

# More Object Design with GoF Patterns

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# Applying Patterns to NextGen POS Iteration 3

- ✦ Local caching
- ✦ Failover to local services
- ✦ Support for third-party POS devices
- ✦ Handling payments



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# Failover and Performance with Local Caching

- ✦ What is a *cache*? How does a cache usually work?
- ✦ Why use a local cache for NextGen POS?
  - ✦ Performance
  - ✦ Improve recoverability

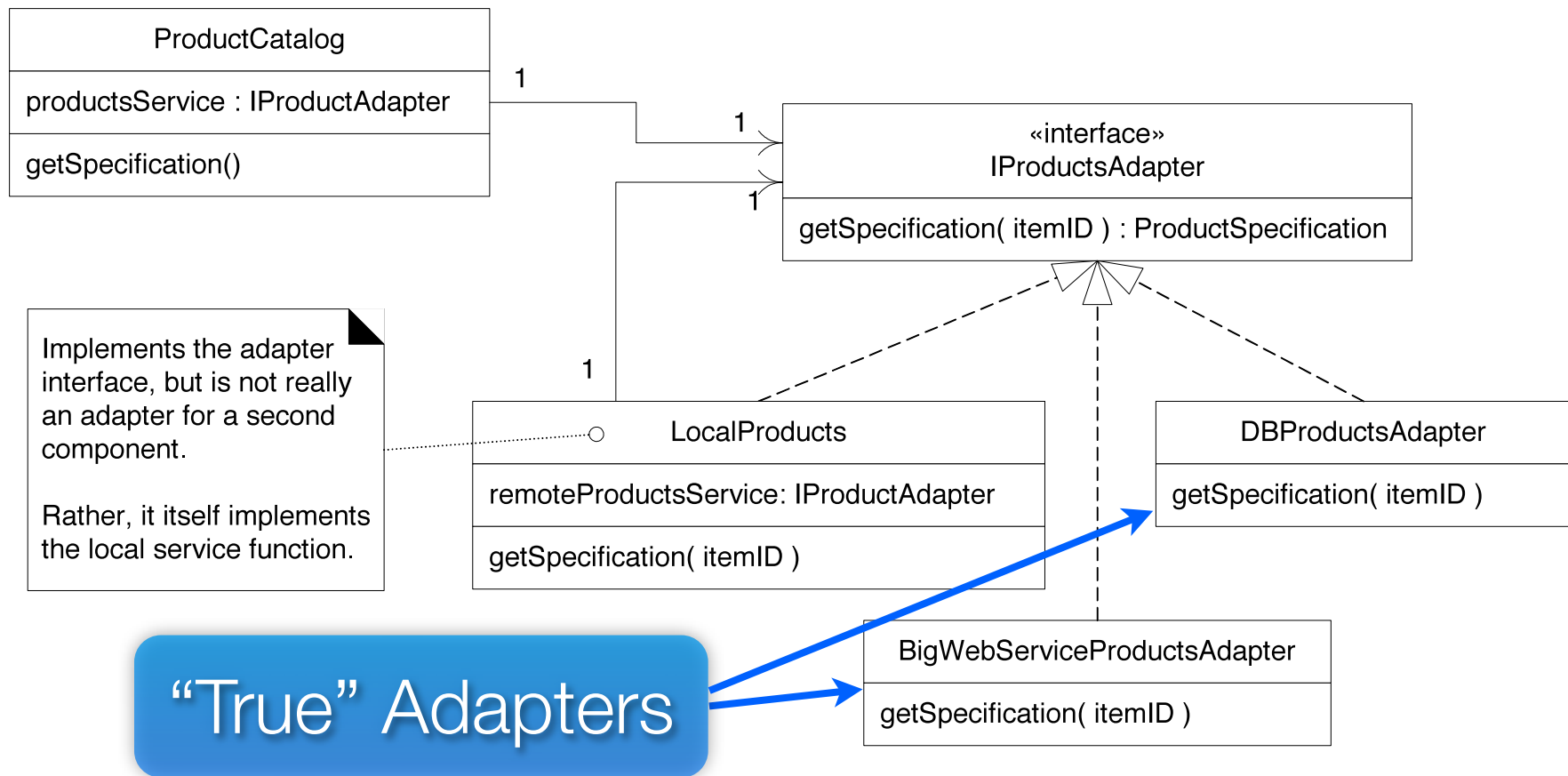


# Search Strategy for Product Information

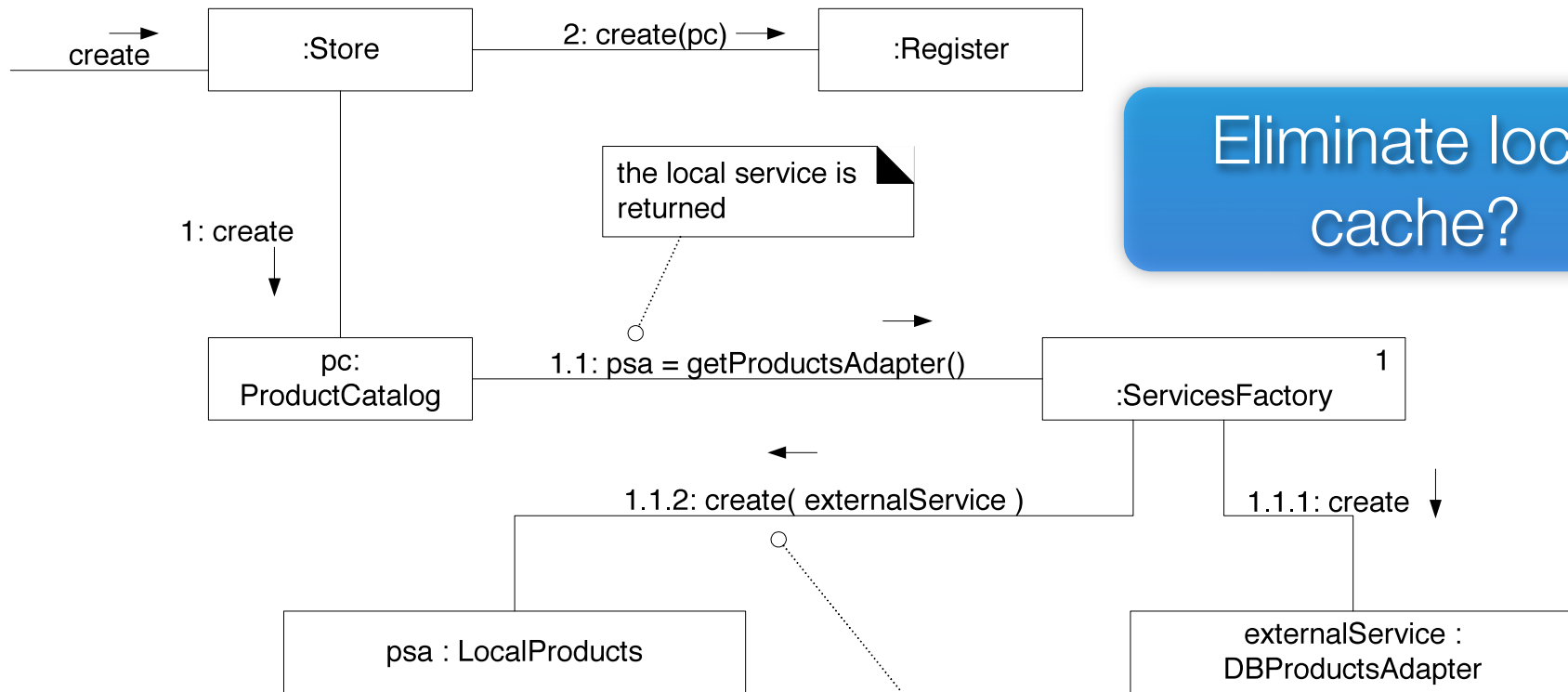
1. Look in memory (in map stored by *ProductCatalog*)
2. Look on local hard drive cache
3. Retrieve from remote persistence service



