

# 22. Entwurfsmuster (Design Patterns) - Eine Einführung

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Lehrstuhl Softwaretechnologie

Fakultät für Informatik

TU Dresden

19-1.1, 5/11/19

1) Warum Entwurfsmuster

Achtung: Dieser Foliensatz ist teilweise in Englisch gefasst, weil das Thema in der Englisch-sprachigen Kurs "Design Patterns and Frameworks" wiederkehrt. Mit der Bitte um Verständnis.



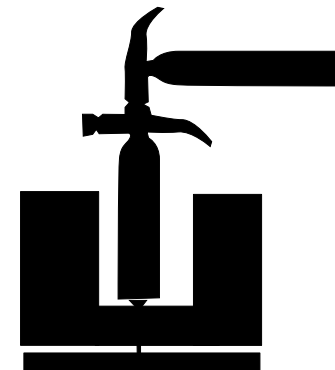
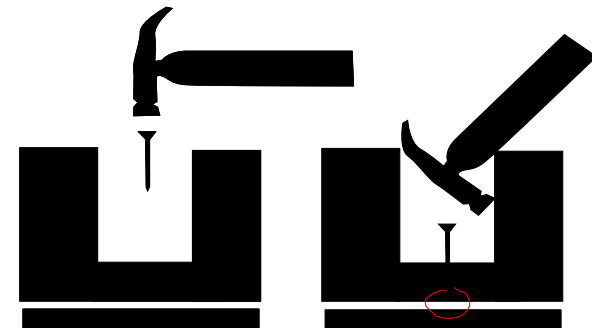
# Obligatorische Literatur

- ▶ JDK Tutorial für J2SE oder J2EE, [www.java.sun.com](http://www.java.sun.com)
- ▶ Dokumentation der Jgrapht library <http://www.jgrapht.org/>
  - Javadoc <http://www.jgrapht.org/javadoc>
  - <http://sourceforge.net/apps/mediawiki/jgrapht/index.php?title=jgrapht:Docs>
- ▶ Dokumentation der Library für verteilte Graphen GELLY (Teil von Apache Flink)
  - [http://ci.apache.org/projects/flink/flink-docs-master/gelly\\_guide.html](http://ci.apache.org/projects/flink/flink-docs-master/gelly_guide.html)

# Obligatory Literature

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- ▶ ST für Einsteiger, Kap. Objektentwurf: Wiederverwendung von Mustern
- ▶ also: Chap. 8, Bernd Brügge, Allen H. Dutoit. Objektorientierte Softwaretechnik mit UML, Entwurfsmustern und Java. Pearson.



# Recommended Books

- ▶ [The GOF (Gang of Four) Book] E. Gamma, R. Johnson, R. Helm, J. Vlissides. Design Patterns. Addison-Wesley.
  - Auf Deutsch: Entwurfsmuster.
- ▶ Head First Design Patterns. Eric Freeman & Elisabeth Freeman, mit Kathy Sierra & Bert Bates. O'Reilly, 2004, ISBN 978-0-596-00712-6
  - German Translation: Entwurfsmuster von Kopf bis Fuß. Eric Freeman & Elisabeth Freeman, mit Kathy Sierra & Bert Bates. O'Reilly, 2005, ISBN 978-3-89721-421-7
- ▶ There is a lot of free material on the web.
  - [http://en.wikipedia.org/wiki/Book:Design\\_Patterns](http://en.wikipedia.org/wiki/Book:Design_Patterns) is a free collection of patterns, available as pdf
  - James W. Cooper. Java™ Design Patterns: A Tutorial. Addison Wesley, 2000, ISBN: 0-201-48539-7
  - <http://www.informit.com/store/java-design-patterns-a-tutorial-9780201485394> Section Download
  - Download books at <http://www.freebookcentre.net/SpecialCat/Free-Design-Patterns-Books-Download.html>

# Introductory Papers, Recommended

- ▶ A. Tesanovic. What is a pattern? Paper in Design Pattern seminar, IDA, 2001. Available at ST  
<http://www-st.inf.tu-dresden.de/Lehre/WS04-05/dpf/seminar/tesanovic-WhatIsAPattern.pdf>
- ▶ Brad Appleton. Patterns and Software: Essential Concepts and terminology.
  - <http://csis.pace.edu/~grossman/dcs/Patterns%20and%20Software-%20Essential%20Concepts%20and%20Terminology.pdf> Compact introduction into patterns.
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- ▶ F. Buschmann, N. Meunier, H. Rohnert, P. Sommerlad, M. Stal. Pattern-orientierte Software-Architektur. Addison-Wesley.
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- ▶ W. Pree. Object-Oriented Software Construction. 1995. Springer.
- ▶ Papers:
  - D. Riehle, H. Zülinghoven, Understanding and Using Patterns in Software Development. Theory and Practice of Object Systems 2 (1), 1996. Explains different kinds of patterns.  
<http://citeseer.ist.psu.edu/riehle96understanding.html>
  - W. Zimmer. Relationships Between Design Patterns. Pattern Languages of Programming (PLOP) 1995.

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**Engineers make life easier to live**—easier in the living; **their work is strictly constructive, sharply exact; the results positive.**

Not a profession outside of the engineering profession but that has its moments of wabbling and indecision—of faltering on the part of practitioners between the true and the untrue. Engineering knows no such weakness. Two and two make four. Engineers know that. Knowing it, and knowing also the unnumbered possible approach a problem with a certainty of conviction and a confidence in the powers of their working-tools nowhere permitted men outside the profession.

Charles M. Horton. Opportunities of engineering. [www.gutenberg.org](http://www.gutenberg.org), eBook #24681; Harper and Brothers, 1922.



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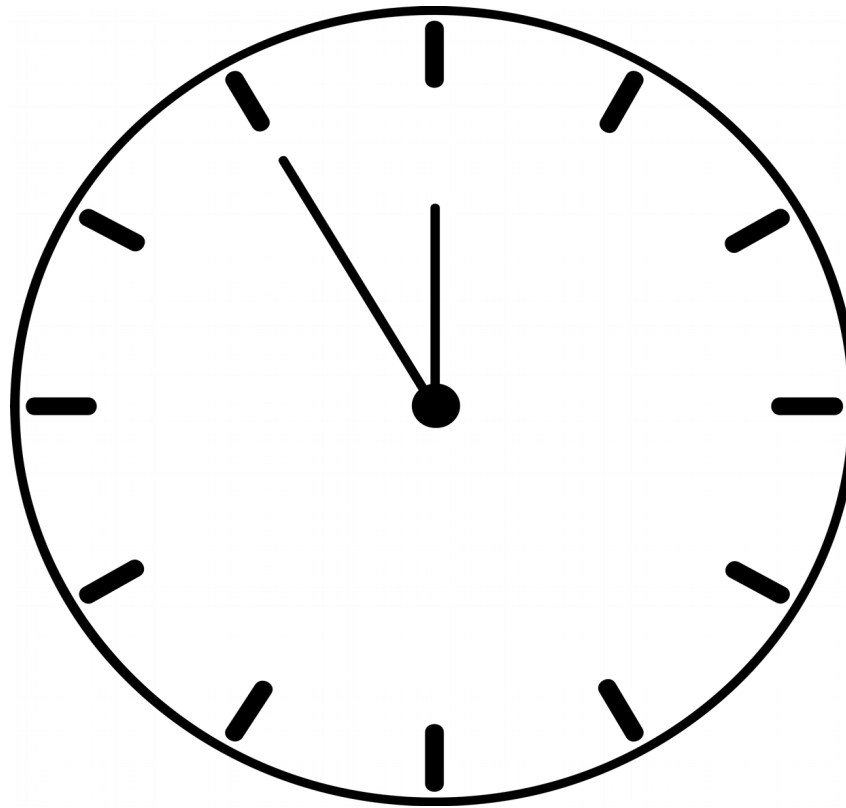
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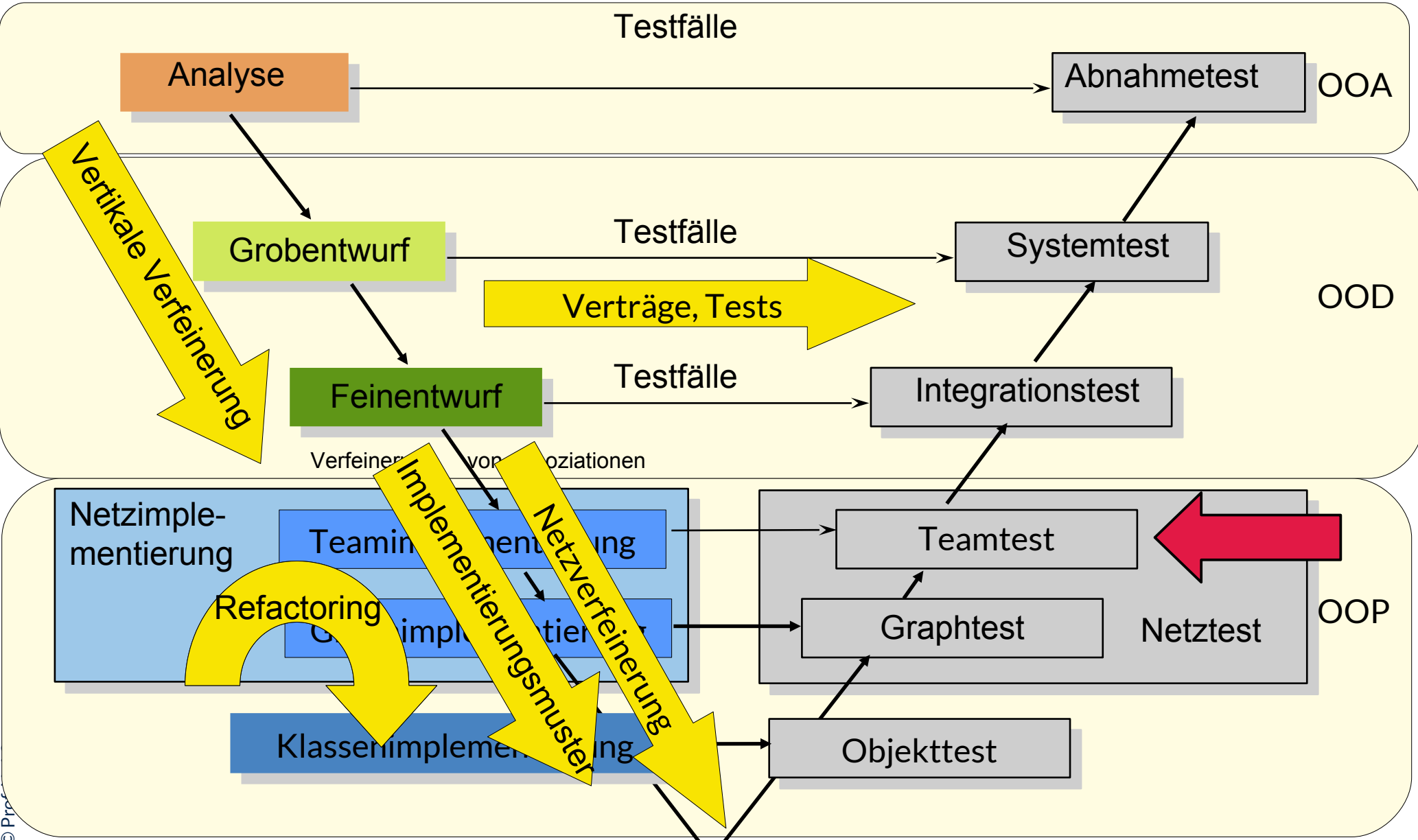
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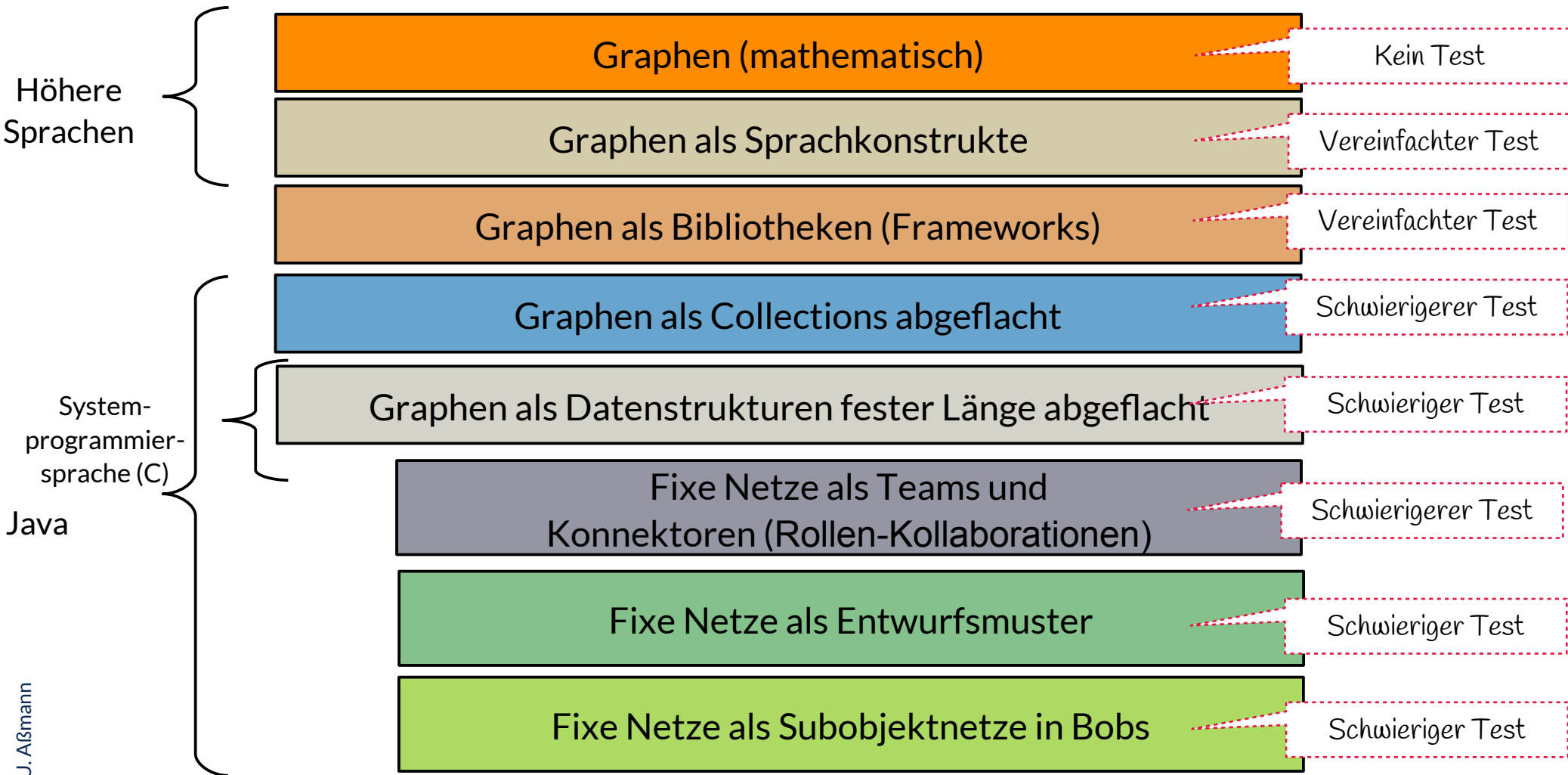


