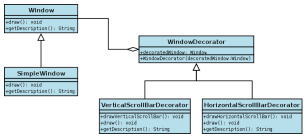

Patterns in GUI programming

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OO: No silver bullet

- Fred Brooks (1986)
- It is difficult to get a OO design (classes and their relations) right from the beginning
- *Refactoring* is standard practice by now, re-structure the code without changing overall behavior as we learn more
- In fact, any domain can be modeled in a large number of ways, all correct, depending on our priorities, concerns (see frameworks later)
- Class is maybe not the suitable abstraction
- Pattern: a re-occuring problem and an OO design that addresses it

Patterns in GUI programming

- GUI is a pioneering area for Object-Oriented Programming
- Consequently many principles and techniques originated from GUI programming
- Including many OOP design patterns
- Lecture objectives:
  - visit a number of patterns and exemplify their usage in AWT/Swing
  - re-visit MVC and hierarchical MVC and put them on the pattern map

Designmönster (design patterns)

- Utgår från arkitekten Christopher Alexanders arbete på 70-talet
- Alexander försökte se mönster i hur man löst återkommande problem inom arkitektur och skrev en bok där han beskriver lösningarna

  - Alexander, C. et al. (1977). **A Pattern Language**. Oxford University Press

  - see also **Notes on the Synthesis of Form**, 1964
- Idén togs upp på allvar inom systemdesign i mitten av 90-talet
- Den mest kända boken är Gamma et al. (1995). **Design Patterns: Elements of Reusable Object-Oriented Software**. Addison-Wesley (Gang of Four, GOF)

Design patterns

- Documenting design patterns led to the invention of the Wiki

- Namn och generell typ
- Intent
- Also Known As
- Motivation

  - problem addressed, set of forces
- Applicability
- Structure (ett UML-diagram)

Design patterns

- Participants (beskr. av klasser som ingår)
- Collaborations (hur klasserna arbetar tillsammans)
- Consequences (av att använda mönstret)
- Implementation
- Sample code
- Known uses
- Related patterns

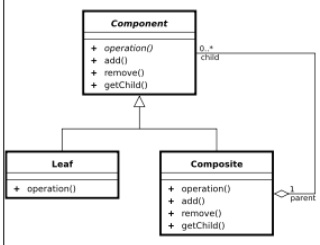
Pattern Language

- Patterns in a domain form a small vocabulary of well-known terms
- Thus practitioners in the domain can communicate easier if they know the patterns
- "You use this *Observer* and combine here with a *Template Method*"…
- So well-defined patterns will create a language for that practice

Composite

- Used to represent part-whole hierarchies
- Tree-like structures
- Individual objects and compositions can be treated uniformly
- Example
  - A Frame can contain a Menu and two Panels
  - Each Panel can contain simple components (e.g. Buttons) but also other Panels…

Composite



- Component: java.awt.Component
- Leaf example: Button, JButton…
- Composite superclass: java.awt.Container
- Composite examples: Panel, Frame
- operation() example: paint(Graphics g)
- JComponent is a subclass of Container (not Component!), so all Swing components are composites, thus they can contain other components
  - e.g. Jtable, JMenuBar use this, JButton doesn't always

Typically Composite's operation() iterates through the children and invokes their operation()

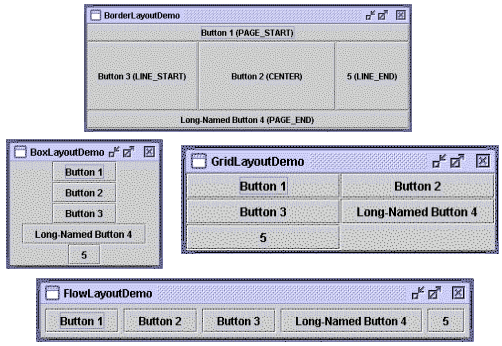
Strategy

- Define a family of algorithms
- Encapsulate each in an object
- Use them interchangeably
- Algorithms vary independently from their clients

Strategy examples

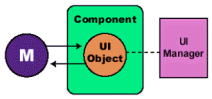
- Laying out Components in a Container. Container just keeps track of which are its components, does not know/care how they are positioned
- Pluggable look and feel. The application only knows the types and position of components, not their actual look. That is delegated to a painting strategy
- In the MVC paradigm, if a View has multiple controllers, they can be regarded as Strategies, as they are different ways to interpret events that occur on the View. The view itself is not concerned with interpreting the events.