# Applying the Adapter Pattern



# Using a Factory to Set Up for Local Caching



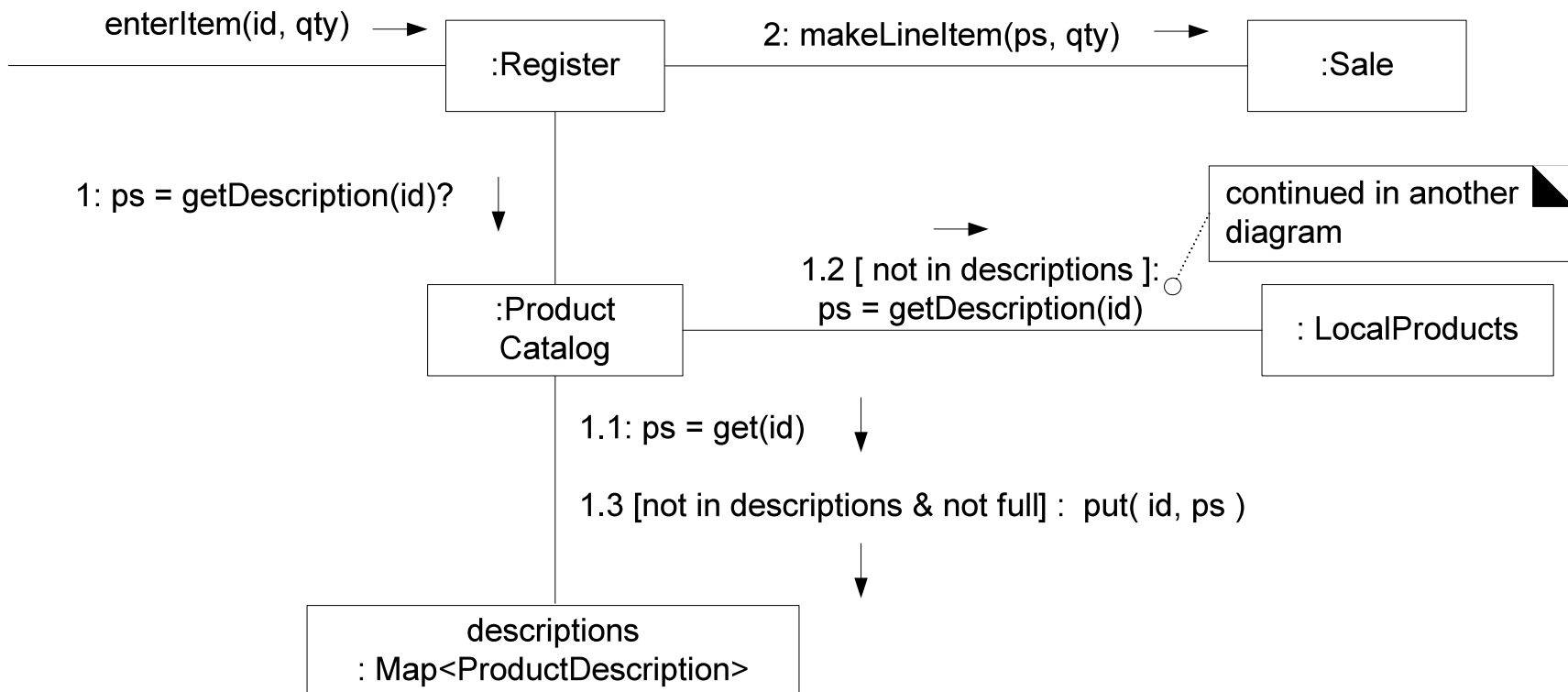
Eliminate local cache?

Change external data source?

the local service gets a reference to the adapter for the external service

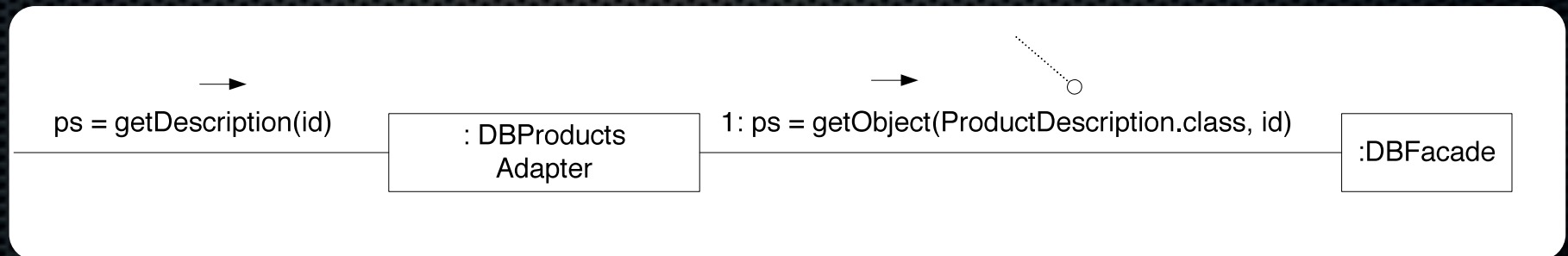
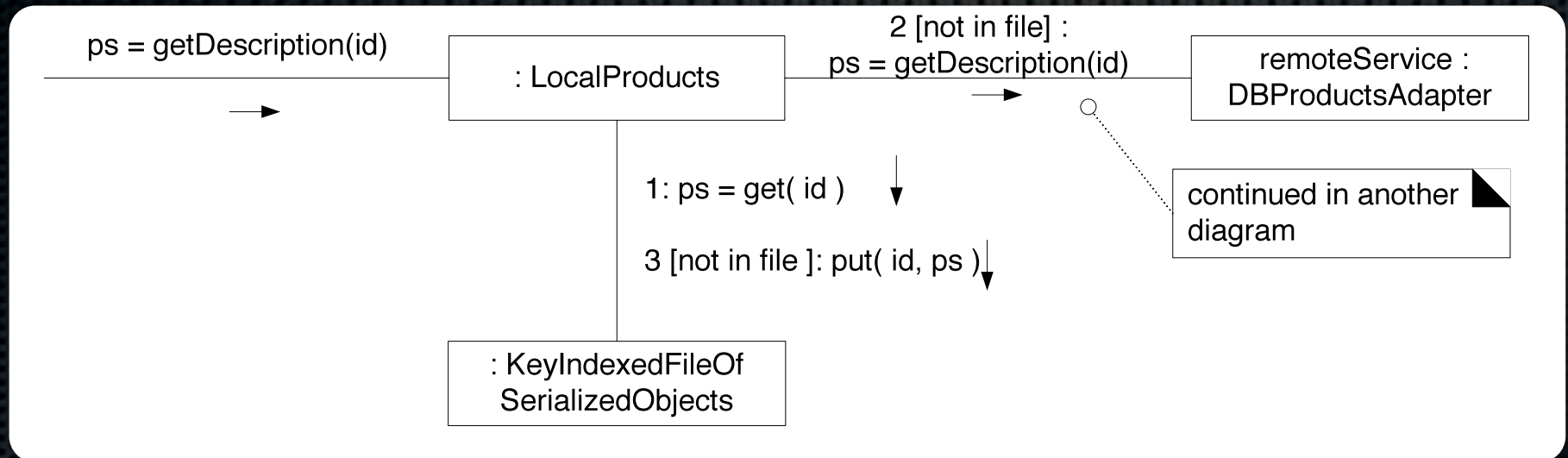


