



CONTENTS

Preface		xiii
CHAPTER 1	INTRODUCTION	1
	Why Patterns?	1
	Why Design Patterns?	2
	Why Java?	3
	UML	4
	Challenges	4
	The Organization of This Book	5
	Welcome to Oozinoz!	6
	Summary	7
PART I	INTERFACE PATTERNS	9
CHAPTER 2	INTRODUCING INTERFACES	11
	Interfaces and Abstract Classes	11
	Interfaces and Obligations	13
	Summary	15
	Beyond Ordinary Interfaces	16
CHAPTER 3	ADAPTER	17
	Adapting to an Interface	17
	Class and Object Adapters	21
	Adapting Data for a JTable	25
	Identifying Adapters	30
	Summary	31
CHAPTER 4	FACADE	33
	Facades, Utilities, and Demos	33
	Refactoring to FACADE	35
	Summary	46

CHAPTER 17	ABSTRACT FACTORY	175
	A Classic Example: GUI Kits	175
	Abstract Factories and Factory Method	180
	Packages and Abstract Factories	184
	Summary	185
CHAPTER 18	PROTOTYPE	187
	Prototypes as Factories	187
	Prototyping with Clones	189
	Summary	192
CHAPTER 19	MEMENTO	193
	A Classic Example: Using Memento for Undo	193
	Memento Durability	201
	Persisting Mementos Across Sessions	201
	Summary	205
PART IV	OPERATION PATTERNS	207
CHAPTER 20	INTRODUCING OPERATIONS	209
	Operations and Methods	209
	Signatures	211
	Exceptions	212
	Algorithms and Polymorphism	213
	Summary	214
	Beyond Ordinary Operations	215
CHAPTER 21	TEMPLATE METHOD	217
	A Classic Example: Sorting	217
	Completing an Algorithm	221
	TEMPLATE METHOD Hooks	224
	Refactoring to TEMPLATE METHOD	225
	Summary	228
CHAPTER 22	STATE	229
	Modeling States	229
	Refactoring to STATE	233
	Making States Constant	238
	Summary	240

CHAPTER 23	STRATEGY	241
	Modeling Strategies	241
	Refactoring to STRATEGY	244
	Comparing STRATEGY and STATE	248
	Comparing STRATEGY and TEMPLATE Method	249
	Summary	250
CHAPTER 24	COMMAND	251
	A Classic Example: Menu Commands	251
	Using COMMAND to Supply a Service	254
	COMMAND Hooks	255
	COMMAND in Relation to Other Patterns	257
	Summary	259
CHAPTER 25	INTERPRETER	261
	An INTERPRETER Example	261
	Interpreters, Languages, and Parsers	274
	Summary	275
PART V	EXTENSION PATTERNS	277
CHAPTER 26	INTRODUCING EXTENSIONS	279
	Principles of Object-Oriented Design	279
	The Liskov Substitution Principle	280
	The Law of Demeter	281
	Removing Code Smells	283
	Beyond Ordinary Extensions	283
	Summary	285
CHAPTER 27	DECORATOR	287
	A Classic Example: Streams and Writers	287
	Function Wrappers	295
	DECORATOR in Relation to Other Patterns	303
	Summary	303
CHAPTER 28	ITERATOR	305
	Ordinary Iteration	305
	Thread-Safe Iteration	307
	Iterating over a Composite	313
	Summary	324

CHAPTER 29	VISITOR	325
	VISITOR Mechanics	325
	An Ordinary VISITOR	327
	VISITOR Cycles	333
	VISITOR Risks	338
	Summary	340
PART VI	APPENDIXES	341
APPENDIX A	DIRECTIONS	343
	Get the Most from This Book	343
	Understand the Classics	344
	Weave Patterns into Your Code	344
	Keep Learning	345
APPENDIX B	SOLUTIONS	347
APPENDIX C	OZINOZ SOURCE	427
	Acquiring and Using the Source	427
	Building the Oozinoz Code	427
	Testing the Code with JUnit	428
	Finding Files Yourself	428
	Summary	429
APPENDIX D	UML AT A GLANCE	431
	Classes	432
	Class Relationships	433
	Interfaces	435
	Objects	436
	States	437
	Glossary	439
	Bibliography	447
	Index	449