LayoutManager as Strategy



UI Manager as Strategy

- Själva utritningen är delegerad till ett s.k. UI object (för att man ska kunna ändra look-and-feel, t.ex.).



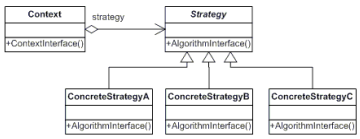
UIManager as Strategy

- Plugging another look-and-feel strategy for the overall application
- We don't pass an object but a strategy name

```
// Get the native look and feel class name
String nativeLF = UIManager.getSystemLookAndFeelClassName();

// Install the look and feel
try {
        UIManager.setLookAndFeel(nativeLF);
}
catch(Exception e) {
}
```

Strategy



•Strategy example: java.awt.LayoutManager

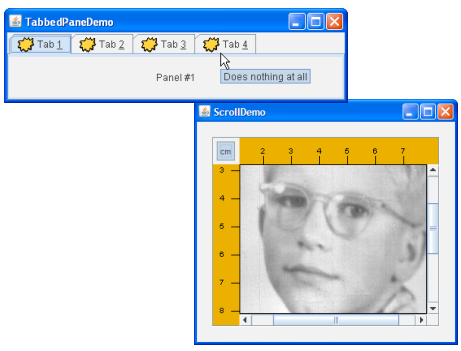
•Concrete strategy examples: FlowLayout, BorderLayout, etc

•Context (client) example: java.awt.Container, invokes the strategy when it needs to position (lay out) its contained Components

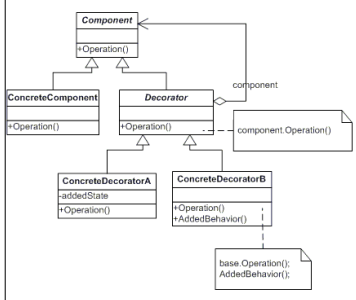
Decorator

- Attach additional behavior to an object dynamically
- Unlike subclassing, it adds behavior at runtime
- Examples:
  - Add scrollbars to any component, to be able to show it in less space than it would take. We do not know/care about drawing the component (ScrollPane)
  - Draw tabs above/near any component, to be able to switch to another component (TabbedPane)

Decorator



Decorator



Example:

- Component: JComponent
- ConcreteDecorator: ScrollPane

•Operation(): paint()

•AddedBehavior():

•draw scrollbars

•Change parameters for the decorated paint() so that the decorated component is painted at the position given by the scrollbars

Other Decorators in Java

- Decorating InputStream and OutputStream
- FileInputStream "knows" how to read bytes
- BufferedInputStream doesn't know how to read bytes, but it knows how to buffer what it reads
  - Added behaviour: buffering, flushing
  - Added state: buffer, buffer size
- To do the actual byte reading, BufferedInputStream will always need to invoke read() on the decorated stream (FileInputStream, SocketInputStream, etc).
- All BufferedInputStream needs to know is that the decorated object is an InputStream
- Other InputStream decorators: DataInputStream, PushbackInputStream, etc etc

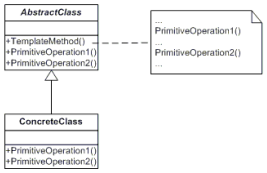
Template Method

- Define the skeleton of an algorithm
- Leave some algorithm steps to subclasses
- Subclasses can thus redefine algorithm steps without changing the algorithm structure

Example: Container paint()

- Generic pseudocode
  - Ask the Layout Manager to position all the Components in the container (invoke layout())
  - For all components
    - set background and foreground colors
    - invoke component paint()

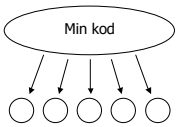
Template Method



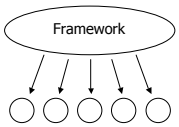
- Primitive operations: layout(), paint()
- The AWT/Swing template method invokes also related classes, not just subclasses
- Template method is at the core of frameworks

