CS 635 Advanced Object-Oriented Design & Programming

Spring Semester, 2007

Doc 12 Factory Method, Singleton, Abstract Factory

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References

Design Patterns: Elements of Resuable Object-Oriented Software, Gamma, Helm, Johnson, Vlissides, Addison-Wesley, 1995, pp. 87-96, 107-116, 127-134

When is a Singleton not a Singleton, Joshua Fox, January 2001, http://java.sun.com/developer/technicalArticles/Programming/singletons/

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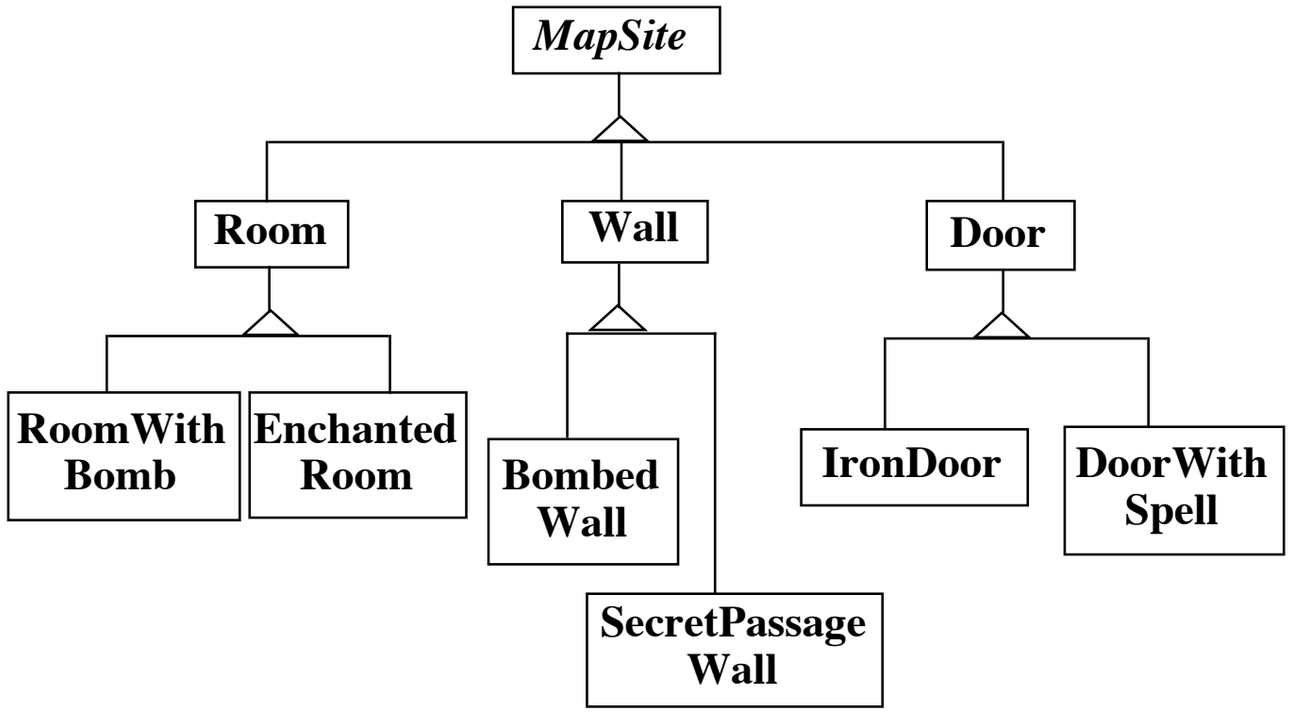
Factory Method

A template method for creating objects

```
public class Example {
    protected Bar bar() { return new Bar(); }

 public void foo() {
     blah
     Bar soap = bar();
     blah;
}
```