# Q4: Softwareentwicklung im V-Modell

[Boehm 1979]



# Repräsentation von flexiblen und fixen Objektnetzen als Datenstrukturen (Netzverfeinerung)



# 22.1. Warum Entwurfsmuster?



# Why is the Frauenkirche Beautiful?



# History: How to Write *Beautiful Software*

- ▶ Beginning of the 70s: the window and desktop metaphors (conceptual patterns) are discovered by the Smalltalk group in Xerox Parc, Palo Alto
- ▶ 1978/79: Goldberg and Reenskaug develop the MVC pattern for user Smalltalk interfaces at Xerox Parc
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- ▶ 1993: E. Gamma, R. Helm, R. Johnson, J. Vlissides. Design Patterns: Abstraction and Reuse of Object-Oriented Design. ECOOP 97, LNCS 707, Springer
- ▶ 1995: First PLOP conference (Pattern Languages Of Programming)
- ▶ 1995: GOF book

# The Most Popular Definition

Def.: A **Design Pattern (Entwurfsmuster)** is a *solution pattern*,

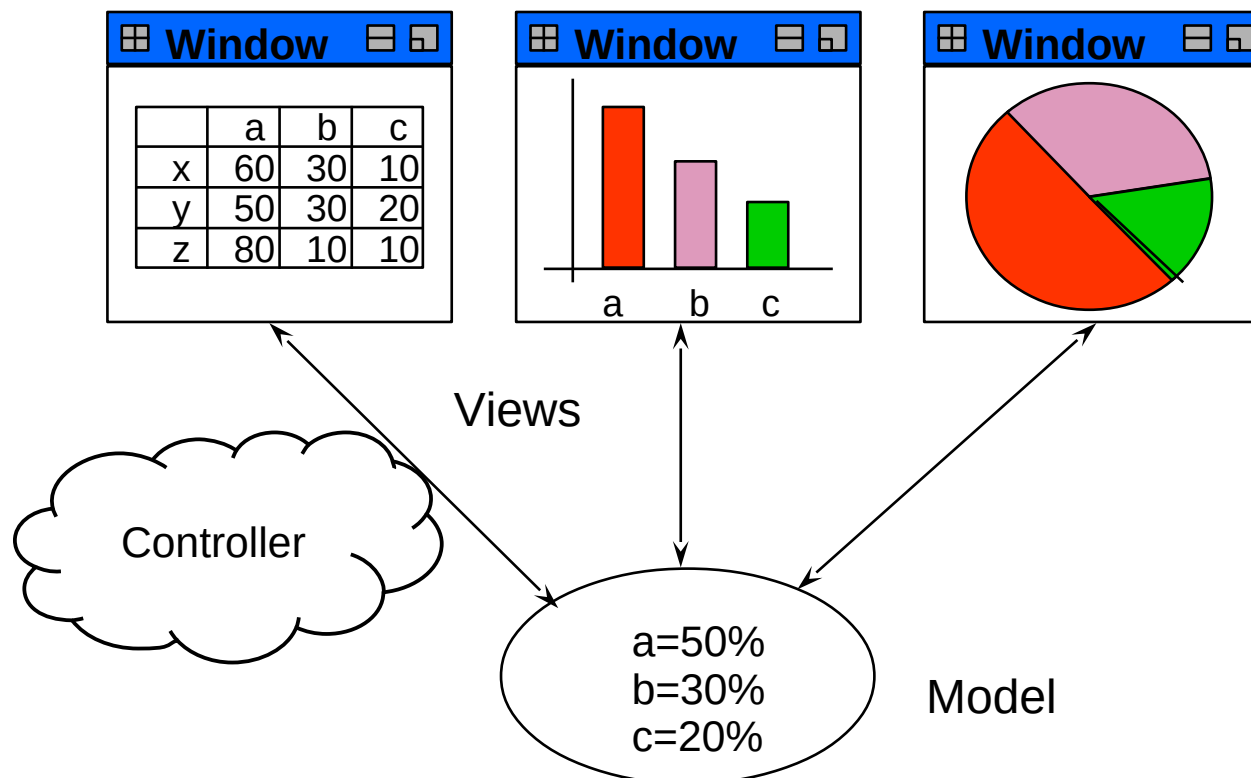
- a description of a standard solution for
- a frequent design problem
- in a certain context

- ▶ Goal of a Design Pattern: Reuse of design information
  - A pattern must not be “new”!
  - A pattern writer must have a “aggressive disregard for originality”
- ▶ Such *solution patterns* are well-known in every engineering discipline
  - Mechanical engineering
  - Electrical engineering
  - Civil engineering and architecture



# A Problem in Interactive Applications

- ▶ How do I display and edit a data structure on the screen?
  - Reaction on user inputs?
  - Maintaining several views
  - Adding and removing new views
- ▶ Solution: Model-View-Controller pattern (MVC), a set of classes to control a data structure behind a user interface
  - Developed by Goldberg/Reenskaug in Smalltalk 1978

