Software Design & Architecture Design Patterns/ Builder, Prototype, Memento

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Acknowledgements: slides adapted from previous versions by Mei Nagappan and Shane McIntosh, which are adapted from previous versions by Zhen Ming Jiang, Ahmed E. Hassan, Reid Holmes.

Design Patterns Categories

• Creational: concern the process of object creation

- Singleton, Factory Method, Abstract Factory, Builder, Prototype, Object Pool
- Structural: concern the process of assembling objects and classes
 - Adapter, Composite, Decorator, _{design patterns 2} Façade, Bridge, Flyweight, Proxy
- Behavioral: concern the interaction between classes or objects

 Observer, Strategy, Template Method, design patterns 3
Iterator, State, Chain of Responsibility, Command, Mediator, Memento today – your pick f

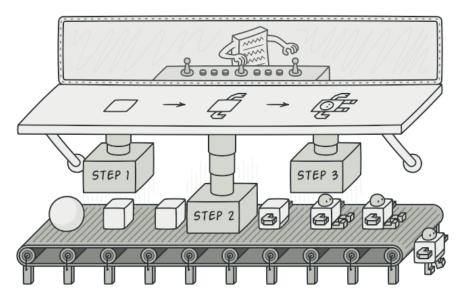
today – your pick from the remaining ones

Builder

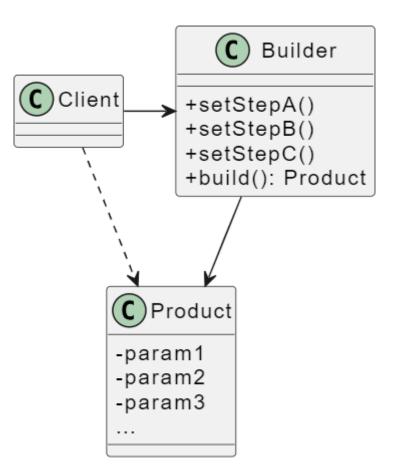


Builder: Motivation and Intent

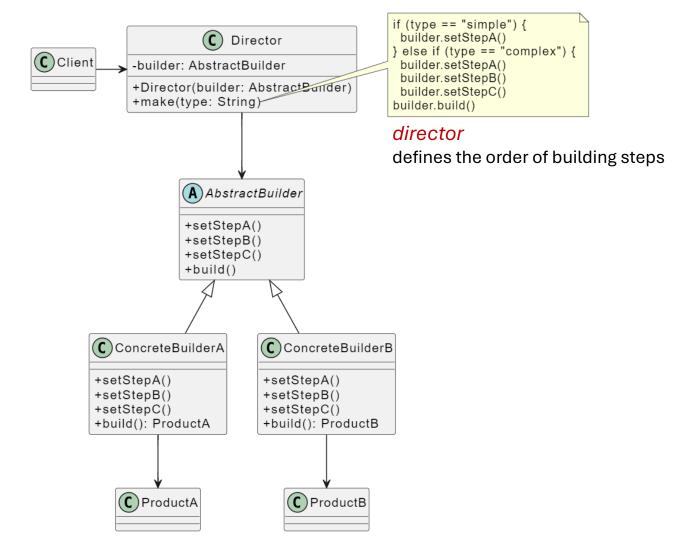
- Motivation:
 - constructing objects with many parameters or optional components
 - using constructors becomes ugly: multiple overloading constructors (especially for programming languages like Java); hard to validate during construction
- Intent: design a helper class (Builder) to construct objects step-by-step



Builder: Solution



Builder: Solution (More Complex Ver.)