Maze Game Example



Maze Game Example

```
class MazeGame{
        public Maze makeMaze() { return new Maze(); }
        public Room makeRoom(int n ) { return new Room( n ); }
        public Wall makeWall() { return new Wall(); }
        public Door makeDoor() { return new Door(); }

        public Maze CreateMaze()
                {
                Maze aMaze = makeMaze();
                Room r1 = makeRoom( 1 );
                Room r2 = makeRoom( 2 );
                Door theDoor = makeDoor( r1, r2);

                aMaze.addRoom( r1 );
                aMaze.addRoom( r2 );

                etc

                return aMaze;
                }
}
```

```
class BombedMazeGame extends MazeGame
        {
public Room makeRoom(int n )
        {
        return new RoomWithABomb( n );
        }

public Wall makeWall()
        {
        return new BombedWall();
        }
```

Implementation Variation

```
class Hershey
        {

        public Candy makeChocolateStuff( CandyType id )
                {
                if ( id == MarsBars ) return new MarsBars();
                if ( id == M&Ms ) return new M&Ms();
                if ( id == SpecialRich ) return new SpecialRich();

                return new PureChocolate();
                }

class GenericBrand extends Hershey
        {
        public Candy makeChocolateStuff( CandyType id )
                {
                if ( id == M&Ms ) return new Flupps();
                if ( id == Milk ) return new MilkChocolate();
                return super.makeChocolateStuff(id);
                }
        }
```

Using C++ Templates

```
template <class ChocolateType>
class Hershey
        {
        public:
                virtual Candy* makeChocolateStuff( );
        }

template <class ChocolateType>
Candy*
Hershey<ChocolateType>::makeChocolateStuff( )
        {
        return new ChocolateType;
        }

Hershey<SpecialRich> theBest;
```

Use Factory Method When

A class can't anticipate the class of objects it must create

A class wants its subclasses to specify the objects it creates

You want to localize the knowledge of which help classes is used in a class

But when is this?

Singleton

```
public class Counter {
      private int count = 0;
      private static Counter instance;
      private Counter() { }

      public static Counter instance() {
            if (count == null)
                  instance = new Counter();
            return instance();
      }

      public int increase()  {return ++count;}
}
```

One instance

Global access

Globals are Evil

Some Uses

Java Security Manager

Logging a Server

Null Object

Why Not Use This?

```
public class Counter {
        private static int count = 0;

        public static int increase()  {return ++count;}
}
```

Why Not Use This?

```
public class Counter {
	private int count = 0;
	private Counter() { }

	public static Counter instance = new Counter();

	public int increase()  {return ++count;}
}
```

How about This?

```
public class Counter {
        private int count = 0;
        private static Counter instance = new Counter();
        private Counter() { }

        public static Counter instance() {
                return instance();
        }

        public int increase()  {return ++count;}
}
```

Ruby Singleton

```
class Counter
    private_class_method :new
    @@instance = nil

    def Counter.instance
        @@instance = new unless @@instance
        @@instance
    end

    def increase
        @count = 0 unless @count
        @count = @count + 1
        @count
    end
end
```

```
require 'singleton'

class Counter
   include Singleton

    def increase
        @count = 0 unless @count
        @count = @count + 1
        @count
    end
end
```

Why Not Use This?

```
class Counter
    @@instance = nil

    def Counter.new()
        if @@instance.nil?
            @@instance = super
        end
        @@instance
    end

    def increase
        @count = 0 unless @count
        @count = @count + 1
        @count
    end
end
```

```
x = Counter.new();
puts x.increase
puts x.increase
y = Counter.new()
puts y.increase
```

Output

```
1
2
3
```

When is a Singleton not a Singleton?

When Using Threads

```
public class Counter {
        private static Counter instance =
                        new Counter();
        private Counter() { }

        public static Counter instance() {
                        return instance();
        }
}
```

```
public class Counter {
        private static Counter instance;
        private Counter() { }

        public static synchronized Counter instance() {
                if (count == null)
                        instance = new Counter();
                return instance();
        }
}
```

```
public class Counter {
        private static Counter instance;
        private Counter() { }

        public static Counter instance() {
                if (count == null)
                        instance = new Counter();
                return instance();
        }
}
```

When Java Garbage Collects Classes

Turn off garbage collection of classes (-Xnoclassgc)

Make sure there is always a reference to the class/instance

When Multiple Java Class Loaders are Used

When loaded by two different class loaders there will be two versions of the class

