

Design Patterns

MSc in Communications Software

Produced
by

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Design Patterns Background

The Origins of Design Patterns

On Vocabulary



Janousek single scull

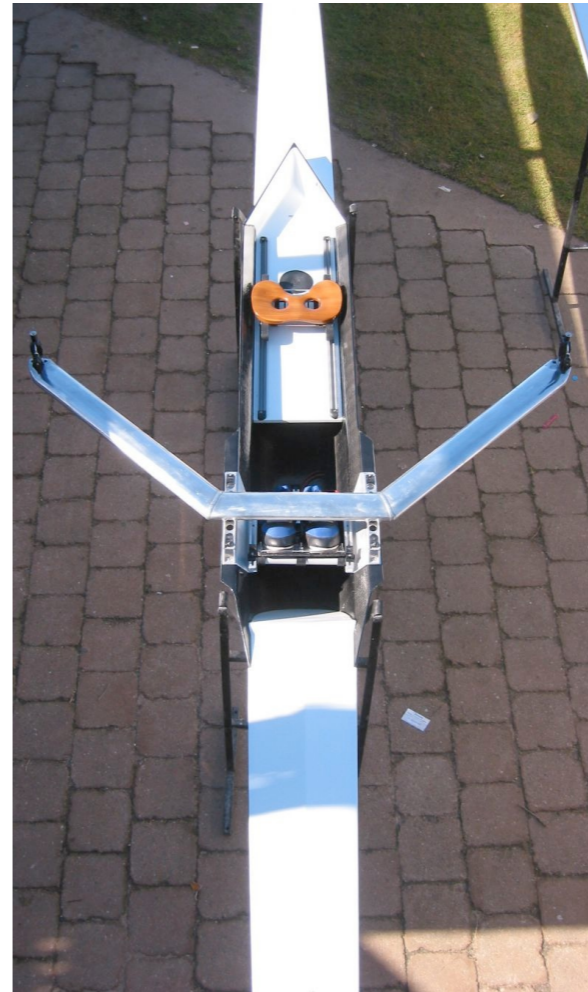
55-60kg

Croker blades

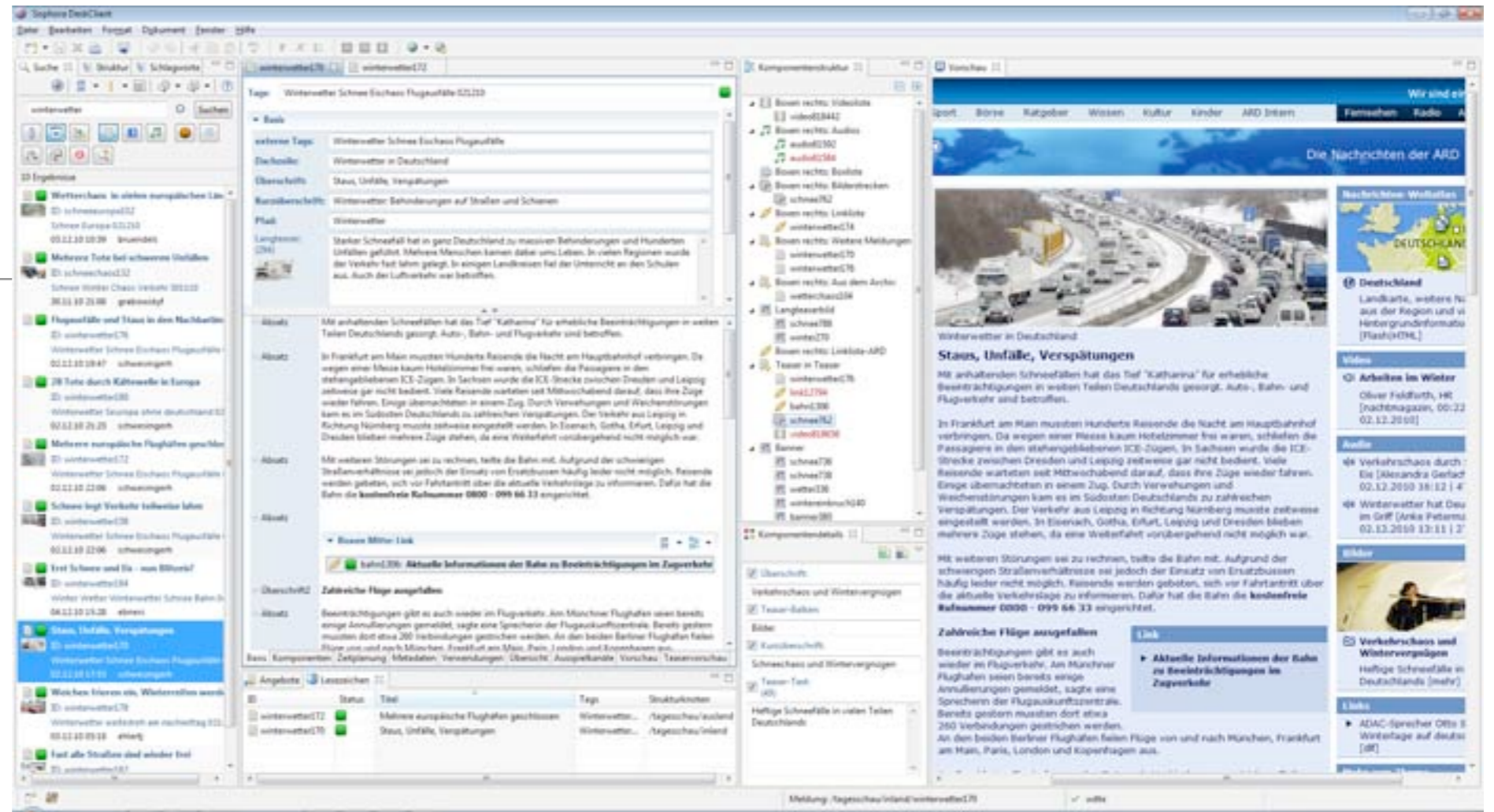
Carbon Honeycomb