# Product Lookup with In-memory Miss



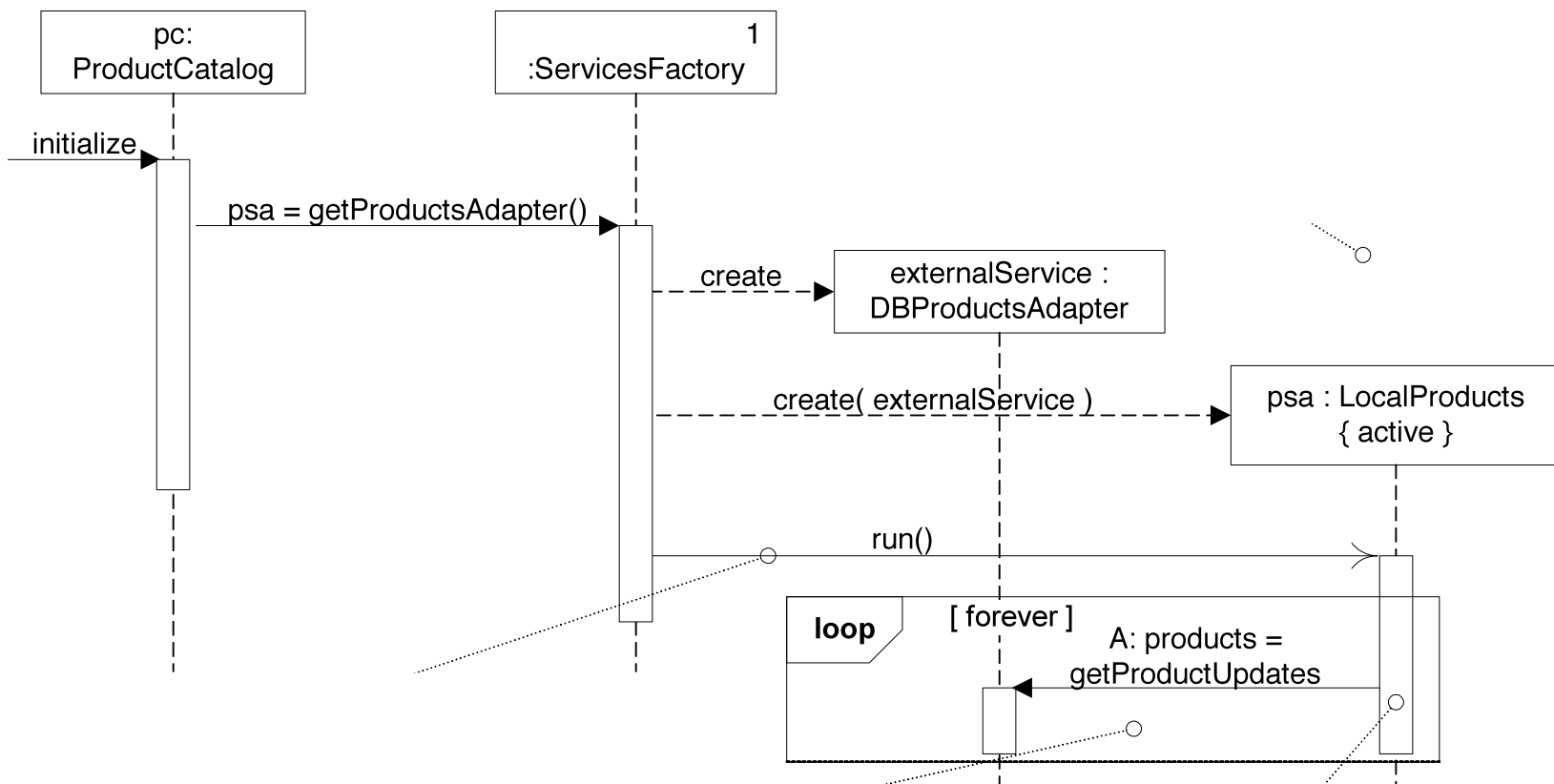


# Product Lookup with Local Cache Miss





# Using Threads to Freshen the Cache





# How's the final iteration going?



Used by permission. <http://notinventedhe.re/on/2009-12-28>

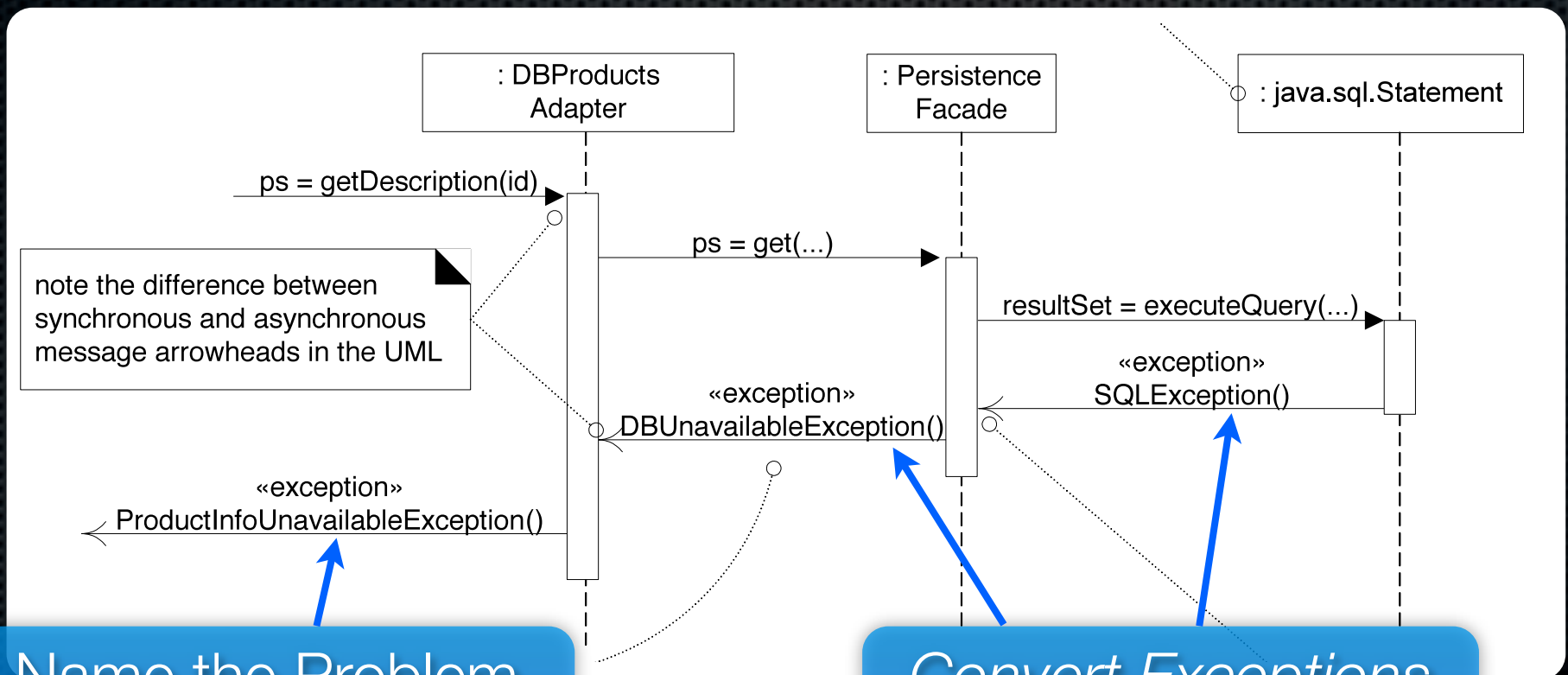


# Handling Failure in NextGen POS

- What should happen if there is a local cache miss and the external product information service fails?



# Showing Exception in Sequence Diagrams



Name the Problem  
not the Thrower

Convert Exceptions  
pattern



# How should NextGen POS handle this exception?

- ✦ Common exception handling patterns
  - ✦ Use a central error logging object to record all exceptions for diagnosis by developers
  - ✦ Use a standard, application-independent, non-UI object to notify users
    - ✦ Can delegate to multiple different UI notifications
    - ✦ Protected Variation for changes in reporting



