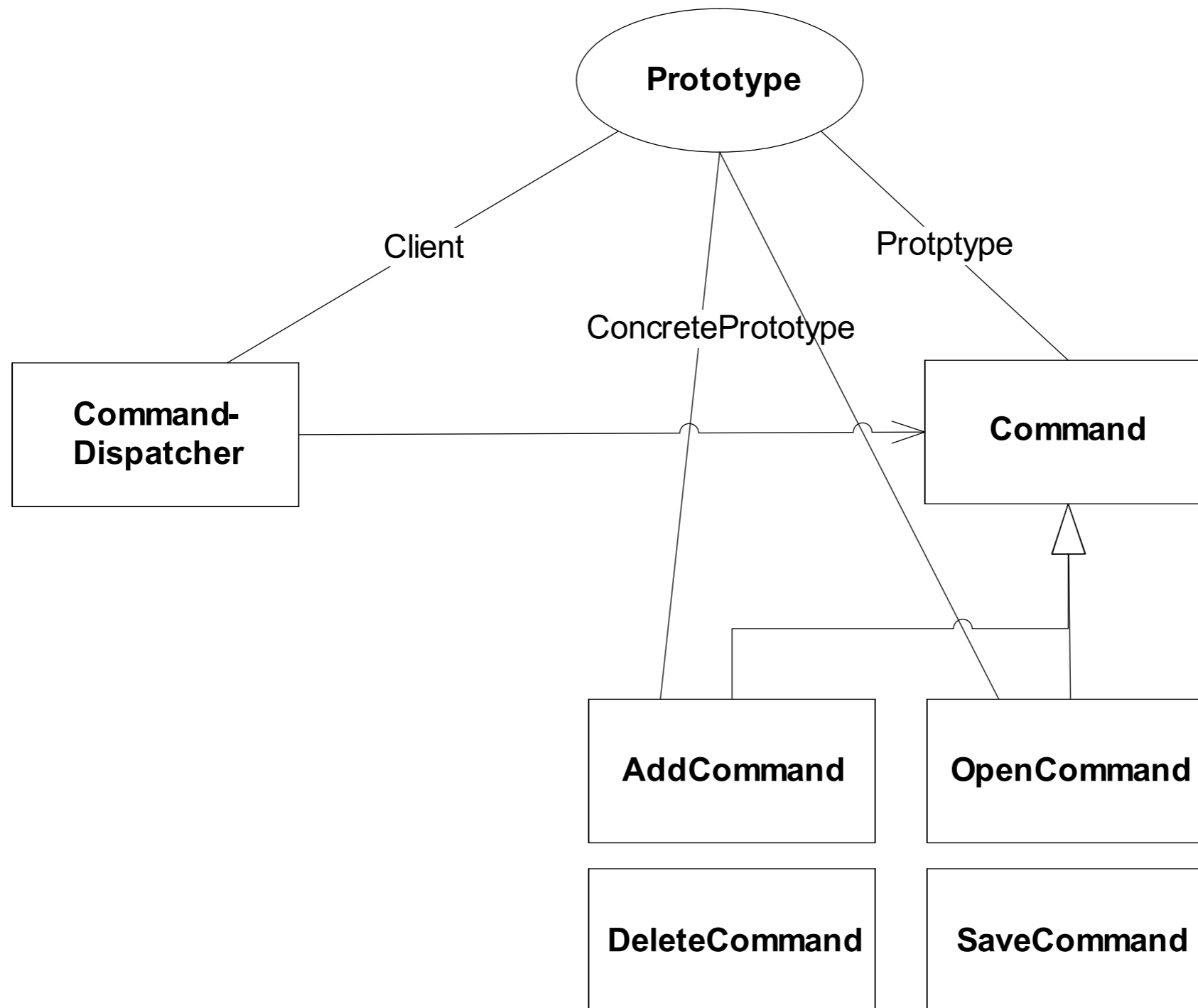


# Pacemaker Prototype

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# Prototype Pattern Structure

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# Command

```
public abstract class Command
{
    protected PacemakerAPI pacemaker;
    protected Parser parser;

    public Command()
    {}

    public Command(PacemakerAPI pacemaker, Parser parser)
    {
        this.pacemaker = pacemaker;
        this.parser = parser;
    }

    public abstract void doCommand(Object[] parameters)
    throws Exception;

    public void undoCommand() throws Exception
    {}

    public void redoCommand() throws Exception
    {}

    public Command copy()
    {
        return null;
    }
}
```