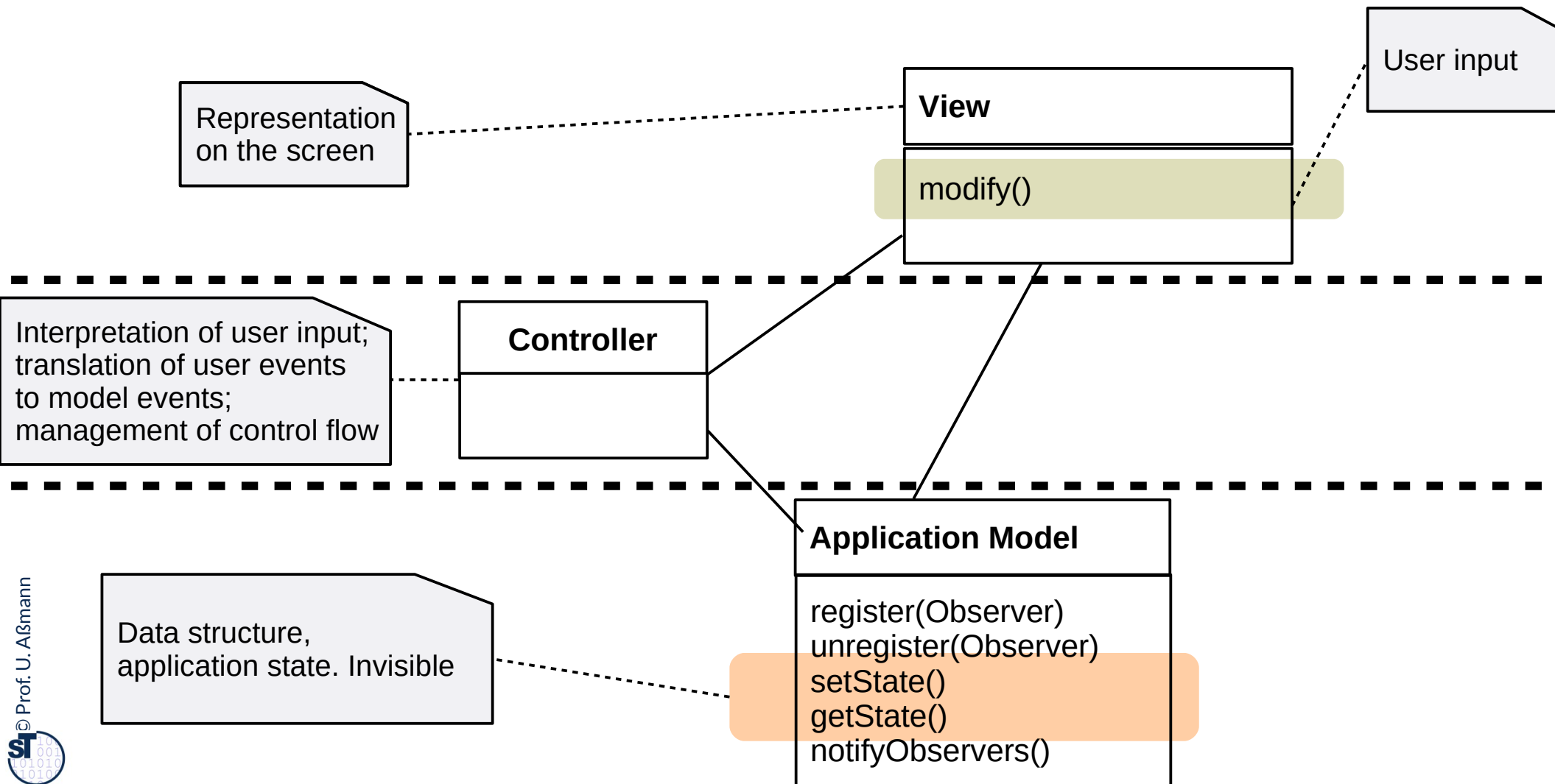


# Design Pattern Model/View/Controller (MVC)

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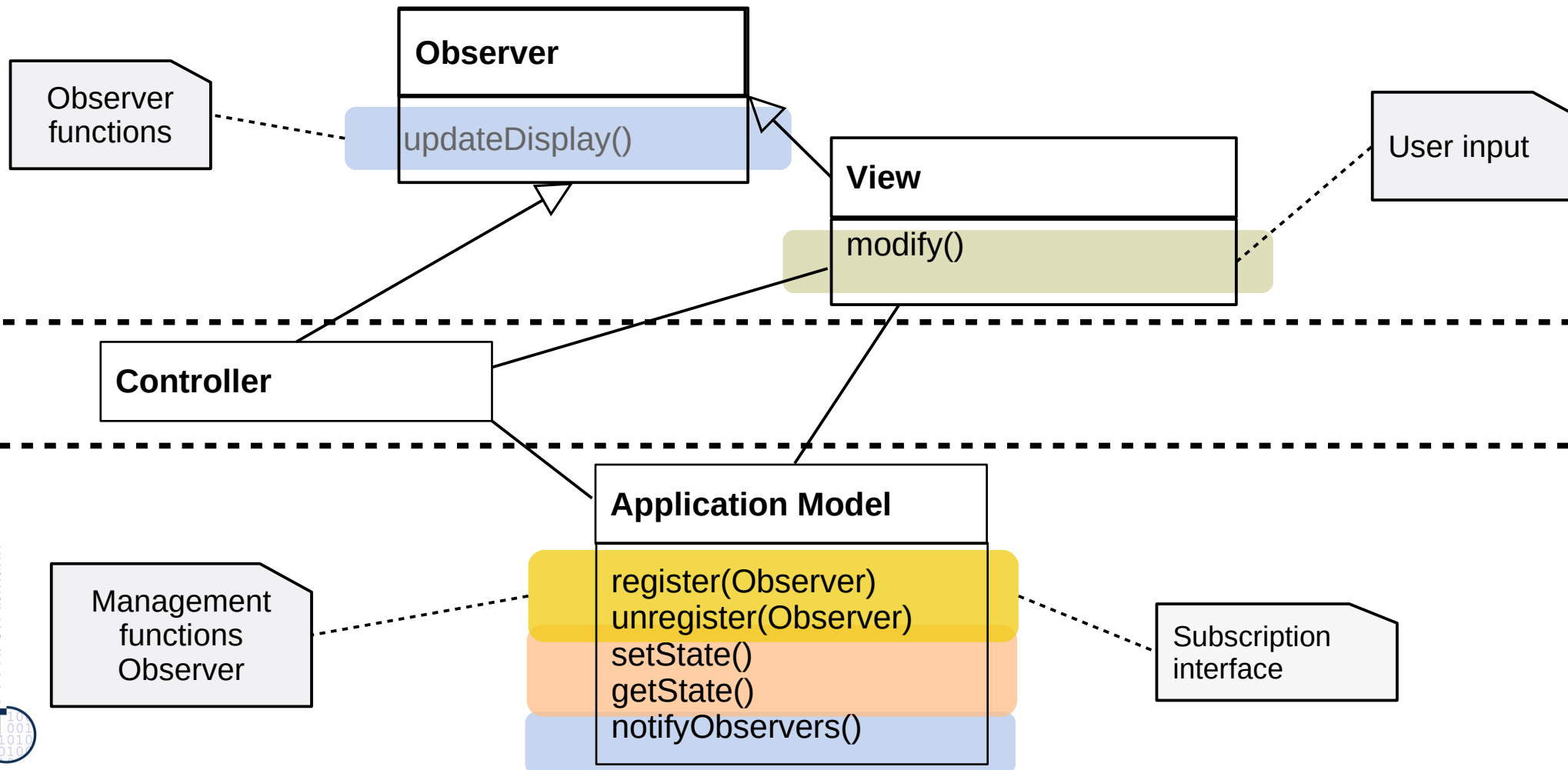
Softwaretechnologie (ST)

- ▶ MVC is a set of classes to control a data structure behind a user interface
- ▶ Layered structure of View, Controller and ApplicationModel



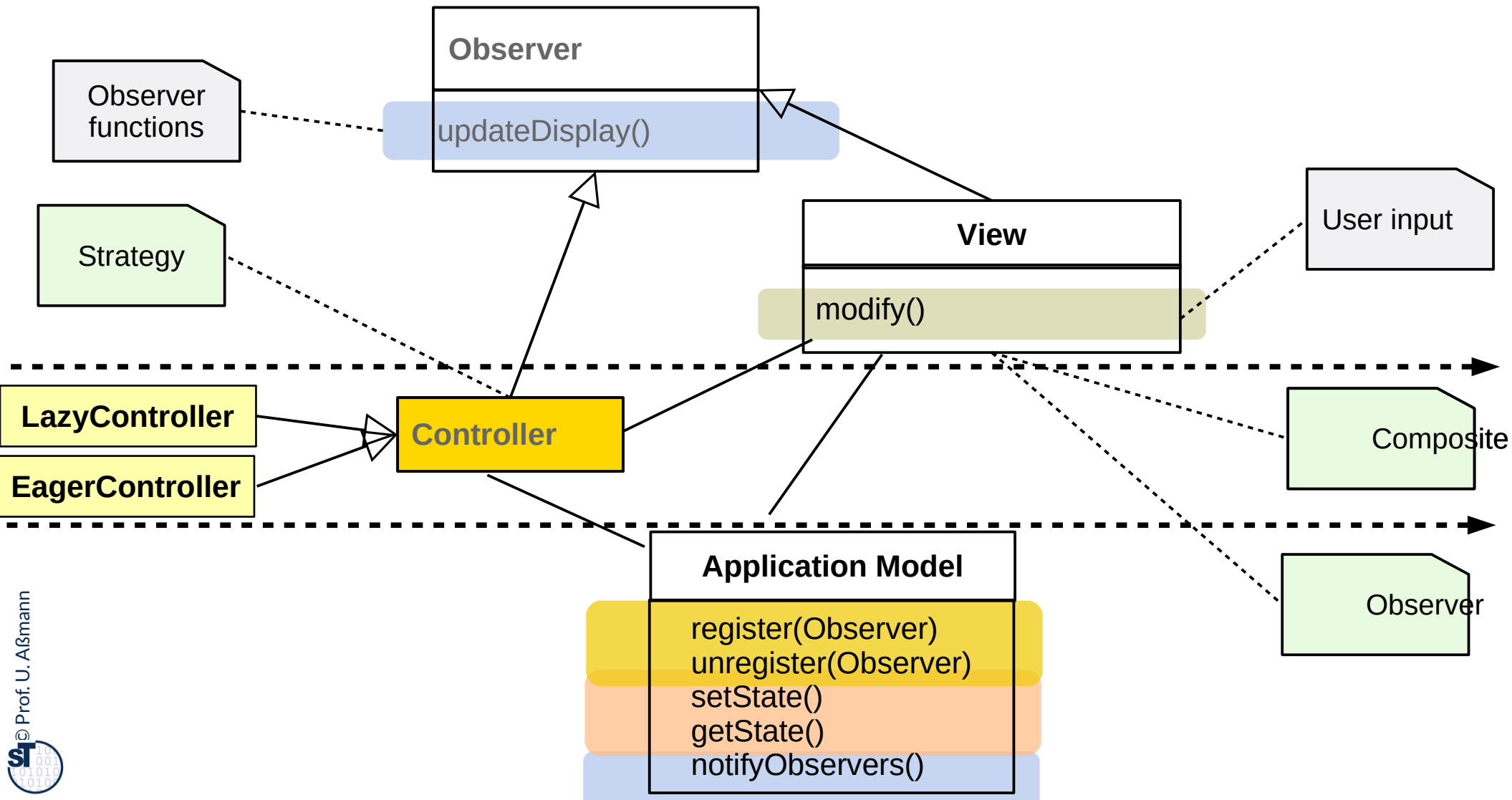
# Design Pattern Model/View/Controller (MVC)

- ▶ The MVC is a complex design pattern. The layers are connected by the simpler patterns Observer, Composite, Strategy.
  - The Controller interpretes the input of the user and transmits them into actions on the model
  - Controller and View play Listener role from *Observer* (asynchronous communication)
  - Model plays Subject role