# Failover to Local Services with a Proxy

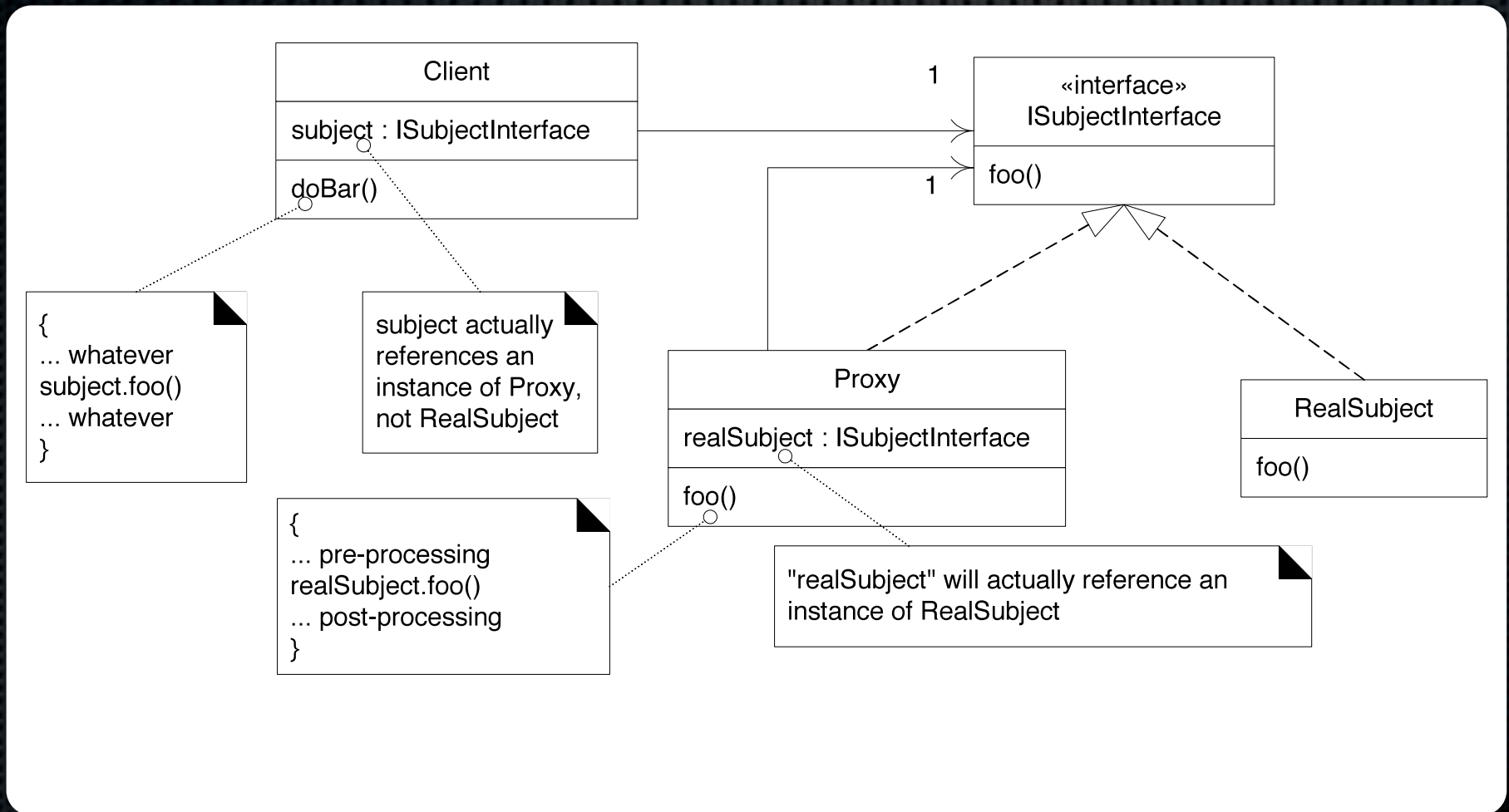


# *Proxy* GoF Pattern

- **Problem:** How do we control access to some *subject* object if we want to avoid giving direct access?
- **Solution:** Add a level of indirection with a *proxy* object that implements the same methods as the *subject* and conditionally delegates to it.