J13 Heavyweight Mould

Rowfit wing rigger



Patterns Vocabulary



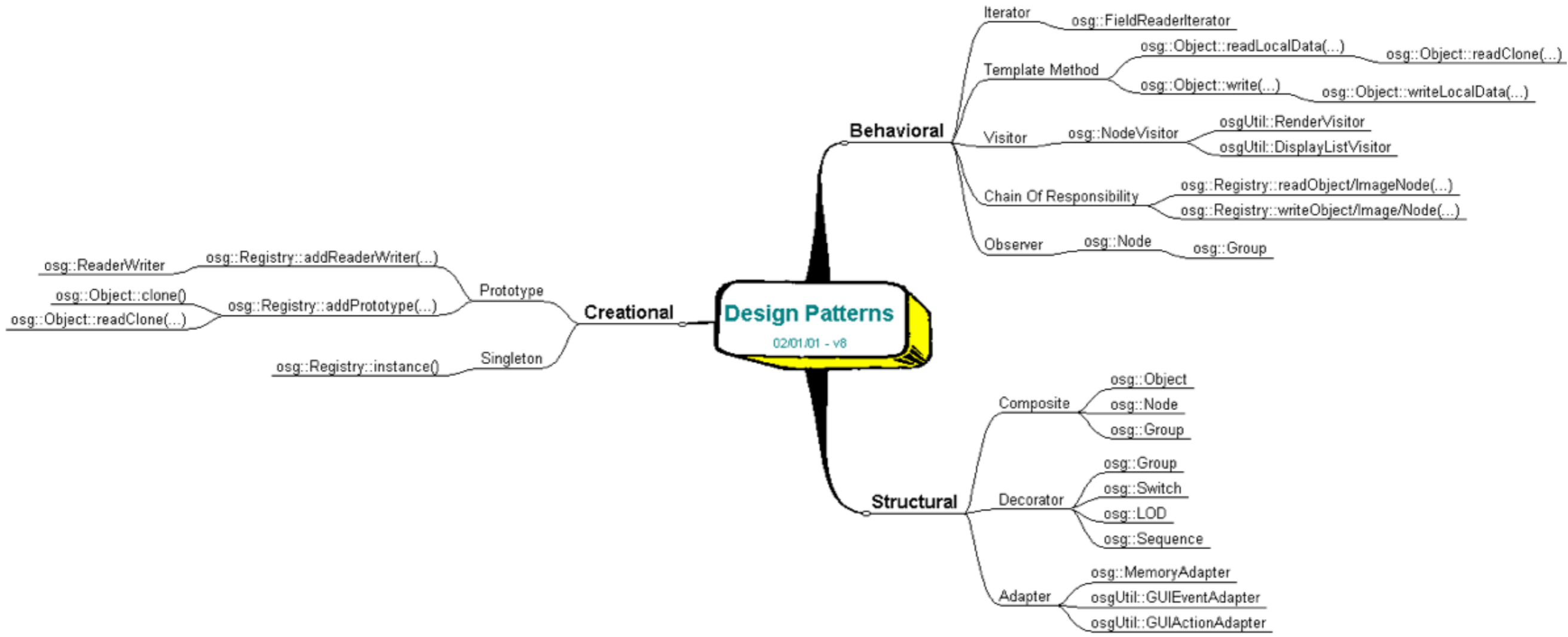
- Hierarchical MVC UI Design
- Command pattern supporting multi-level undo/redo, incorporating Prototype based command creation.
- Composite contact list organisation
- Visitor contact search facility
- Strategy report generators



