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# Software Engineering and Architecture

Pattern Catalog: Decorator



# New Requirement

- Alphatown wants to log all coin entries:
  - [time] [value]
- Example:
  - 14:05:12 5 cent
  - 14:05:14 25 cent
  - 14:55:10 25 cent
- 😊

# The 3-1-2 machinery

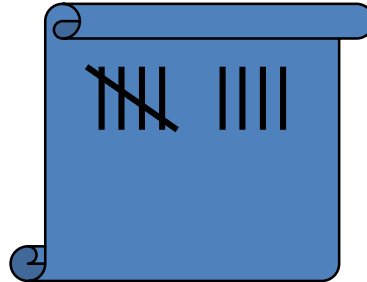
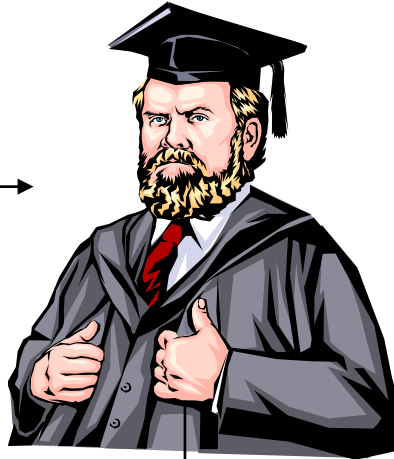
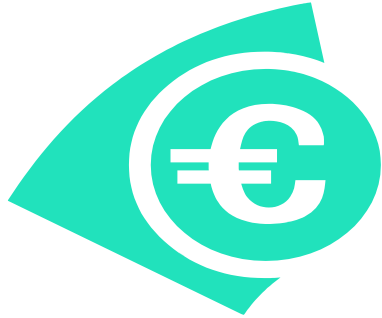
- Let us look at the machinery:
- ③ Identify the responsibility whose concrete behaviour may vary
- ① Express responsibility as an interface
- ② Let someone else do the job
- How does this apply?
- What is 3-1-2 here?



- ③ Identify the responsibility whose concrete behaviour may vary
  - It is the “Accept payment” responsibility
- ① Express responsibility as an interface
  - A) PaymentAcceptor role?
  - B) PayStation role? Already in place!
- ② Let someone else do the job
  - Maybe let someone handle the coins *before* the parking machine receives them?