# Structure of the Proxy Pattern



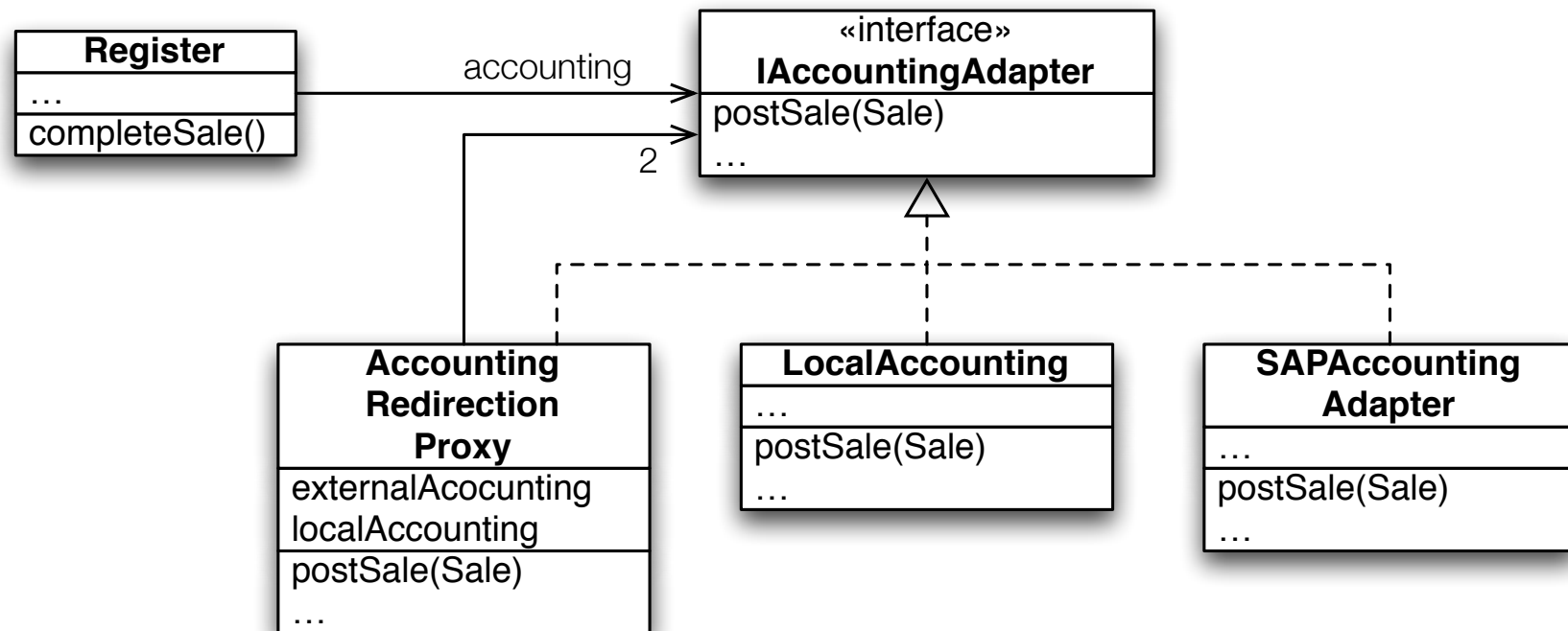


# Proxy in NextGen POS

- ✦ Posting sales to the accounting service
  - ✦ Send *postSale(Sale)* to a *redirection proxy*
  - ✦ *Proxy* attempts to post to external service
    - ✦ If it fails, then *proxy* stores result locally