Some servlet engines use different class loader for each servlet

Using custom class loaders can cause this

Purposely Reloading a Java Class

Servlet engines can force a class to be reloaded

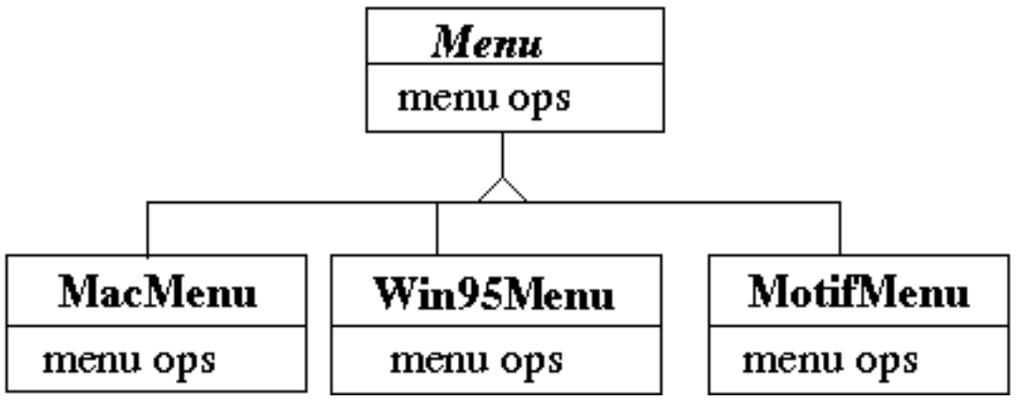
Serialize and Deserialize Singleton Object

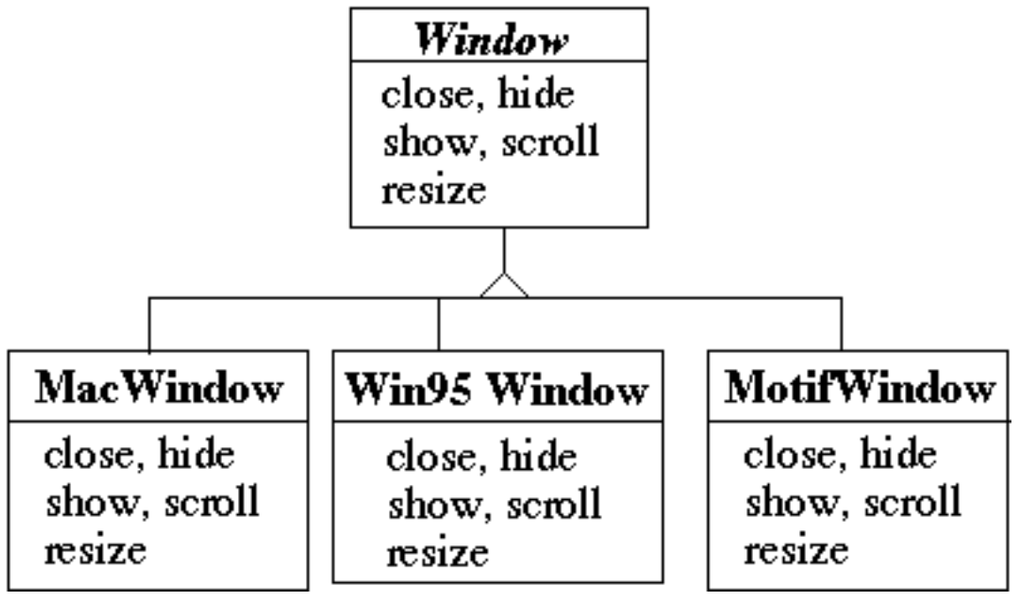
One way to serialize a Java object is using ObjectOutputStream

Ruby Marshal.dump() will not marshal a singleton

Abstract Factory

Write a cross platform window toolkit





Bad Code Dependencies

```
public void installDisneyMenu()
        {
        Menu disney = new MacMenu();
        disney.addItem( "Disney World" );
        disney.addItem( "Donald Duck" );
        disney.addItem( "Mickey Mouse" );
        disney.addGrayBar( );
        disney.addItem( "Minnie Mouse" );
        disney.addItem( "Pluto" );
        etc.
        }
```