- 
- Prototype method

# CreateUserCommand

```
public class CreateUserCommand extends Command
{
    User user;

    public CreateUserCommand(PacemakerAPI pacemaker, Parser parser)
    {
        super(pacemaker, parser);
    }

    public void doCommand(Object[] parameters) throws Exception
    {
        Long id = pacemaker.createUser((String)parameters[0], (String)parameters[1],
                                       (String)parameters[2], (String)parameters[3]);
        System.out.println(parser.renderUser(pacemaker.getUser(id)));
        this.user = pacemaker.getUser(id);
    }

    public void undoCommand() throws Exception
    {
        pacemaker.deleteUser(user.id);
    }

    public void redoCommand() throws Exception
    {
        user.id = pacemaker.createUser(user.firstname, user.lastname, user.email, user.password);
    }

    public Command copy()
    {
        CreateUserCommand command = new CreateUserCommand(pacemaker, parser);
        command.user = user;
        return command;
    }
}
```

# DeleteUserCommand

```
package command;

import models.User;
import parsers.Parser;
import controllers.PacemakerAPI;

public class DeleteUserCommand extends Command
{
    private User user;

    public DeleteUserCommand(PacemakerAPI pacemaker, Parser parser)
    {
        super(pacemaker, parser);
    }

    public void doCommand(Object[] parameters) throws Exception
    {
        this.user = pacemaker.getUser((Long)parameters[0]);
        pacemaker.deleteUser((Long)parameters[0]);
    }

    public void undoCommand() throws Exception
    {
        user.id = pacemaker.createUser(user.firstname, user.lastname, user.email, user.password);
    }

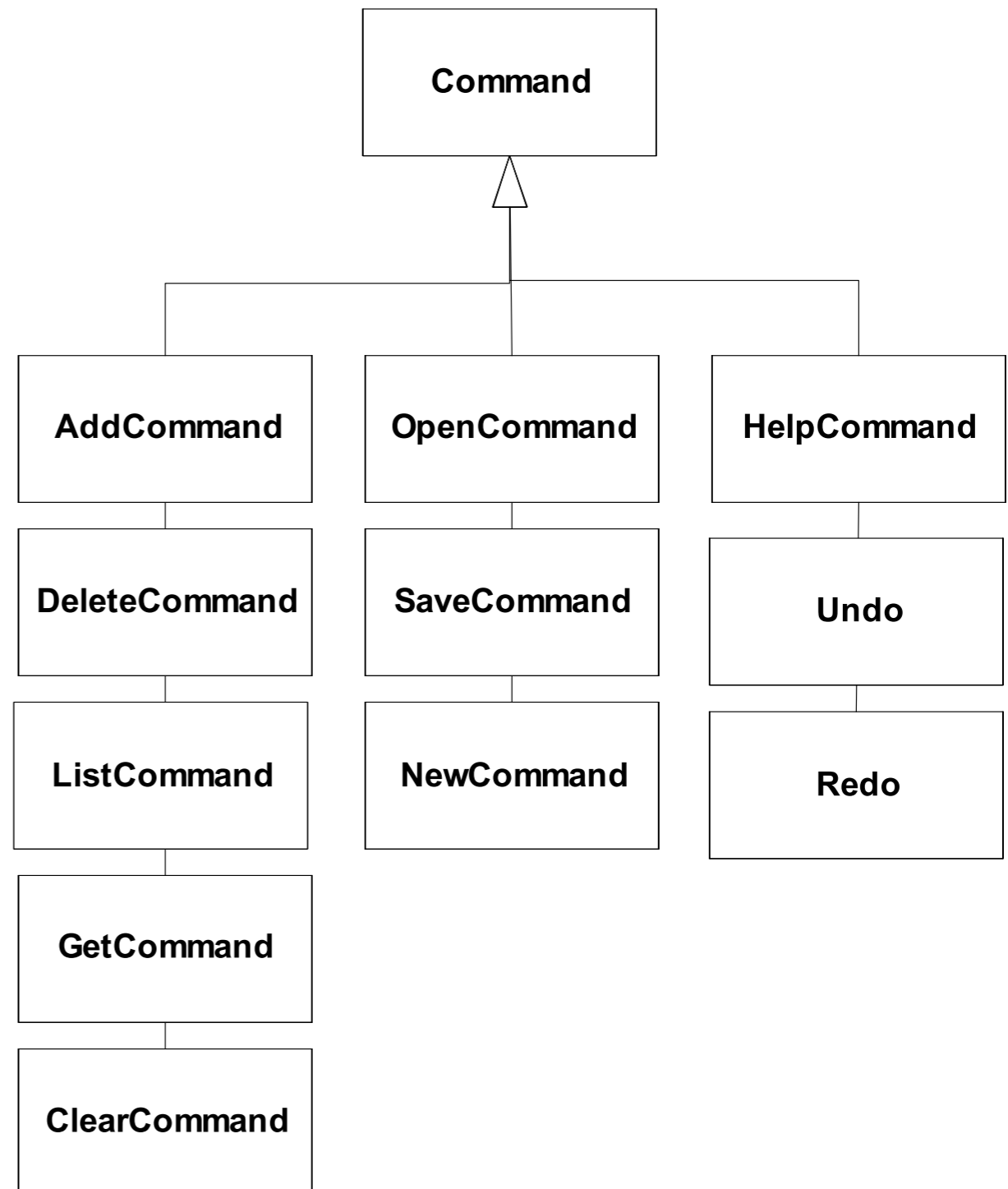
    public void redoCommand() throws Exception
    {
        pacemaker.deleteUser(user.id);
    }

    public Command copy()
    {
        DeleteUserCommand command = new DeleteUserCommand(pacemaker, parser);
        command.user = user;
        return command;
    }
}
```

