Class 25: Design Patterns (3): Structural Patterns

Held: Tuesday, May 4, 2010

Summary: We consider patterns used to describe structures that relate objects and classes.

Related Pages:
- EBoard.

Notes:
- EC for Convo on Thursday.
- EC for CS Table on Friday.

Overview:
- Basic wrapper patterns
- Group wrapper patterns
- Other wrapper patterns
- Other creational patterns

Structural Patterns
- Structural patterns build structures.
- Many of these structures involve objects "wrapping" other objects.
- Some don’t.

Primary Wrappers
- There are two primary wrapper patterns: Adapter and Bridge
  - Adapters wrap existing classes to meet new interfaces
  - Bridges handle overlapping hierarchies.

Group Wrappers
- There are two patterns that wrap groups of objects: Composite and Facade
  - Composite wraps groups of similar objects into a single object.
  - Facade wraps groups of dissimilar objects into a single object.
Additional Wrappers

- There are two additional patterns that I think of as wrappers: Decorator and Proxy.
- Decorator wraps an object to add functionality.
- Proxy wraps an object to permit decoupling.

Other Structural Patterns

- There is one additional structural pattern: Flyweight
- Flyweight simply says "Sometimes you want to share objects by moving some of the information into the owning object."

Copyright © 2010 Samuel A. Rebelsky. This work is licensed under a Creative Commons Attribution-NonCommercial 2.5 License. To view a copy of this license, visit [http://creativecommons.org/licenses/by-nc/2.5/](http://creativecommons.org/licenses/by-nc/2.5/) or send a letter to Creative Commons, 543 Howard Street, 5th Floor, San Francisco, California, 94105, USA.