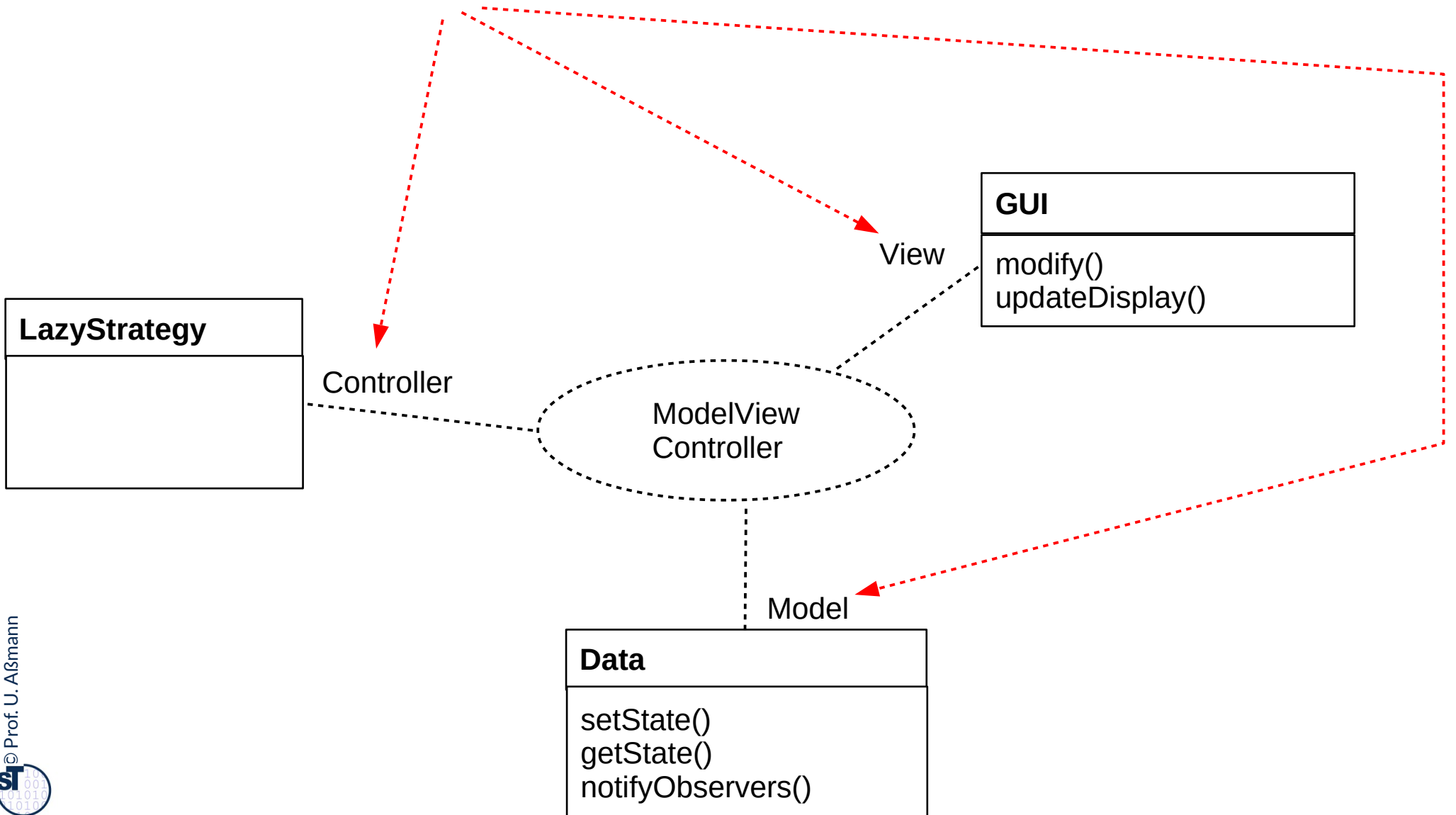
# Design Pattern Model/View/Controller (MVC), Refined

- ▶ Controller follows Strategy pattern (variation of updating the screen)
- ▶ Relation within Views by Composite (tree-formed views)



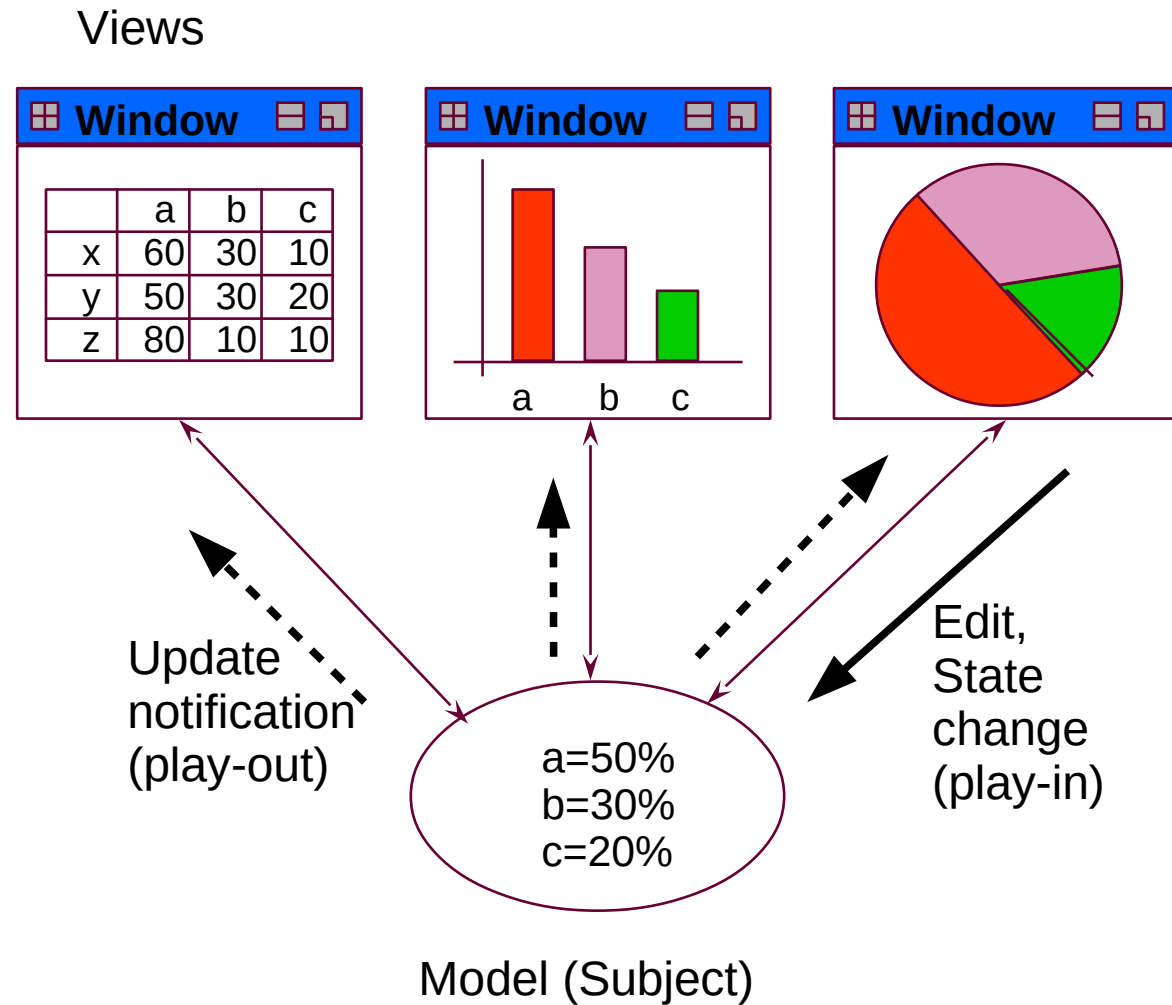
# Design Pattern Model/View/Controller (MVC)

- ▶ UML has a specific notation for patterns (**collaboration classes**)
  - With role identifiers



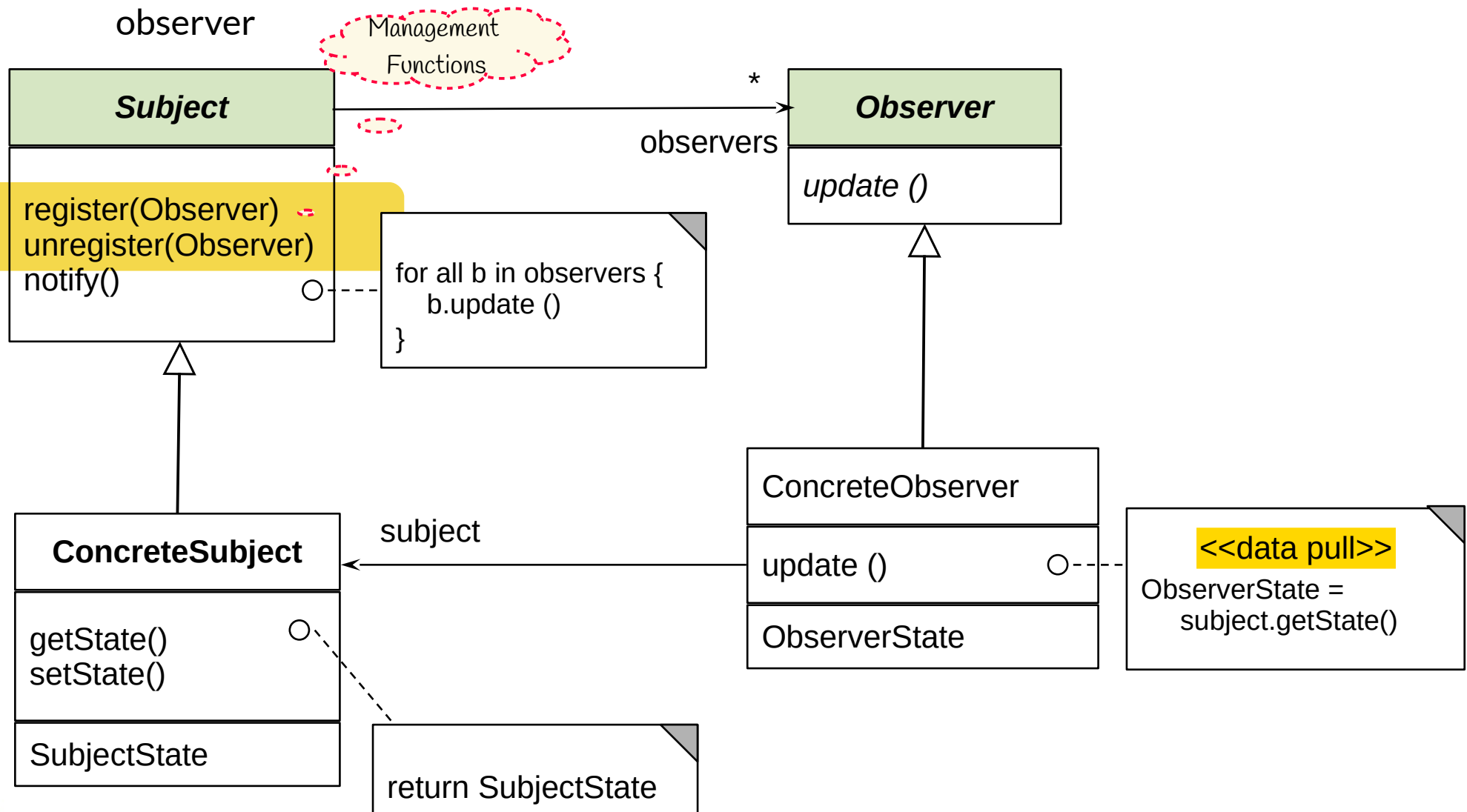
# Pattern 1: Observer

- ▶ Views may register as Observer at the model (Subject)
  - They become *passive* observers of the model
  - They are notified if the model changes.
  - Then, every view updates itself by accessing the data of the model.
- ▶ Views are independent of each other
  - The model does not know how views visualize it
  - Observer decouples views strongly