Design Patterns

[back](#)

An early MindMap of the Design Patterns that are used in the OpenSceneGraph.



Purpose of Design Pattern

1.Reuse

- ▶ Reuse elegant, proven and high quality designs across multiple contexts

2.Flexibility

- ▶ Introduce greater flexibility into the design

3.Documentation

- ▶ Improving the documentation and maintenance of existing system by furnishing an explicit specification of class and object interactions and their intent

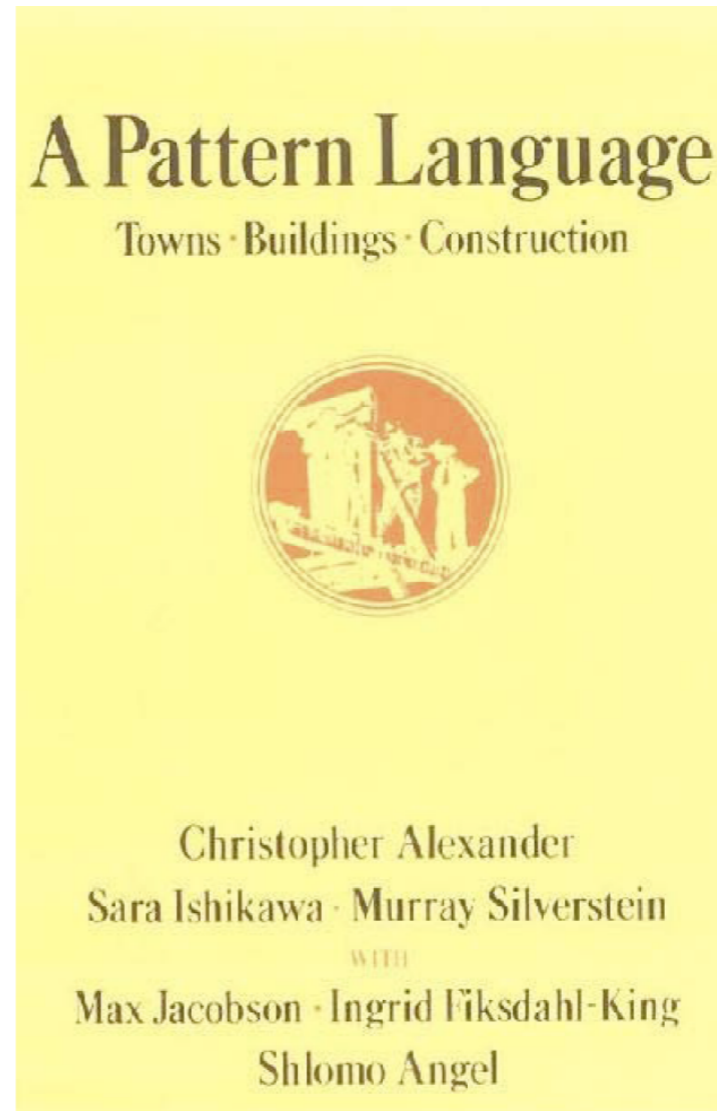
Origins

- "Each pattern describes a problem which occurs over and over again in our environment, and then describes the core of the solution to that problem, in such a way that you can use this solution a million times over, without ever doing it the same way twice."

