

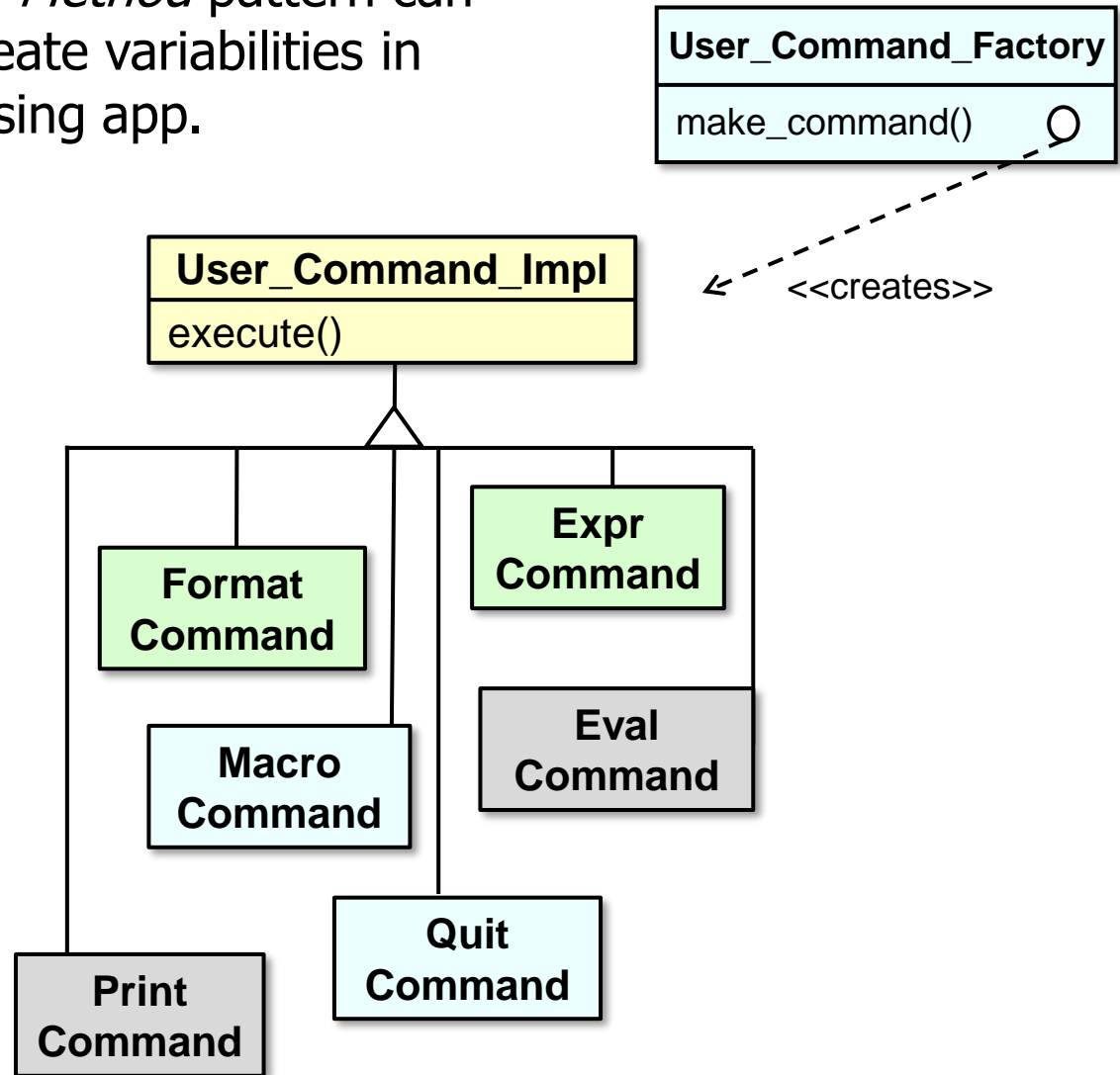
The Factory Method Pattern

Motivating Example

Douglas C. Schmidt

Learning Objectives in This Lesson

- Recognize how the *Factory Method* pattern can be applied to extensibly create variabilities in the expression tree processing app.