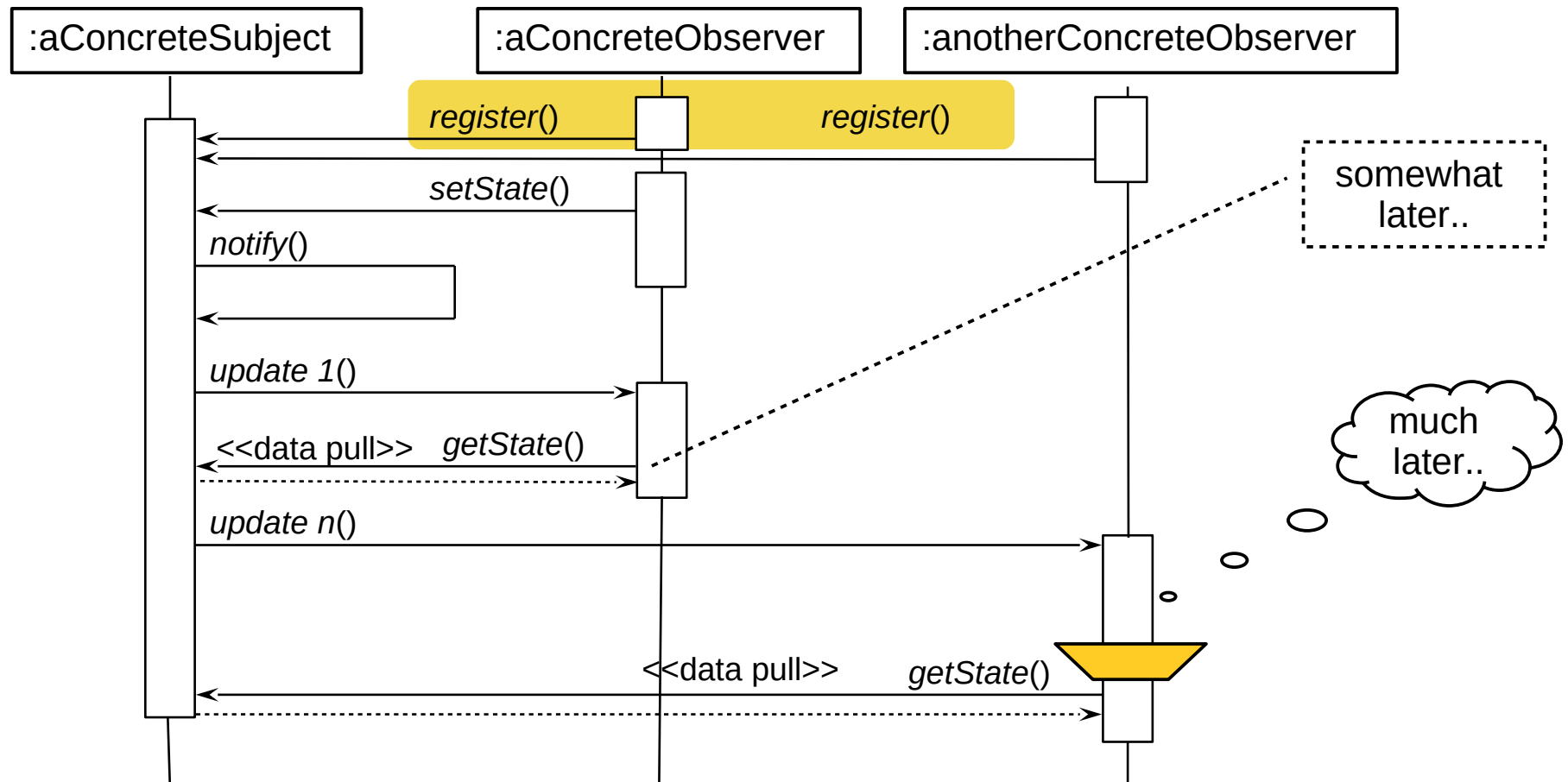
# Structure Observer (pull-Variant)

- ▶ Aka Publisher/Subscriber
- ▶ Subject does not care nor know, which observers are involved: subject independent of observer



# Sequence Diagram pull-Observer

- ▶ Observer.update() does not transfer data, only announces an event
  - Anonymous communication possible
- ▶ Observer pulls data out itself
  - In the context of MVC, Controller or View pull data out of the application model themselves

