


Patterns, Vectors, Sequences

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Overview

- ? Today:
 - Software Design Patterns
 - Vectors
 - Sequences
 - BubbleSort algorithm



Patterns



Design Patterns

? Today: What is a Design Pattern?

- ? What can they be used for?
- ? What does it look like?

? Literature:

- ? “Design Patterns”, Gamma et al, Addison Wesley, 1995. *the classic*
- ? “Software Architecture”, Shaw & Garlan, Prentice Hall, 1996.
- ? “Object-oriented Design and Patterns” W. Pree, Addison-Wesley, 1995.
- ? Advanced software engineering courses such as *Software Architecture* course taught by Hausi Mueller.

Definition of Patterns

- ? *A Design Pattern* is a description of a standard solution for a standard problem in design.
 - Goal: Reuse of design information
 - A pattern must not be “new”!
- ? What do we want from a design?
 - reusability
 - general design concepts
 - a specific implementation
 - flexibility
 - reliability
 - comprehensibility

Why Design Patterns?

- ? Classes used to be the main element in the design of a software system
 - now, they are more implementation specific.
 - for example, is it simple to ‘re-use’ a class?
 - what are some areas that might run into problems re-using classes, even in the ‘cross-platform’ Java language?
- ? Instead, shift to a collection of classes and objects which address a particular domain and problem
 - we term this a framework
 - a design pattern can describe how to apply and construct this framework

Motivation for Patterns

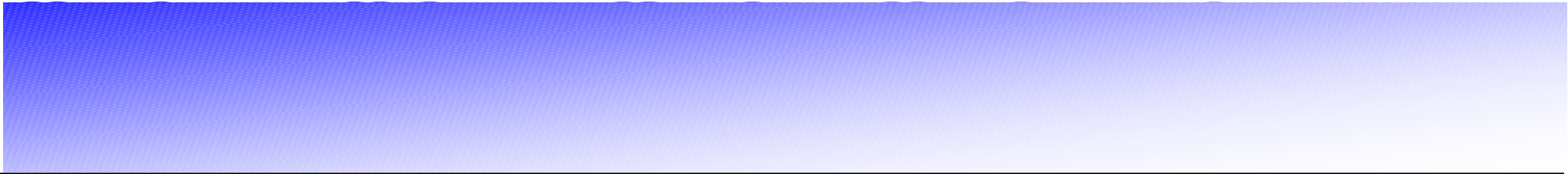
- ? Design Patterns seek to avoid the *tyranny of the new*
 - the tendency of people to always seek new solutions to old problems.
 - Design Patterns codify previous experience and ‘hair-pulling’ so others can benefit.
 - develop a community of practice for software engineers.
- ? Major types of Patterns:
 - Solution Patterns, which show how to solve a problem
 - ? structural, behavioral, creational...
 - Problem Patterns or Anti-Patterns
 - ? these address things to avoid or to watch for.
 - ? example: transitioning from procedural code (C, Pascal) to object-oriented paradigms (e.g. the Blob).

Pattern Formats

- ? Patterns are described in numerous places: web repositories, textbooks, papers
 - problem of capturing patterns
- ? Several different formats for describing patterns
- ? Example format:
 - **Name**: to increase the vocabulary
 - **Problem**: when to apply this pattern (and when not to)
 - **Solution**: how to implement, as a template, not as specific directions. Includes the basic elements of the design.
 - **Consequences**: results, trade-offs, cost, etc.


Example of a Pattern

- ? **Name:** Adapter (p. 91)
- ? **Problem:** we want to reuse functionality from one class in another, but with slight differences
- ? **Solution:** incorporate that other class as member and modify the operations on that member in the *adapted class*
- ? **Consequences:** *some code is duplicated. Readability is improved. Implements information hiding principle encapsulation.*
- ? *AddressBook example from Eclipse...*



Vectors

text pp. 185-193



What is a Vector

- ? Skipped vectors last time we met
 - I thought they were superseded in the Java API
 - turns out they've been updated
- ? Can be very useful, particularly in their simplicity
- ? Think of them as extended, resizable arrays
 - plus easy to do insertions
- ? Compare Vectors, ArrayList, and LinkedList

Type	Get	Iteration	Insert
array	1430	3850	n/a
Vector	4890	16250	550
ArrayList	3070	12200	500

Vector Operations

- ? Notion of rank of an object:
 - the *rank of an object e in a sequence S is the number of elements which are before e in S*
- ? Book operations are slightly different
- ? the Java API method names
 - size()
 - isEmpty()
 - get(rank)
 - set(rank, element) //replace
 - add(rank, element) //insert
 - remove(rank)

Vector Implementation

? Extended Array

- simple to *get or set*
- requires shifting elements when inserting or removing at a rank
 - ? we have to remove the element then repack the array
 - ? if we overflow the array, we must resize it
 - but we can't resize arrays?
 - double the array size and copy the old data, then add the element.
- *running times?*

Sequences

pp. 206-211

Sequences

- ? Abstract Data Type which merges Lists and Vectors
 - i.e. implements methods of both.
 - think of it as an Adapter for the two.
 - recall Lists refer to positions or nodes – the location of an element in a list irrespective of rank
 - a Sequence is basically the combination of List and Vector into one class
 - ? therefore there is an array implementation, and a doubly-linked list implementation
 - ? tradeoffs?

Bubblesort example

- ? Bubblesort – a slow sorting algorithm
 - but it works!
 - Formally: consider a sequence of *n elements that can be compared using an order relation. Sorting this sequence means to order it such that the elements are in non-decreasing order.*
- ? Our implementation:
 - uses an array of integers to sort
 - use the Comparator interface to sort other classes
 - ? compareTo(), isEqual()

Basic idea

- ? make a series of passes over the array, swapping elements which are out of order.
 - (i.e. $a > a+1$)
- ? implications: on the n^{th} pass, *the* largest element is always moved to the position (number of elements) – n
- ? we need at most how many passes?
- ? and what is the big-O running time?