Christopher Alexander, *A Pattern Language: Towns/Buildings/Construction*,
1977

- A object-oriented design pattern systematically names, explains and evaluates an important and recurring design in object-oriented systems

Origins



Alexander & Patterns

- Alexander studied the problem of objective quality by making observations of buildings, towns, streets, gardens, any spaces that human beings have built
 - ▶ He reasoned that high quality constructs had things in common
 - ▶ Architectural structures differed from each other even if they were of the same type solving the same problem. Yet different solutions were of high quality.
 - ▶ He understood that structures could not be separated from the problem they are solving
- He proposed that different structures yielded a high quality solution to similar problems and extracted the similarity of the structures, the core of the solution, which he calls a pattern:
 - ▶ solutions to a problem in a context
 - ▶ 253 patterns covering regions, towns, transportations, homes offices, rooms, lighting, gardens, ...
 - ▶ each pattern defines subproblems solved by other smaller patterns

Patterns in Software Design



Design Patterns

Elements of Reusable
Object-Oriented Software

Erich Gamma
Richard Helm
Ralph Johnson
John Vlissides



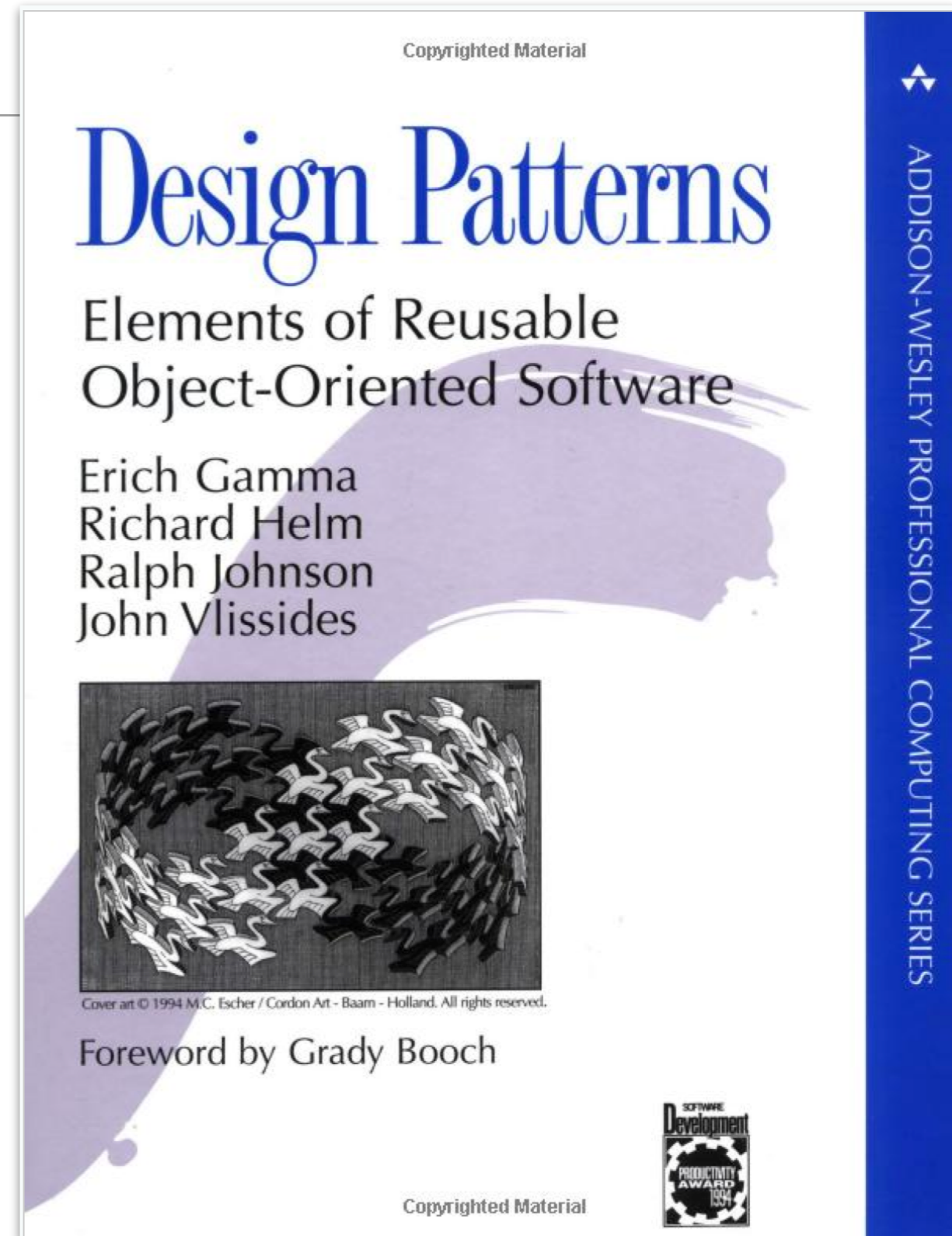
Foreword by Grady Booch
















ADDISON-WESLEY PROFESSIONAL COMPUTING SERIES

GoF

- The landmark book on software design patterns is:
Design Patterns: Elements of Reusable Object-Oriented Software
Erich Gamma, Richard Helm,
Ralph Johnson, John Vlissides
Addison-Wesley, 1995
- This is also known as the GOF (“Gang-of-Four”) book.
- Design Patterns help you break out of first-generation (naive) OO thought patterns



Regularly Appears in top-10 programming lists

	1 Design Patterns: Elements of Reusable Object-Oriented Software by Erich Gamma ★★★★★ 4.09 avg rating — 1,149 ratings score: 387, and 5 people voted
	2 Code Complete by Steve McConnell ★★★★★ 4.26 avg rating — 988 ratings score: 300, and 3 people voted
	3 Structure and Interpretation of Computer Programs by Harold Abelson ★★★★★ 4.55 avg rating — 403 ratings score: 297, and 4 people voted
	4 The C Programming Language by Brian W. Kernighan ★★★★★ 4.37 avg rating — 1,232 ratings score: 294, and 3 people voted
	5 The Pragmatic Programmer: From Journeyman to Master by Andrew Hunt ★★★★★ 4.34 avg rating — 1,493 ratings score: 291, and 3 people voted
	6 Refactoring: Improving the Design of Existing Code by Martin Fowler ★★★★★ 4.27 avg rating — 634 ratings score: 289, and 3 people voted