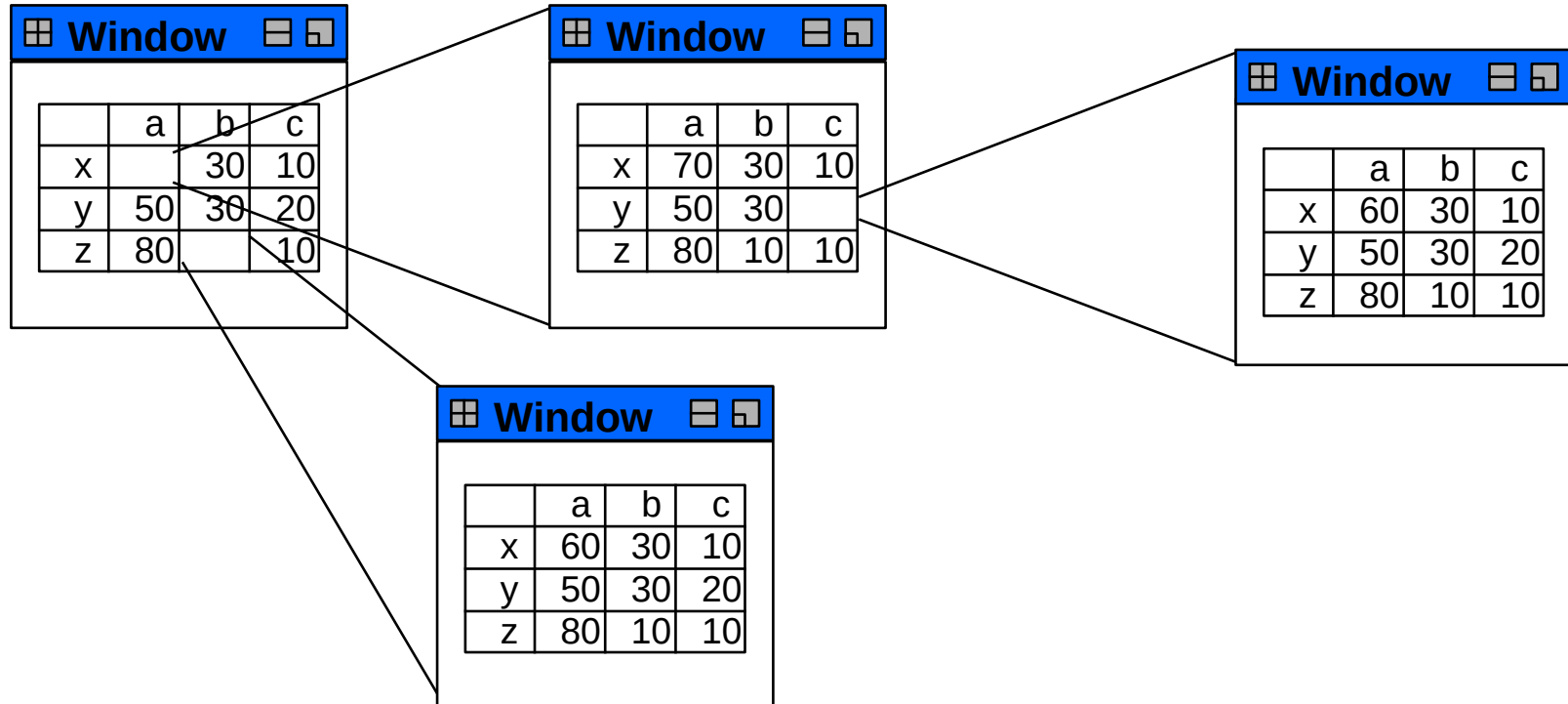




# Pattern 2: Composite (Rpt.)

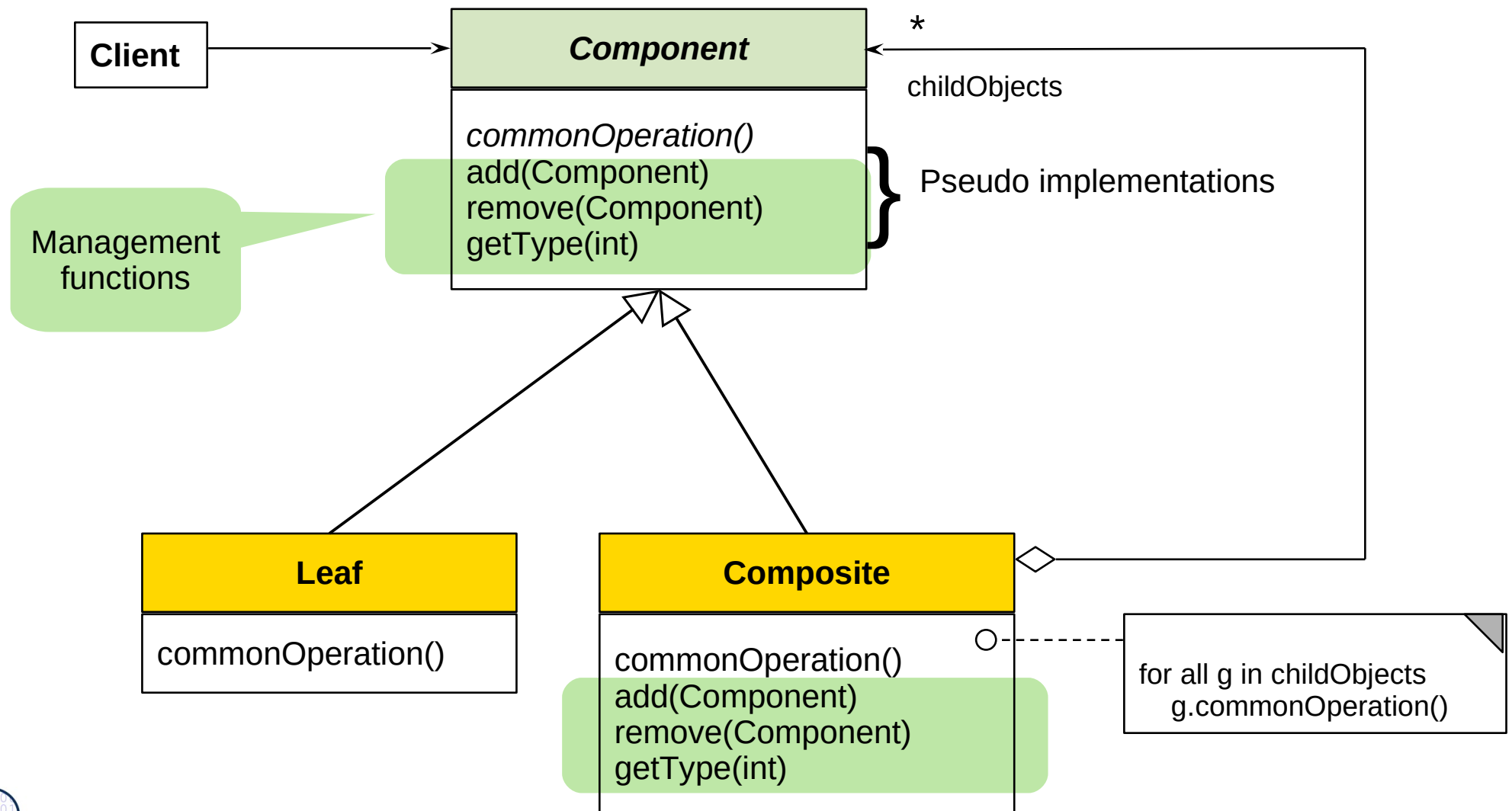
Views may be *nested* (Composite)

- ▶ Composite represents trees
- ▶ For a client class, Compositum unifies the access to root, inner nodes, and leaves
- ▶ In MVC, views can be organized as Composite



# Structure Composite (Rpt.)

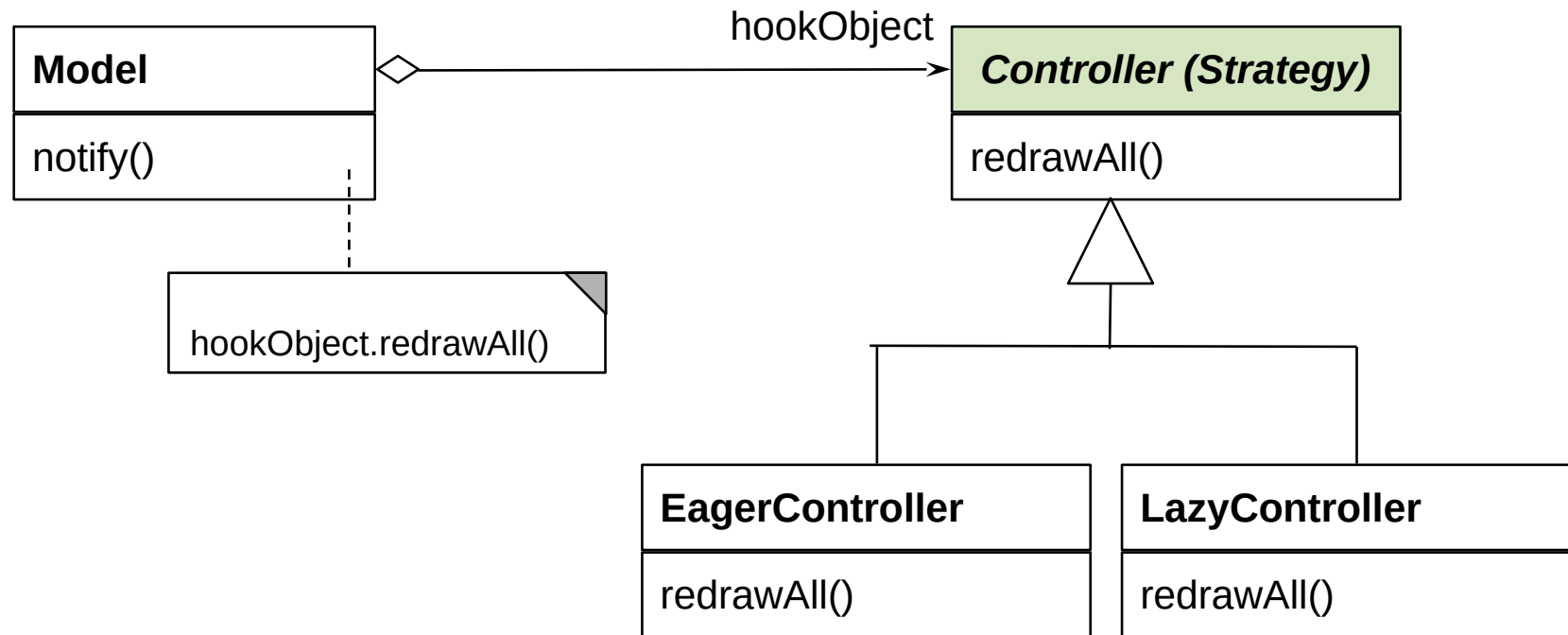
- ▶ Composite has an recursive n-aggregation to the superclass



# Pattern 3: Strategy

The relation between *application model* and *controller* is a *Strategy* pattern.

- ▶ There may be different control strategies
  - Lazy or eager update of views
  - Menu or keyboard input
- ▶ A view may select subclasses of *Controller*, even dynamically; no other class changes
- ▶ Strategy is similar to Command pattern



# Purposes of Design Patterns

- ▶ Design patterns improve **communication** in teams
  - Between clients and programmers
  - Between designers, implementers and testers
  - For designers, to understand good design concepts
- ▶ Design patterns create a **glossary** for software engineering (an “ontology of software design”)
  - A “software engineer” without the knowledge of patterns is a programmer
- ▶ Design patterns **document** abstract design concepts
  - Patterns are “mini-frameworks”
  - Documentation: in particular frameworks are documented by design patterns
  - Prevent re-invention of well-known solutions
  - Design patterns capture information in reverse engineering
  - Improve code structure and hence, code quality

# What Have We Learned?

- ▶ Design patterns grasp good, well-known solutions for standard problems
  - good for communication
- ▶ Design patterns serve for *beautiful* software



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Prof. Dr. Uwe Aßmann

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DRESDEN  
concept  
Exzellenz aus  
Wissenschaft  
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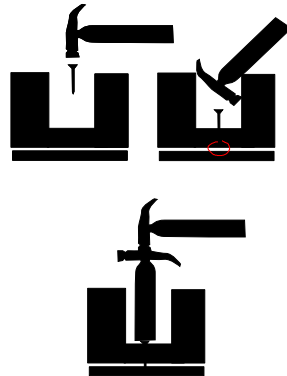
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- ▶ Dokumentation der Library für verteilte Graphen GELLY (Teil von Apache Flink)
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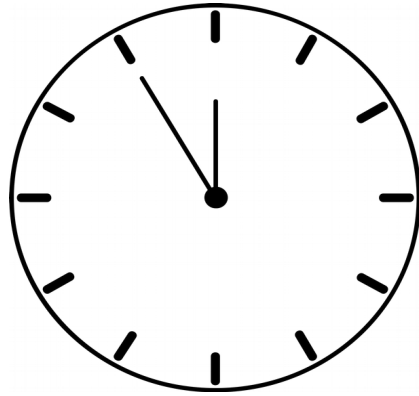
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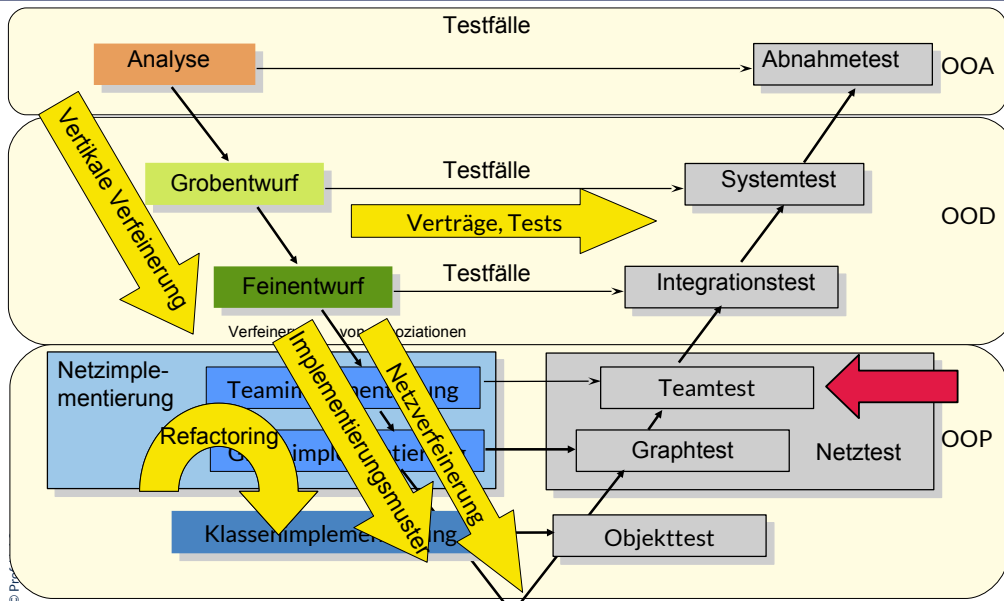
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[Boehm 1979]

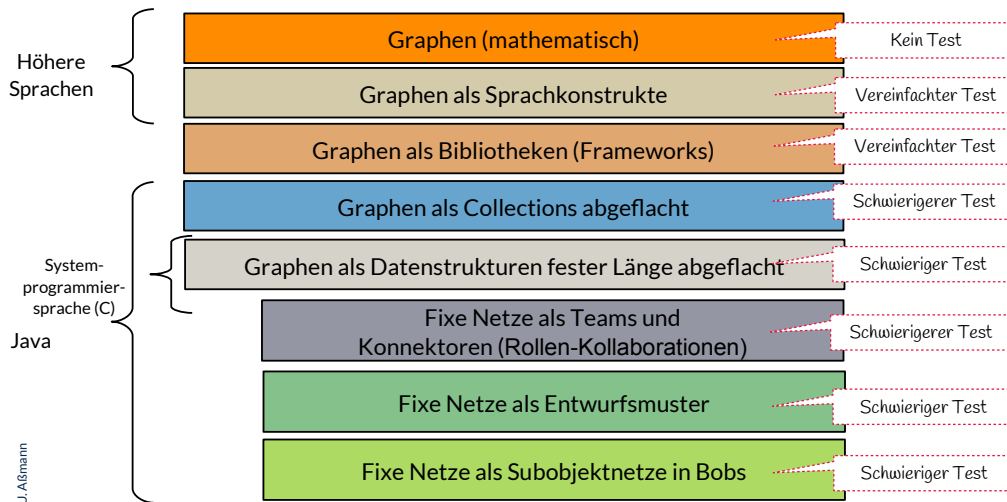


Die stufenweise Verfeinerung von dem Pflichtenheft, dem Ergebnis der Analyse aus, hin zur Implementierung beinhaltet Netzverfeinerung und Teamverfeinerung.