Frameworks

Koda med klassbibliotek



Koda med framework



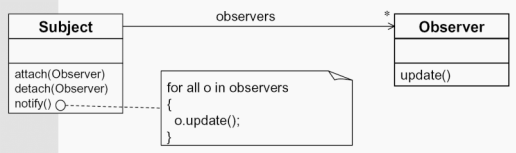
•Fundament: we implement the callbacks, but never call them. We wait for the framework to call them (Hollywood principle)

•The framework invokes the callbacks when they are required by its Template Methods

Observer

- Define a one-to-many dependency between objects
- so that when one object changes state, all its dependents are notified and updated automatically
- Example: in Model-View Controller, both Model-View and View-Controller relationships are Observer relationships

Observer



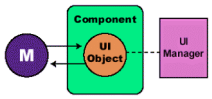
- Subject: java.util.Observable
- Observer: java.util.Observer
- Subject: java.awt.Component
- Observer: java.awt.event.*Listener
  - more specialized observer
  - with several finer-grained methods

Re-visiting MVC

- MVC is a combination of more specific patterns (Observer, Strategy)
- Architectural pattern
- Many patterns have this kind of “typical combinations” with other patterns
- Swing applies MVC in a hierarchical way
  - Besides the “basic” application model, Swing defines models for its components
  - These models will be populated with some processing and selection of data from the basic model
  - In between the “basic” and “component-level” models, one can define other intermediate models

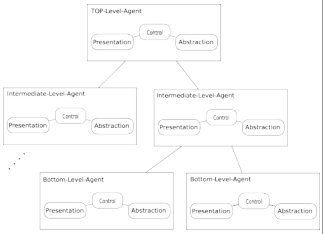
Separable Model Architecture

- Varje komponent hanterar view/control.
- Varje komponent har en modell kopplad till sig.
- Hierarchical MVC
- http://www.javaworld.com/javaworld/jw-07-2000/jw-0721-hmvc_p.html
- Presentation-Abstraction-Control (PAC)



Presentation-Abstraction-Control

- The application is a hierarchy of cooperating *agents*
- Presentation: “visible” agent behavior
- Abstraction: data model and operations
- Control:
  - connect P and A
  - connect to other agents



- Top-level agent: system’s functional core
- Bottom-level: user interfaces

Presentation-Abstraction-Control

- Can be used in complex systems where agents are heavily concurrent
- E.g. Robots with their various subsystems
- Leads to more rapid interface initialization
  - Presentation is not so heavily dependent on Abstraction like View is on Model in MVC
- In this conceptualization
  - Swing components like JTable correspond to bottom-level agents
  - Swing components’ model is the Abstraction, their graphical view is the Presentation
  - The MVC overall Model corresponds to the top-level agent
  - Intermediate models can easily be accomodated

Bridge

- separate abstraction from implementation so they can vary independently
- old AWT 1.0 had a native *peer* (implementation) for each component (abstraction)
- the peer was different on each platform, drawing and event treatment was done in native code
- Swing does away with this and draws everything in Java
- SWT (used by Eclipse) brings back the native peers in a more efficient way

Abstract Factory

- Provide an interface to create families of related objects
- without specifying their concrete class
- AWT 1.0 used AF to initialize the native peers
  - The interface provided methods for creating Button peer, List peer, Label peer…
- Swing uses AF to create the UI objects that do the look-and-feel specific drawing

Other patterns in Swing

- **Command**: Encapsulate a request as an object,
  - thereby letting you parameterize clients with different requests
  - queue or log requests,
  - and support undoable operations
  - Supported via javax.swing.Action
- **Adapter**: Convert the interface of a class into another interface clients expect
  - See the AWT/Swing event adapters

Other GUI-related patterns

- **Flyweight**: Use sharing to support large numbers of fine-grained objects efficiently
  - E.g. a graphical word processor will not render each occurence of a letter every time
- **Memento**: capture and externalize an object's internal state
  - so that the object can be restored to this state later.
  - without violating encapsulation

Pattern types

- Creational
  - Abstract Factory
- Structural
  - Composite, Decorator, Bridge, Flyweight
- Behavioral
  - Strategy, Template Method, Observer, Command, Memento
- Architectural
  - MVC, PAC