Demo: <u>https://github.com/pengyunie/CS446Demo1251/tree/main/app/src/main/java/ca/uwaterloo/cs446/dp/builder</u>

Prototype

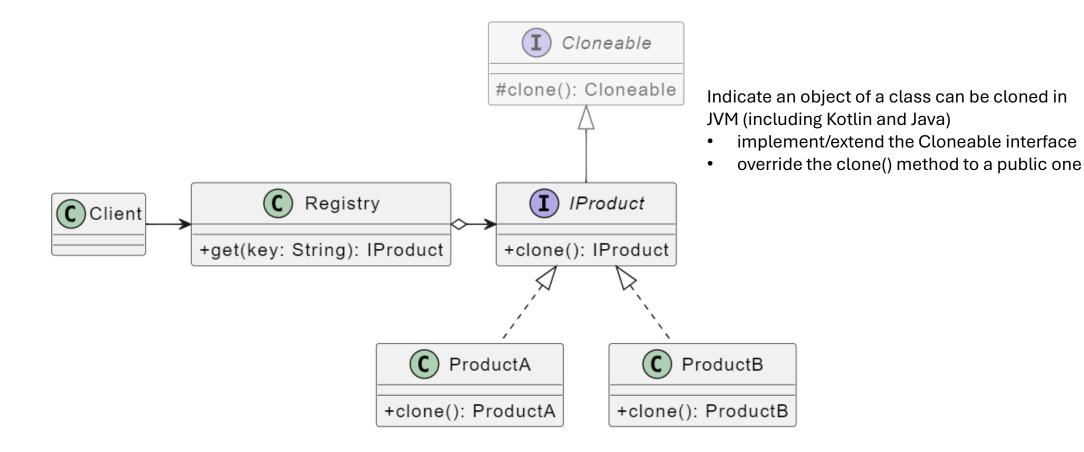


Prototype: Motivation and Intent

- Motivation:
 - constructing objects that are complex or resource-intensive
 - the client needs a copy of an existing object
- Intent: provide a registry to access (common) existing objects and an interface to clone them



Prototype: Solution



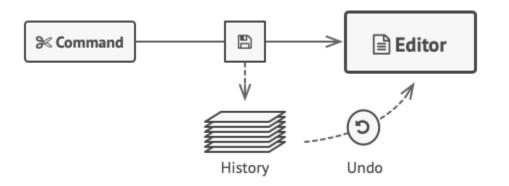
Demo: https://github.com/pengyunie/CS446Demo1251/tree/main/app/src/main/java/ca/uwaterloo/cs446/dp/prototype

Memento (aka Snapshot)

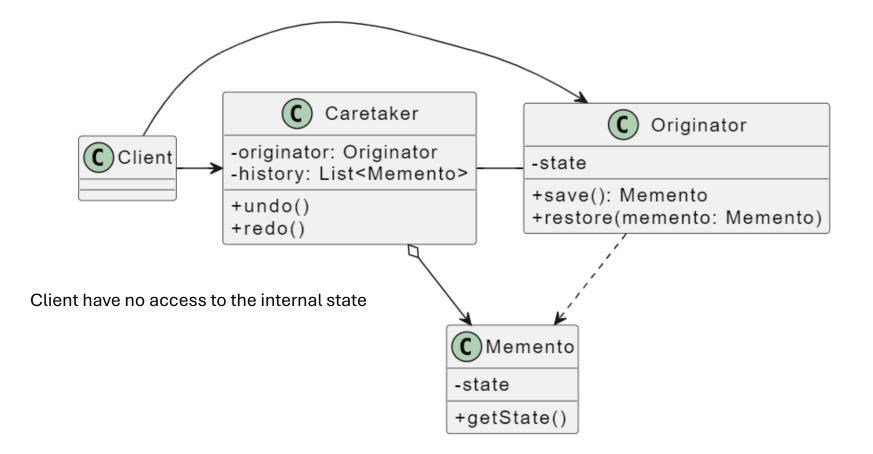


Memento: Motivation and Intent

- Motivation: we want to capture snapshots of an object's state, and be able to restore previous snapshots
- Intent:
 - capture an object's internal state without violating encapsulation
 - allow tracking the evolution of an object's state



Memento: Solution



Agenda (recap)

- More design patterns
 - Builder
 - Prototype
 - Memento

• Review P5: Iteration 3 Demo requirements