## Repräsentation von flexiblen und fixen Objektnetzen als Datenstrukturen (Netzverfeinerung)

12 Softwaretechnologie (ST)



Prof. U. Aßmann

Auf Ebene der Anforderungen werden **flexible Objektnetze** als math. Graphen dargestellt. Im Grobentwurf und Feinentwurf werden sie repräsentiert durch (verfeinert zu)

- Graphen als **Sprachkonstrukte** (für Sprachen, die das eingebaut haben)
  - Rapid Application Development (RAD)
- Graphen aus Java-Graph-**Bibliotheken** (jgrapht)
- **Implementierungsmuster** wie **Collections**, nach dem Abflachen/Flachklopfen von bidirektionalen Assoziationen in gerichteten Links
- **maschinennahe Implementierungsmuster** wie **Datenstrukturen** fester Länge (Arrays, Matrizen) (speicher-bewusstes Programmieren)

Wohl dem, der eine gute Testsuite für flexible Objektnetze hat!

•Jgrapht, unser Beispiel-Framework für Graphen, hat Generatoren für Graphen, die die Konstruktion von Testsuiten unterstützen.

**Fixe Netze** mit statisch festem  $n, m$  (z.B. 1:1-Assoziationen) können durch **Teams** (Kollaborationen, Konnektoren) verfeinert werden durch

- Konnektorklassen realisieren Assoziationen und tragen Rollentypen als Assoziationsenden
- Entwurfsmuster** wie Decorator, Chain, Composite
- interne Subobjektnetze großer Objekte (bobs), Endo-Assoziationen



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## The Most Popular Definition

Def.: A **Design Pattern (Entwurfsmuster)** is a *solution pattern*,

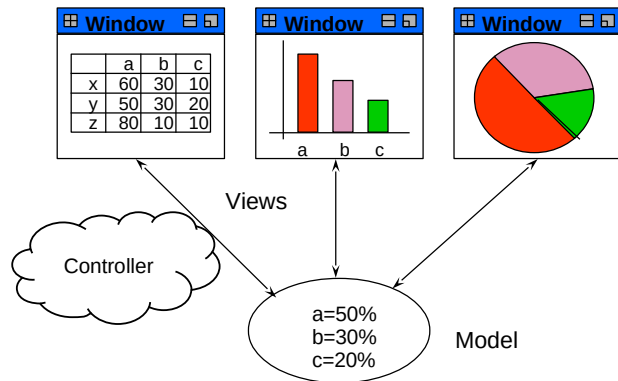
- a description of a standard solution for
- a frequent design problem
- in a certain context

- ▶ Goal of a Design Pattern: Reuse of design information
  - A pattern must not be “new”!
  - A pattern writer must have a “aggressive disregard for originality”
- ▶ Such *solution patterns* are well-known in every engineering discipline
  - Mechanical engineering
  - Electrical engineering
  - Civil engineering and architecture



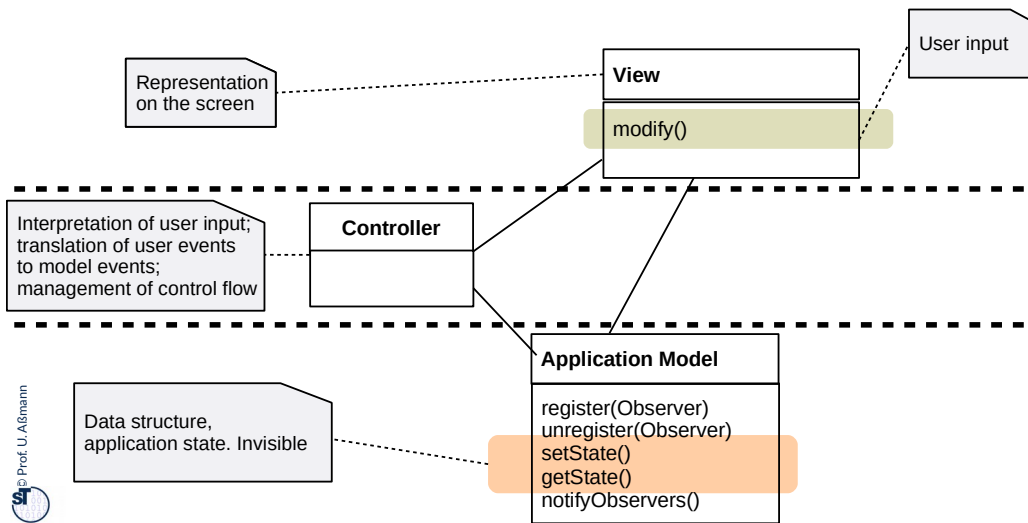
## A Problem in Interactive Applications

- ▶ How do I display and edit a data structure on the screen?
  - Reaction on user inputs?
  - Maintaining several views
  - Adding and removing new views
- ▶ Solution: Model-View-Controller pattern (MVC), a set of classes to control a data structure behind a user interface
  - Developed by Goldberg/Reenskaug in Smalltalk 1978



# Design Pattern Model/View/Controller (MVC)

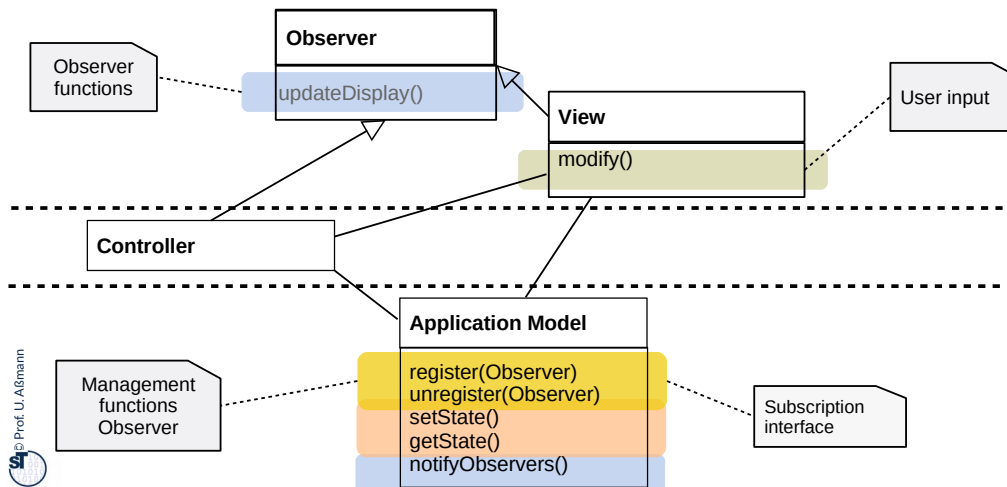
- ▶ MVC is a set of classes to control a data structure behind a user interface
- ▶ Layered structure of View, Controller and ApplicationModel



## Design Pattern Model/View/Controller (MVC)

19 Softwaretechnologie (ST)

- ▶ The MVC is a complex design pattern. The layers are connected by the simpler patterns Observer, Composite, Strategy.
  - The Controller interpretes the input of the user and transmits them into actions on the model
  - Controller and View play Listener role from *Observer* (asynchronous communication)
  - Model plays Subject role

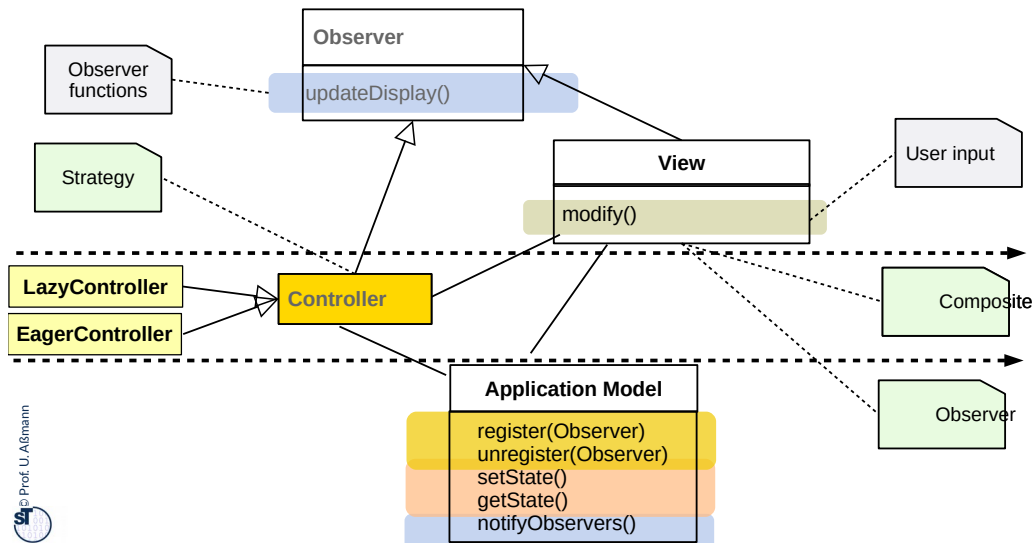


Controller classes manage the traffic between the user interface (UI) and the application layer (aka “Model”). Users act asynchronously to the application, so their actions need to be coordinated.



