

Design Patterns

Let's design

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No pattern

- Within each directory, there are files and other directories
- Each web page can give some links to other web pages or can have some given links from other pages

Strategy or Decorator ?

- Calls are divided into subclasses according to priority (high - low), activity (low - moderate - high) and urgency (yes - no). If the call is urgent there are some source planning jobs. If the call has high priority some managers should be informed and if the required activity to satisfy the call is high account manager should give confirmation. All three must be independently classified. The client class wants to print these properties of the already created objects on the screen. Ordering between these categories is <urgency, priority, activity>
- Call-> no, high, low
- Call->yes, low, low
- Call-> yes, high, moderate

No Pattern

- Each table in the database has an owner user. A user can own more than one table. Each table can be used by 0 or more users. In order to use a table, user must either be owner or authorized by the owner.

Decorator

- In the organization company, there are several identical meeting rooms and these rooms are rented to the firms because of some activities. Simple automation needs to be developed for reservation and fee calculation. With this automation, the salary paid by the firms using the hall; hours will be calculated according to the characteristics of the room during the period of use. Each hall is identical. When making a reservation, the company should indicate what they want, such as LCD, projector, air conditioning, catering, camera. The cost of each opportunity should be considered separately. Therefore, the price of a used salon is the sum of the additional cost from the facilities attached to the base price

Abstract Factory

- Two player based games such as Chess and Backgammon are directed by the same play controller (engine). User give his/her preference for game selection and engine initliaze the game, controls the users's move and winning condition. Each game has board, pieces, starting point, move and winner definition. New game extension should be possible without modification of engine and some games cah have comman parts with the existing games and copy-paste of the codes forbidden to handle this type of commont props

Factory

- You have three different type of graphical representation style such as piechart, linechart, scatter for now but this illustration part is under development. One of the classes named as Displayer takes the data as parameter and displays the graphic on the somewhere in the screen. If the data has less than 100 row scatter is OK but for more data if the content of the data is regressive linechart should be preferred. In other situations, piechart is OK. Other systems shuoul utilize the same graphical support but not Display class because it is specific for this system.