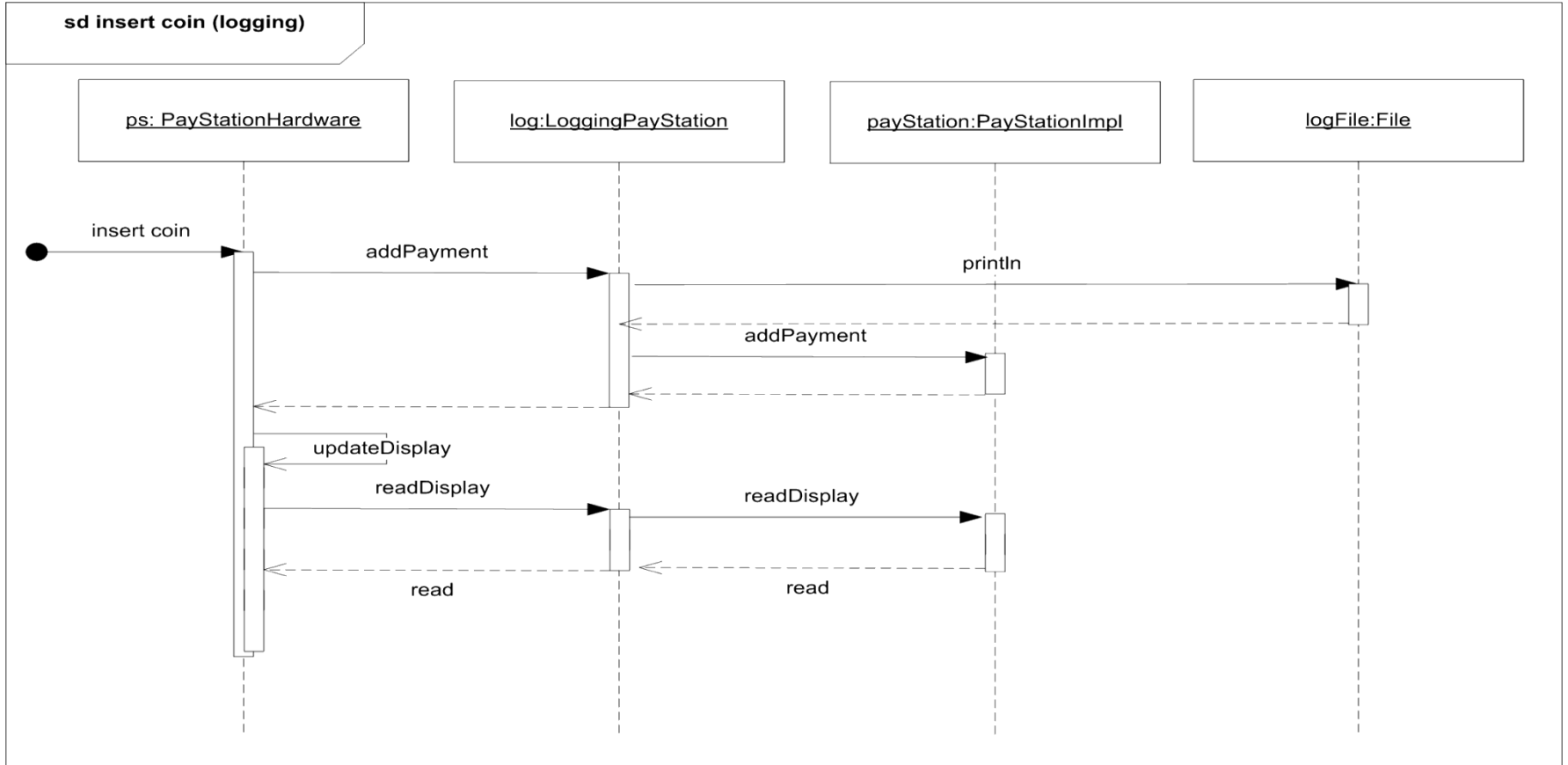
# Metaphor: Principle 2





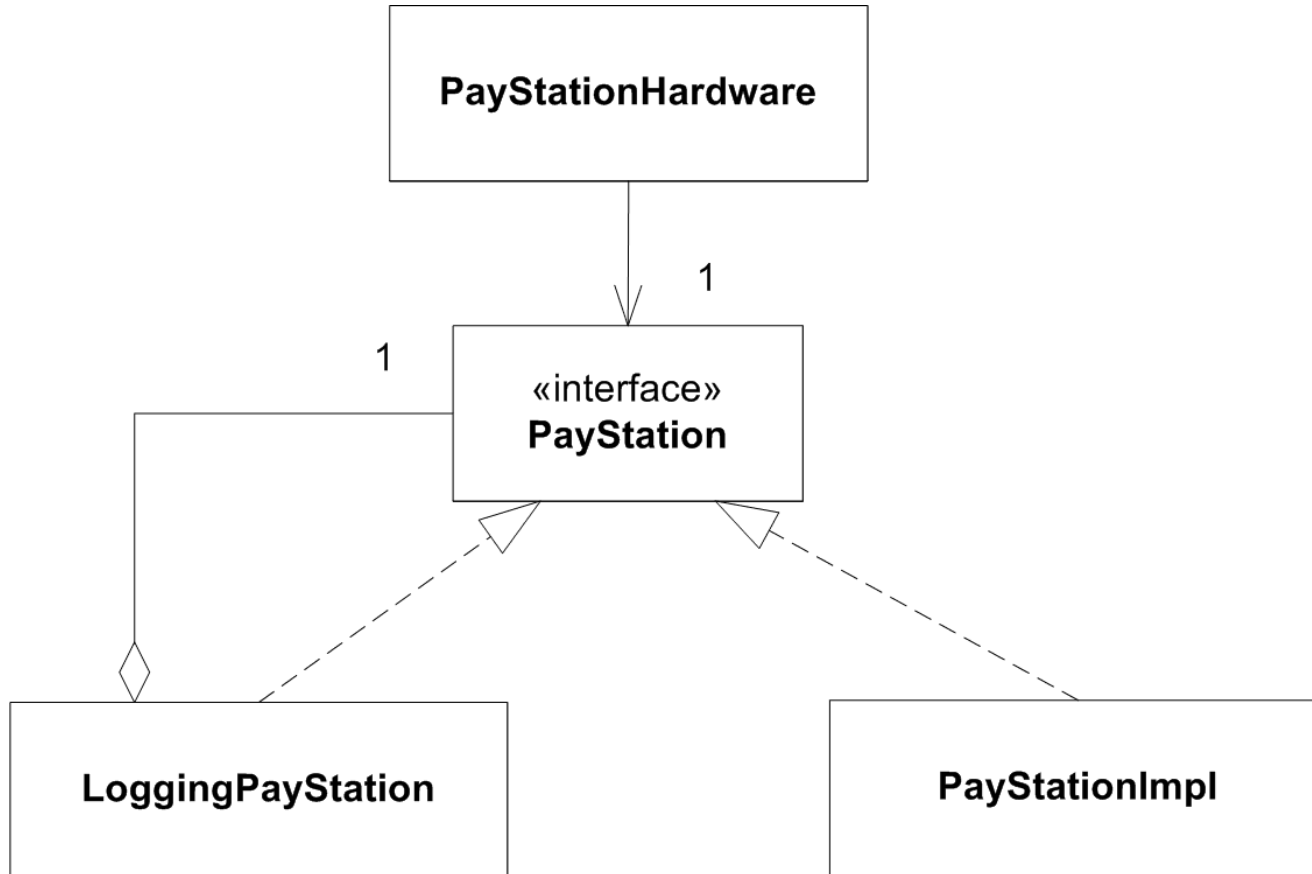
# Dynamics

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- Refactoring process – solution first programming
  - Establish basis: run TestPayStation
  - `ps = new LogDecoratedPS( ps );`
  - In LogDecoratePS do
    - Intro ‘private PayStation delegate;’
    - Select it, and choose menu ‘Code/Delegate methods...’
  - Rerun tests
  - Introduce the decorating statement in the LogDec...
  - Flip the pointers to enable/disable at runtime