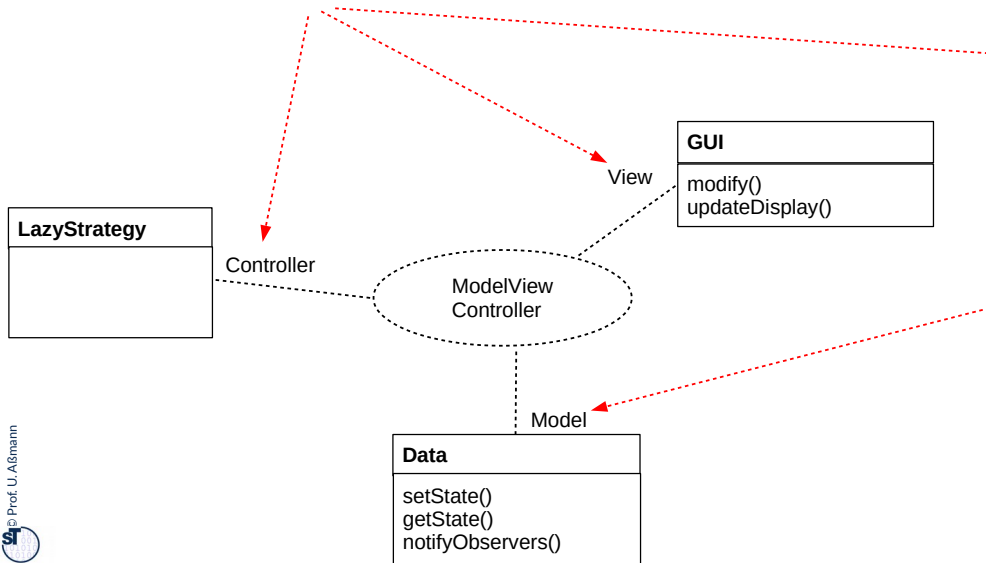
# Design Pattern Model/View/Controller (MVC), Refined

- ▶ Controller follows Strategy pattern (variation of updating the screen)
- ▶ Relation within Views by Composite (tree-formed views)



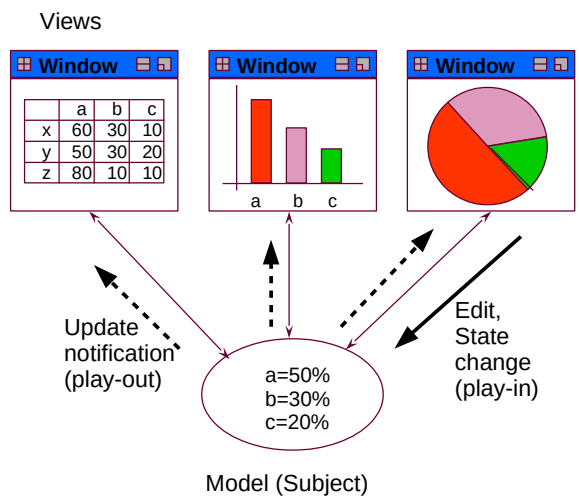
# Design Pattern Model/View/Controller (MVC)

- ▶ UML has a specific notation for patterns (**collaboration classes**)
  - With role identifiers



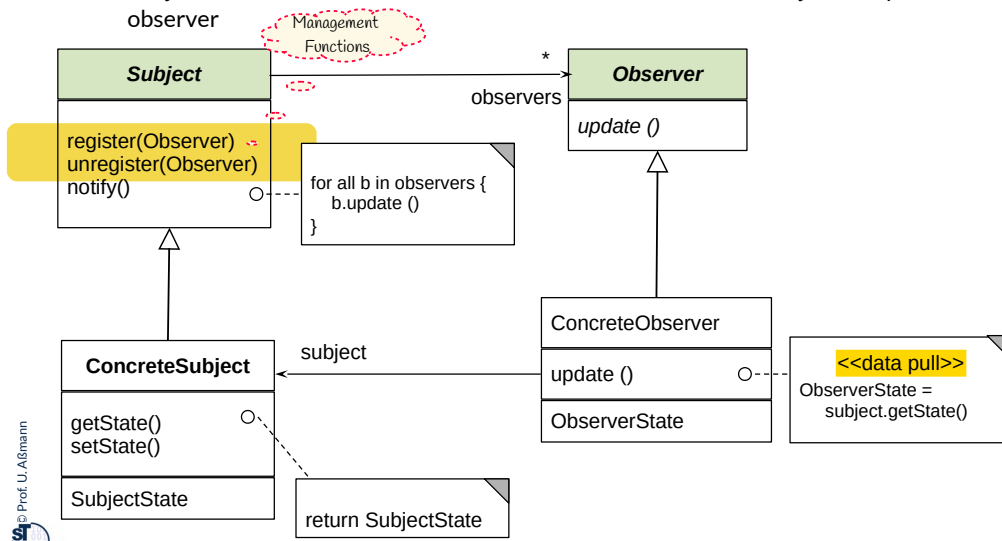
# Pattern 1: Observer

- ▶ Views may register as Observer at the model (Subject)
  - They become *passive* observers of the model
  - They are notified if the model changes.
  - Then, every view updates itself by accessing the data of the model.
- ▶ Views are independent of each other
  - The model does not know how views visualize it
  - Observer decouples views strongly



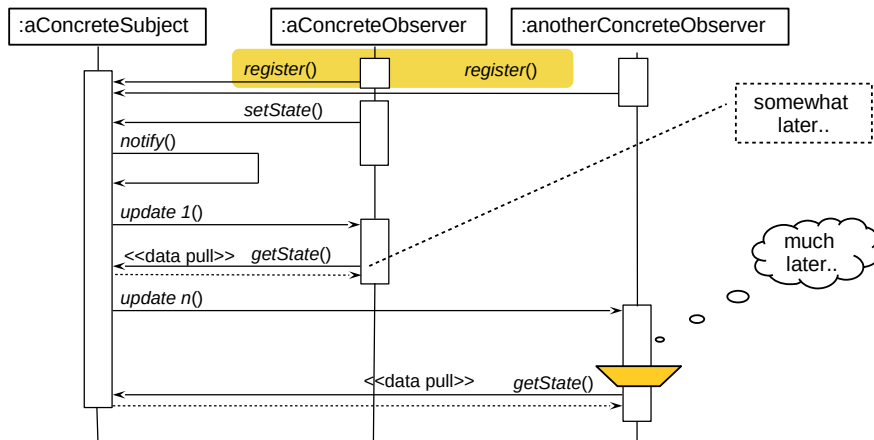
# Structure Observer (pull-Variant)

- ▶ Aka Publisher/Subscriber
- ▶ Subject does not care nor know, which observers are involved: subject independent of observer



## Sequence Diagram pull-Observer

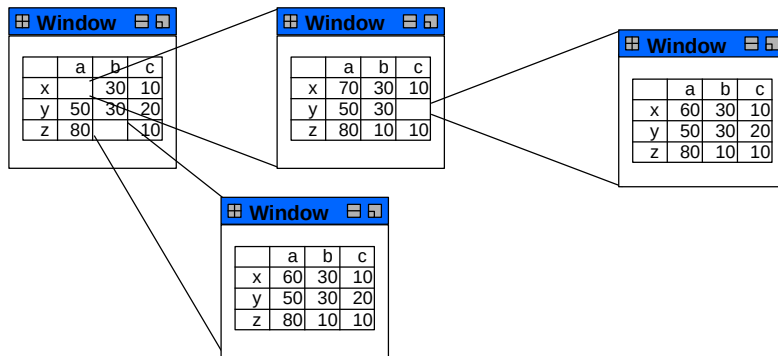
- ▶ Observer.update() does not transfer data, only announces an event
  - Anonymous communication possible
- ▶ Observer *pulls* data out itself
  - In the context of MVC, Controller or View pull data out of the application model themselves



## Pattern 2: Composite (Rpt.)

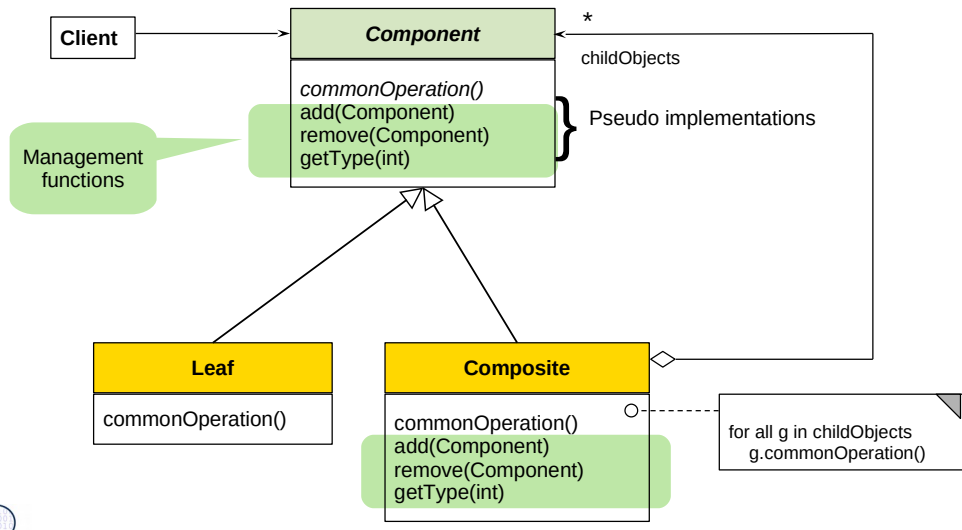
Views may be *nested* (Composite)

- ▶ Composite represents trees
- ▶ For a client class, Compositum unifies the access to root, inner nodes, and leaves
- ▶ In MVC, views can be organized as Composite



# Structure Composite (Rpt.)

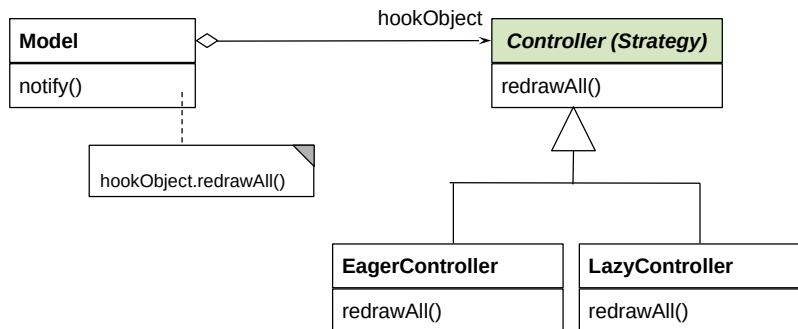
- ▶ Composite has an recursive n-aggregation to the superclass



## Pattern 3: Strategy

The relation between *application model* and *controller* is a *Strategy* pattern.

- ▶ There may be different control strategies
  - Lazy or eager update of views
  - Menu or keyboard input
- ▶ A view may select subclasses of *Controller*, even dynamically; no other class changes
- ▶ Strategy is similar to Command pattern





## Purposes of Design Patterns

- ▶ Design patterns improve **communication** in teams
  - Between clients and programmers
  - Between designers, implementers and testers
  - For designers, to understand good design concepts
- ▶ Design patterns create a **glossary** for software engineering (an “ontology of software design”)
  - A “software engineer” without the knowledge of patterns is a programmer
- ▶ Design patterns **document** abstract design concepts
  - Patterns are “mini-frameworks”
  - Documentation: in particular frameworks are documented by design patterns
  - Prevent re-invention of well-known solutions
  - Design patterns capture information in reverse engineering
  - Improve code structure and hence, code quality



## What Have We Learned?

- ▶ Design patterns grasp good, well-known solutions for standard problems
  - good for communication
- ▶ Design patterns serve for *beautiful* software