Use Abstract Factory

```
abstract class WidgetFactory {
        public Window createWindow();
        public Menu createMenu();
        public Button createButton();
        }
```

```
class MacWidgetFactory extends WidgetFactory {
        public Window createWindow()
                { code to create a mac window }

        public Menu createMenu()
                { code to create a mac Menu }

        public Button createButton()
                { code to create a mac button }
}

class Win95WidgetFactory extends WidgetFactory {
        public Window createWindow()
                { code to create a Win95 window }

        public Menu createMenu()
                { code to create a Win95 Menu }

        public Button createButton()
                { code to create a Win95 button }
}
```

Use one Factory per Application

```
public void installDisneyMenu(WidgetFactory myFactory)
    {
    Menu disney = myFactory.createMenu();
    disney.addItem( "Disney World" );
    disney.addItem( "Donald Duck" );
    disney.addItem( "Mickey Mouse" );
    disney.addGrayBar( );
    disney.addItem( "Minnie Mouse" );
    disney.addItem( "Pluto" );
    etc.
    }
```

How Do Abstract Factories create Things?

Use Subclass Factory Method

```
abstract class WidgetFactory
        {
        public Window createWindow();
        public Menu createMenu();
        public Button createButton();
        }

class MacWidgetFactory extends WidgetFactory
        {
        public Window createWindow()
                { return new MacWidow() }

        public Menu createMenu()
                { return new MacMenu() }

        public Button createButton()
                { return new MacButton()  }
        }
```

Use Widget Factory Method

```
abstract class WidgetFactory {
        private Window windowFactory;
        private Menu menuFactory;
        private Button buttonFactory;

        public Window createWindow()
                { return windowFactory.createWindow() }

        public Menu createMenu();
                { return menuFactory.createMenu() }

        public Button createButton()
                { return buttonFactory.createMenu() }
}
```

```
class MacWidgetFactory extends WidgetFactory {
        public MacWidgetFactory() {
                windowFactory = new MacWindow();
                menuFactory = new MacMenu();
                buttonFactory = new MacButton();
        }
}
```

```
class MacWindow extends Window {
        public Window createWindow() { blah }
        etc.
```

Why Widget Factory Method?

```
abstract class WidgetFactory {
        private Window windowFactory;
        private Menu menuFactory;
        private Button buttonFactory;

        public Window createWindow()
                { return windowFactory.createWindow() }

        public Window createWindow( Rectangle size)
                { return windowFactory.createWindow( size ) }

public Window createWindow( Rectangle size, String title)
        { return windowFactory.createWindow( size, title) }

public Window createFancyWindow()
        { return windowFactory.createFancyWindow() }

public Window createPlainWindow()
        { return windowFactory.createPlainWindow() }
```

Multiple ways to create Widget

Use Prototype

```
class WidgetFactory{
        private Window windowPrototype;
        private Menu menuPrototype;
        private Button buttonPrototype;

        public WidgetFactory( Window windowPrototype,
                                        Menu menuPrototype,
                                        Button buttonPrototype)
                {
                this.windowPrototype = windowPrototype;
                this.menuPrototype = menuPrototype;
                this.buttonPrototype = buttonPrototype;
                }

public Window createWindow()
        { return windowPrototype.createWindow() }

public Window createWindow( Rectangle size)
        { return windowPrototype.createWindow( size ) }

public Window createMenu()
        { return menuPrototype.createMenu() }
etc.
```

How to prevent Cheating?

```
public void installDisneyMenu(WidgetFactory myFactory)
    {
    // We ship next week, I can't get the stupid generic Menu
    // to do the fancy Mac menu stuff
    // Windows version won't ship for 6 months
    // Will fix this later

    MacMenu disney = (MacMenu) myFactory.createMenu();
    disney.addItem( "Disney World" );
    disney.addItem( "Donald Duck" );
    disney.addItem( "Mickey Mouse" );
    disney.addMacGrayBar( );
    disney.addItem( "Minnie Mouse" );
    disney.addItem( "Pluto" );
    etc.
    }
```