# Undo & Redo implementation

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- Implement undo & redo as command objects
- Maintain 2 stacks
  - Undo stack
  - Redo stack
- Undo command pops undo stack, executes `command.undo()` and pushes command onto redo stack
- Redo command pops redo stack, executes `command.redo()` and pushes onto undo stack



# Command & Prototype

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- Same classes participate in multiple patterns.
- AddUserCommand is:
  - ConcreteCommand in Command pattern implementation
  - ConcretePrototype in Prototype pattern implementation



# Dispatcher

---

```
public boolean dispatchCommand(String commandName, Object [] parameters) throws Exception
{
    boolean dispatched = false;
    Command command = commands.get(commandName);

    if (command != null)
    {
        dispatched = true;
        command.doCommand(parameters);
        Command copy = command.copy();
        if (copy != null)
        {
            undoBuffer.push(copy);
        }
    }
    return dispatched;
}
```

- If command is 'undoable' (i.e. it implements copy), then we copy it and push the copy onto the undo stack

- undo and redo commands work as before

```
public class UndoCommand extends Command
{
    private Stack<Command> undoBuffer;
    private Stack<Command> redoBuffer;

    public UndoCommand(Stack<Command> undoBuffer, Stack<Command> redoBuffer)
    {
        this.undoBuffer = undoBuffer;
        this.redoBuffer = redoBuffer;
    }

    public void doCommand(Object[] parameters) throws Exception
    {
        if (undoBuffer.size() > 0)
        {
            Command command = undoBuffer.pop();
            command.undoCommand();
            redoBuffer.push(command);
        }
    }
}
```

```
public class RedoCommand extends Command
{
    private Stack<Command> undoBuffer;
    private Stack<Command> redoBuffer;

    public RedoCommand(Stack<Command> undoBuffer, Stack<Command> redoBuffer)
    {
        this.undoBuffer = undoBuffer;
        this.redoBuffer = redoBuffer;
    }

    public void doCommand(Object[] parameters) throws Exception
    {
        if (redoBuffer.size() > 0)
        {
            Command command = redoBuffer.pop();
            command.redoCommand();
            undoBuffer.push(command);
        }
    }
}
```


# Clear the redo Stack?

---

- Redo stack should have been cleared.
- When?
  - When performing a command other than redo/undo

```
public boolean dispatchCommand(String commandName, Object [] parameters)
{
    boolean dispatched = false;
    Command command = commands.get(commandName);


    if (command != null)
    {
        dispatched = true;
        command.doCommand(parameters);
        clear redo stack ?
    }
    return dispatched;
}
```



---

```
public boolean dispatchCommand(String commandName, Object [] parameters)
{
    boolean dispatched = false;
    Command command = commands.get(commandName);

    if (command != null)
    {
        dispatched = true;
        command.doCommand(parameters);
        Command copy = command.copy();
        if (copy != null)
        {
            undoBuffer.push(copy);
            redoBuffer.clear();
        }
    }
    return dispatched;
}
```



Welcome to pacemaker-console - ?help for instructions

pm> cu a a a a

```
+-----+-----+-----+-----+-----+
| ID | FIRSTNAME | LASTNAME | EMAIL | PASSWORD |
+-----+-----+-----+-----+-----+
| 1 |          a |          a |      a |          a |
+-----+-----+-----+-----+-----+
```

pm> cu b b b b

```
+-----+-----+-----+-----+-----+
| ID | FIRSTNAME | LASTNAME | EMAIL | PASSWORD |
+-----+-----+-----+-----+-----+
| 2 |          b |          b |      b |          b |
+-----+-----+-----+-----+-----+
```

pm> undo

pm> cu v v v v

```
+-----+-----+-----+-----+-----+
| ID | FIRSTNAME | LASTNAME | EMAIL | PASSWORD |
+-----+-----+-----+-----+-----+
| 3 |          v |          v |      v |          v |
+-----+-----+-----+-----+-----+
```