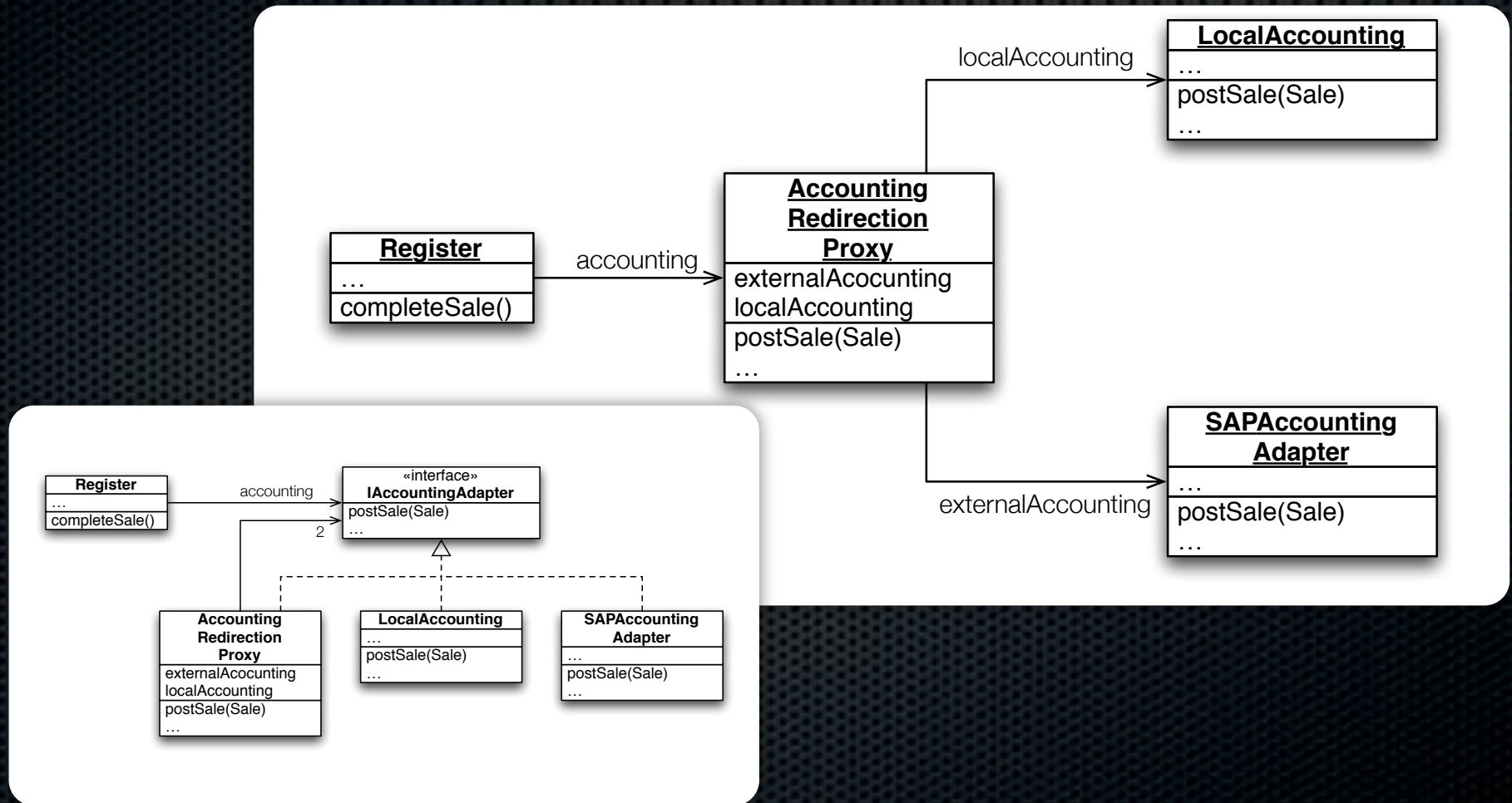


# Proxy in NextGen POS— Class Diagram





# Proxy in NextGen POS— Object Diagram





# Design Studio: Guitar Chord Finder

Team describes problem and perhaps current solution (if any)

~5 min.

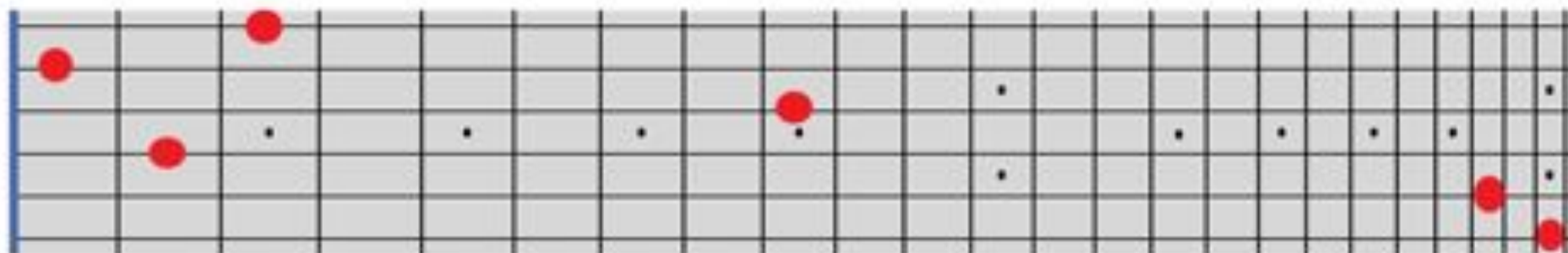
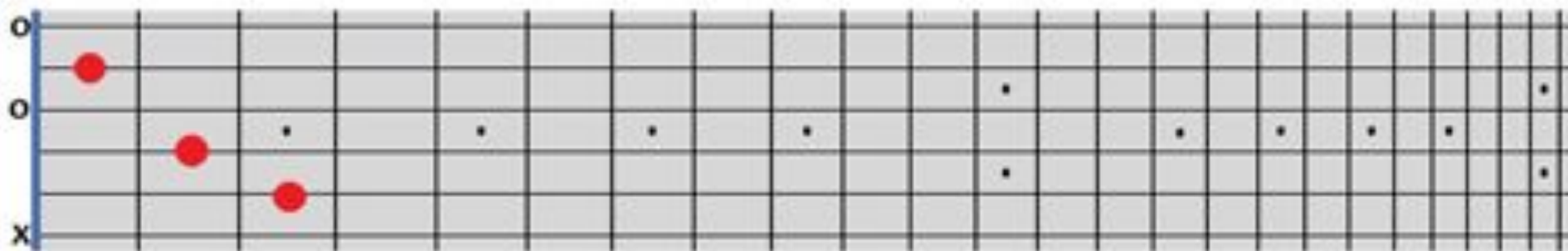
Class thinks about questions, alternative approaches. **Q7**

~3 min.

On-board design

~12 min.





**All valid C Major chords, however the last one is not playable**