	1. The Algorithm Design Manual by Steve Skiena \$62.87 Used & New from: \$50.00 ★★★★★ (24 customer reviews)
	2. Introduction to Algorithms (Includes CD-Rom) by Thomas H. Cormen \$120.72 Used & New from: \$23.00 ★★★★★ (115 customer reviews) 4 customer discussions
	3. Structure and Interpretation of Computer Programs - 2nd Edition (MIT Electric Circuits) Used & New from: \$29.99 ★★★★★ (171 customer reviews) 3 customer discussions
	4. The Pragmatic Programmer: From Journeyman to Master by Andrew Hunt \$35.24 Used & New from: \$22.76 ★★★★★ (168 customer reviews) 1 customer discussion
	5. Mastering Regular Expressions by Jeffrey E F Friedl \$26.99 Used & New from: \$16.97 ★★★★★ (146 customer reviews)
	6. Design Patterns: Elements of Reusable Object-Oriented Software by Richard Helm \$40.65 Used & New from: \$22.00 ★★★★★ (297 customer reviews) 1 customer discussion
	7. Refactoring: Improving the Design of Existing Code by Kent Beck \$44.09 Used & New from: \$25.00

Pattern Definition

- Each design pattern systematically:

- ▶ Names
- ▶ Explains
- ▶ Evaluates

an important and recurring design in object-oriented systems.

- Patterns capture this design experience in a form that can be effectively communicated.
- Often presented as a catalogue.

To What End?

- Make it easier to reuse successful designs and architectures.
- Express proven techniques making them accessible to developers of new systems.
- Help developers choose appropriate design alternatives that make a system reusable and avoid options that compromise reusability.
- Improve the documentation and maintenance of existing systems by furnishing an explicit specification of class and object interactions and their underlying intent.

Design Pattern Characteristics

- Design patterns represent solutions to problems that arise when developing software within a particular context
 - ▶ Patterns = Problem/Solution pair in Context
- Capture static and dynamic structure and collaboration among key participants in software designs
 - ▶ key participants – an abstraction that occurs in a design problem
 - ▶ useful for articulating the how and why to solve non-functional forces.
- Facilitate reuse of successful software architectures and design

Documenting Patterns

- GoF used a standard procedure to describe and document design patterns.
 - ▶ Increases understandability.
 - ▶ Many books have adopted the similar approach.
- By documenting the design pattern, knowledge becomes explicit, instead of in the designer's head.
 - ▶ Patterns are often presented as pattern catalogues
 - ▶ Important they are presented in a systematic form as a semi- formal document.