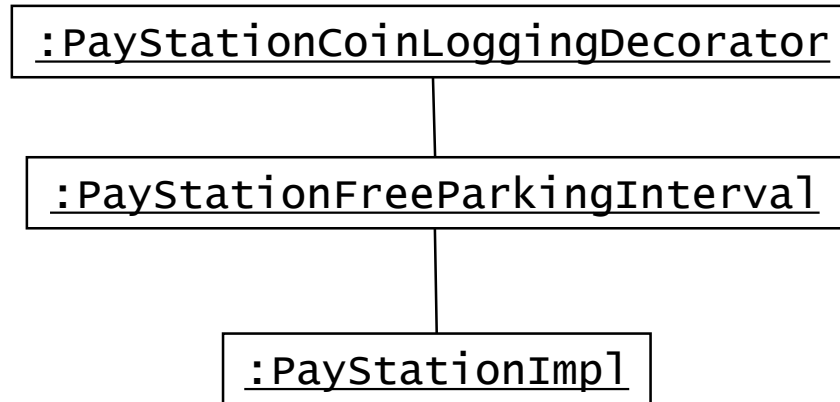






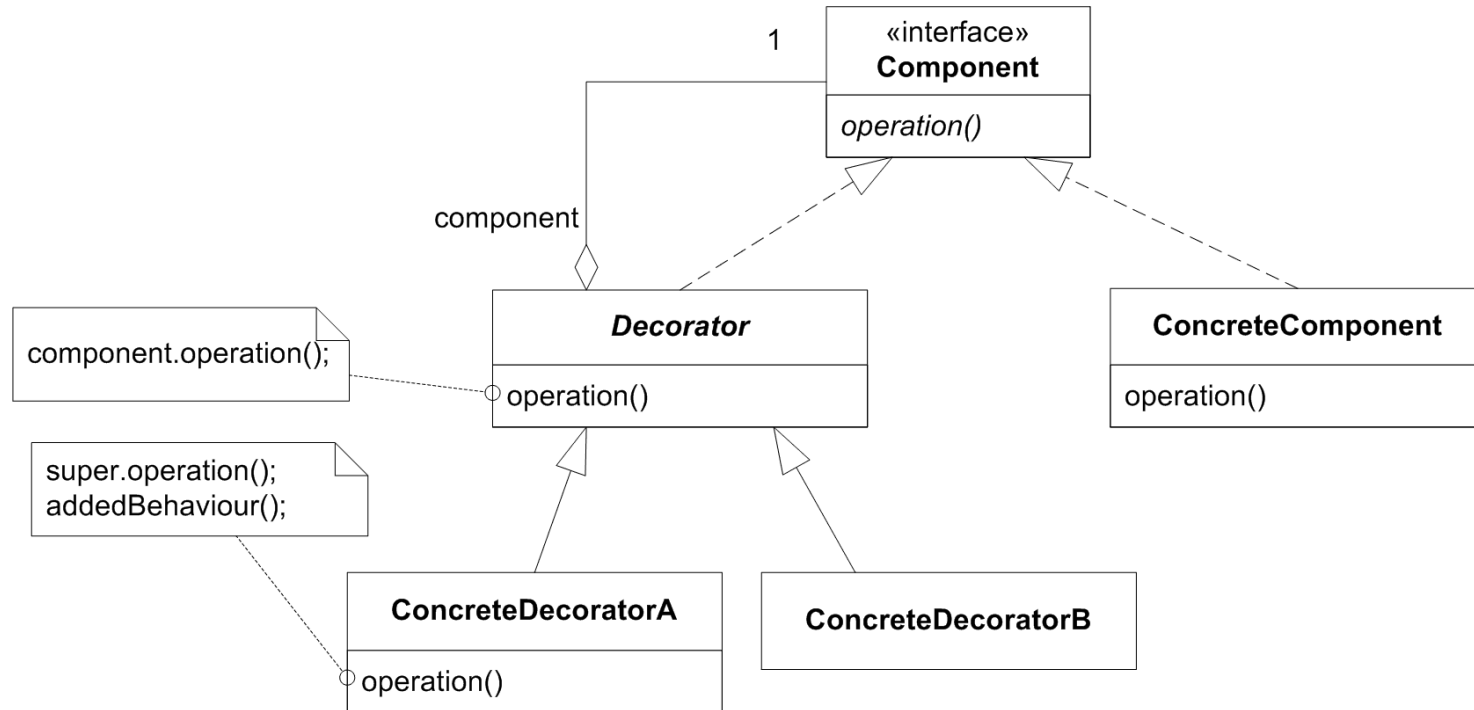
# Chaining decorators

- Decorators can form chains.
- New requirement:
  - no payment possible in 19.00 – 07.00 interval



# Automagical pattern?

- The decorator is yet another application of 3-1-2 and the principles of flexible design!





# Consequences

- **Benefits**
  - Adding and removing behavior at run-time
  - Incrementally add responsibilities
  - Complex behavior by chaining decorators
- **Liabilities**
  - **Analyzability suffers as you end up with lots of little objects**
    - Behavior is constructed at run-time instead of being written in the static code
  - Delegation code tedious to write (without IDE 😊)
    - Make a 'null decorator' as base class