pm> lu

```
+-----+-----+-----+-----+-----+
| ID | FIRSTNAME | LASTNAME | EMAIL | PASSWORD |
+-----+-----+-----+-----+-----+
| 1 |          a |          a |      a |          a |
| 3 |          v |          v |      v |          v |
+-----+-----+-----+-----+-----+
```

pm> redo

pm> lu

```
+-----+-----+-----+-----+-----+
| ID | FIRSTNAME | LASTNAME | EMAIL | PASSWORD |
+-----+-----+-----+-----+-----+
| 1 |          a |          a |      a |          a |
| 3 |          v |          v |      v |          v |
| 4 |          b |          b |      b |          b |
+-----+-----+-----+-----+-----+
```

pm>

Welcome to pacemaker-console - ?help for instructions

pm> cu a a a a

```
+-----+-----+-----+-----+-----+
| ID | FIRSTNAME | LASTNAME | EMAIL | PASSWORD |
+-----+-----+-----+-----+-----+
| 1 |          a |          a |      a |          a |
+-----+-----+-----+-----+-----+
```

pm> cu b b b b

```
+-----+-----+-----+-----+-----+
| ID | FIRSTNAME | LASTNAME | EMAIL | PASSWORD |
+-----+-----+-----+-----+-----+
| 2 |          b |          b |      b |          b |
+-----+-----+-----+-----+-----+
```

pm> undo

pm> cu v v v v

```
+-----+-----+-----+-----+-----+
| ID | FIRSTNAME | LASTNAME | EMAIL | PASSWORD |
+-----+-----+-----+-----+-----+
| 3 |          v |          v |      v |          v |
+-----+-----+-----+-----+-----+
```

pm> lu

```
+-----+-----+-----+-----+-----+
| ID | FIRSTNAME | LASTNAME | EMAIL | PASSWORD |
+-----+-----+-----+-----+-----+
| 1 |          a |          a |      a |          a |
| 3 |          v |          v |      v |          v |
+-----+-----+-----+-----+-----+
```

pm> redo

pm> lu

```
+-----+-----+-----+-----+-----+
| ID | FIRSTNAME | LASTNAME | EMAIL | PASSWORD |
+-----+-----+-----+-----+-----+
| 1 |          a |          a |      a |          a |
| 3 |          v |          v |      v |          v |
+-----+-----+-----+-----+-----+
```

pm>

# Redo Revised

```
public class RedoCommand extends Command
{
    private Stack<Command> undoBuffer;
    private Stack<Command> redoBuffer;

    public RedoCommand(Stack<Command> undoBuffer, Stack<Command> redoBuffer)
    {
        this.undoBuffer = undoBuffer;
        this.redoBuffer = redoBuffer;
    }

    public void doCommand(Object[] parameters) throws Exception
    {
        if (redoBuffer.size() > 0)
        {
            Command command = redoBuffer.pop();
            command.redoCommand();
            undoBuffer.push(command);
        }
        else
        {
            System.out.println("Nothing to redo");
        }
    }
}
```

```
Welcome to pacemaker-console - ?help for instructions
pm> cu a a a a
+-----+-----+-----+-----+-----+
| ID | FIRSTNAME | LASTNAME | EMAIL | PASSWORD |
+-----+-----+-----+-----+-----+
| 1 |          a |          a |      a |          a |
+-----+-----+-----+-----+-----+
pm> cu b b b b
+-----+-----+-----+-----+-----+
| ID | FIRSTNAME | LASTNAME | EMAIL | PASSWORD |
+-----+-----+-----+-----+-----+
| 2 |          b |          b |      b |          b |
+-----+-----+-----+-----+-----+
pm> undo
pm> cu v v v v
+-----+-----+-----+-----+-----+
| ID | FIRSTNAME | LASTNAME | EMAIL | PASSWORD |
+-----+-----+-----+-----+-----+
| 3 |          v |          v |      v |          v |
+-----+-----+-----+-----+-----+
pm> lu
+-----+-----+-----+-----+-----+
| ID | FIRSTNAME | LASTNAME | EMAIL | PASSWORD |
+-----+-----+-----+-----+-----+
| 1 |          a |          a |      a |          a |
| 3 |          v |          v |      v |          v |
+-----+-----+-----+-----+-----+
pm> redo
Nothing to redo
pm> lu
+-----+-----+-----+-----+-----+
| ID | FIRSTNAME | LASTNAME | EMAIL | PASSWORD |
+-----+-----+-----+-----+-----+
| 1 |          a |          a |      a |          a |
| 3 |          v |          v |      v |          v |
+-----+-----+-----+-----+-----+
pm>
```



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