GoF Pattern Format

- **Pattern Name and Classification**

- ▶ The pattern's name conveys the essence of the pattern succinctly. A good name is vital, because it will become part of your design vocabulary. The pattern's classification reflects a specific scheme (Creational, Behavioural, Structural).

- **Intent**

- ▶ A short statement that answers the following questions: What does the design pattern do? What is its rationale and intent? What particular design issue or problem does it address?

- **Also Known As**

- ▶ Other well-known names for the pattern, if any.

- **Motivation**

- ▶ A scenario that illustrates a design problem and how the class and object structures in the pattern solve the problem. The scenario will help you understand the more abstract description of the pattern that follows.

- **Applicability**

- ▶ What are the situations in which the design pattern can be applied? What are examples of poor designs that the pattern can address? How can you recognize these situations?

- **Structure**

- ▶ A graphical representation of the classes in the pattern using UML. Usually class diagrams and interaction diagrams.

GoF Pattern Format

- **Participants**

- ▶ The classes and/or objects participating in the design pattern and their responsibilities.

- **Collaborations**

- ▶ How the participants collaborate to carry out their responsibilities.

- **Consequences**

- ▶ How does the pattern support its objectives? What are the trade-offs and results of using the pattern? What aspect of system structure does it let you vary independently?

- **Implementation**

- ▶ What pitfalls, hints, or techniques should you be aware of when implementing the pattern? Are there language-specific issues?

- **Sample Code**

- ▶ Code fragments

- **Known Uses**

- ▶ Examples of the pattern found in real systems. We include at least two examples from different domains.

- **Related Patterns**

- ▶ What design patterns are closely related to this one? What are the important differences? With which other patterns should this one be used?

Catalogues



Design Patterns - 66368 - [2015 - 2016]

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- Introduction & Context
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- Command
- Streams & Lambdas
- Observer + Patterns Context

Administration

People

Catalogues

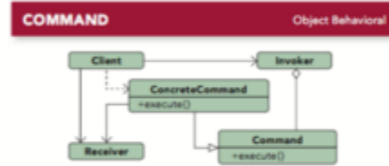
Jump to...

DZone Reference Card

Design Patterns

By Jason McDonald

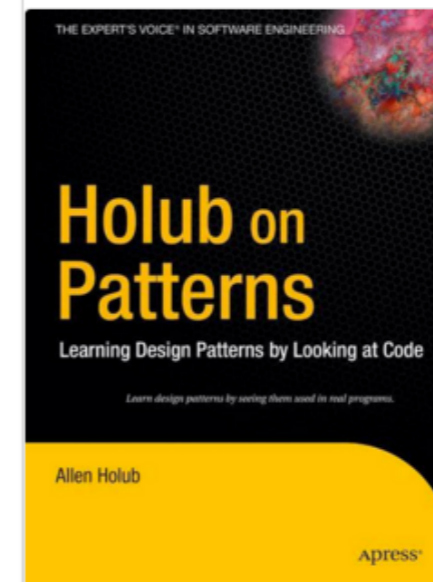
Example
Exception handling in some languages implements this pattern. When an exception is thrown in a method the runtime checks to see if the method has a mechanism to handle the exception or if it should be passed up the call stack. When passed up the call stack the process repeats until code to handle the exception is encountered or until there are no more parent objects to hand the request to.



GOF Reference Card

- | | | |
|-------------------------|----------------|-----------------|
| Abstract Factory | Facade | Proxy |
| Adapter | Factory Method | Observer |
| Bridge | Flyweight | Singleton |
| Builder | Interpreter | State |
| Chain of Responsibility | Iterator | Strategy |
| Command | Mediator | Template Method |
| Composite | Memento | Visitor |
| Decorator | Prototype | |

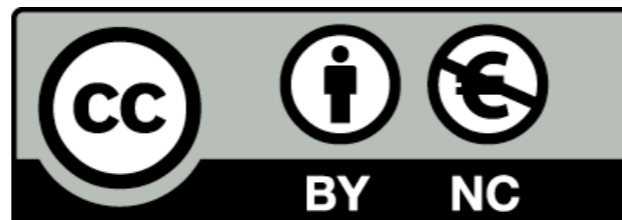
Holub Catalogue



Logical Catalogue

GoF Design Patterns - with examples using Java and UML2

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Mattias Forss,
Ivar Hagen,
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