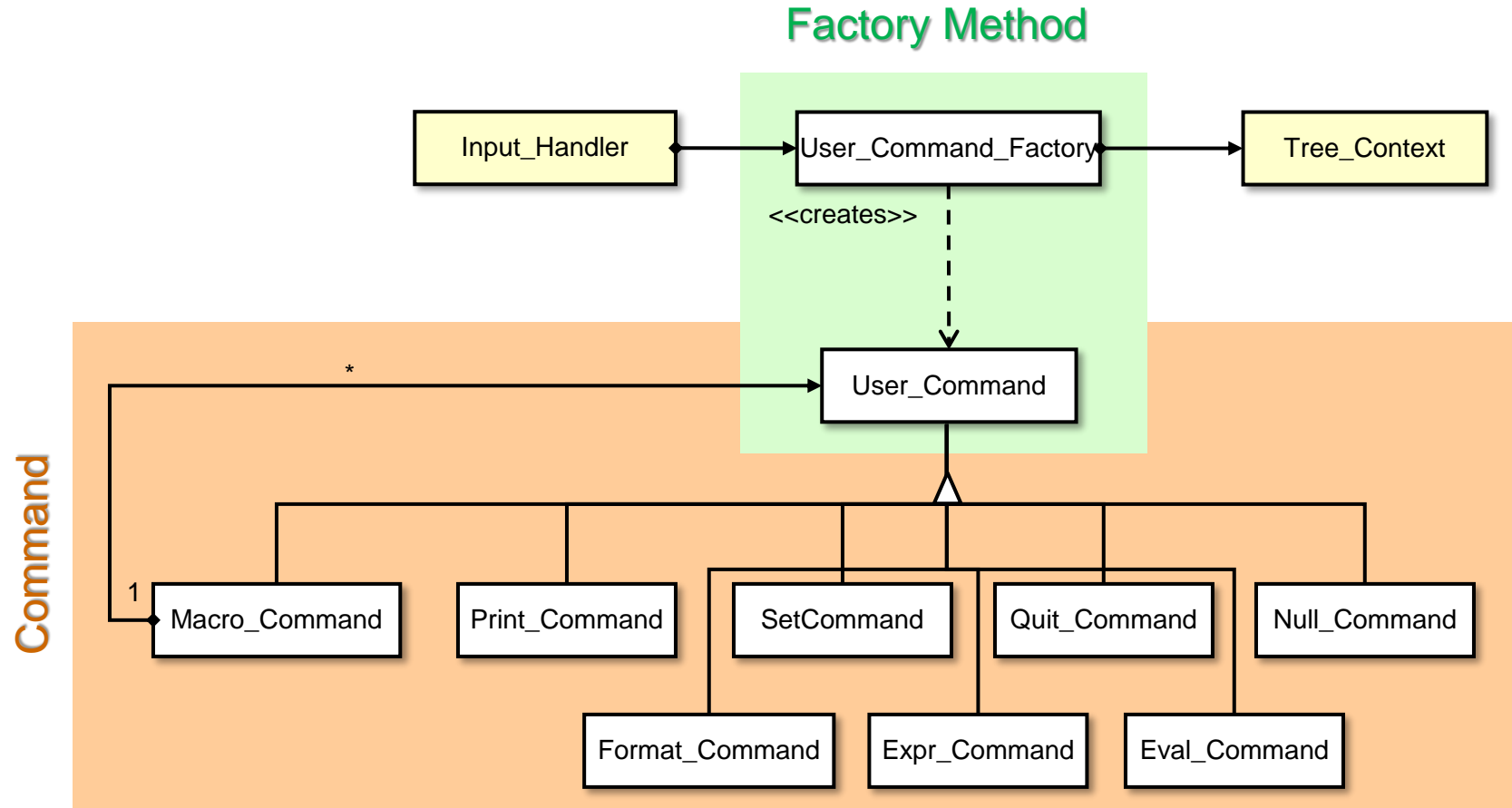


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Motivating the Need for the Factory Method Pattern in the Expression Tree App

A Pattern for Abstracting Object Creation

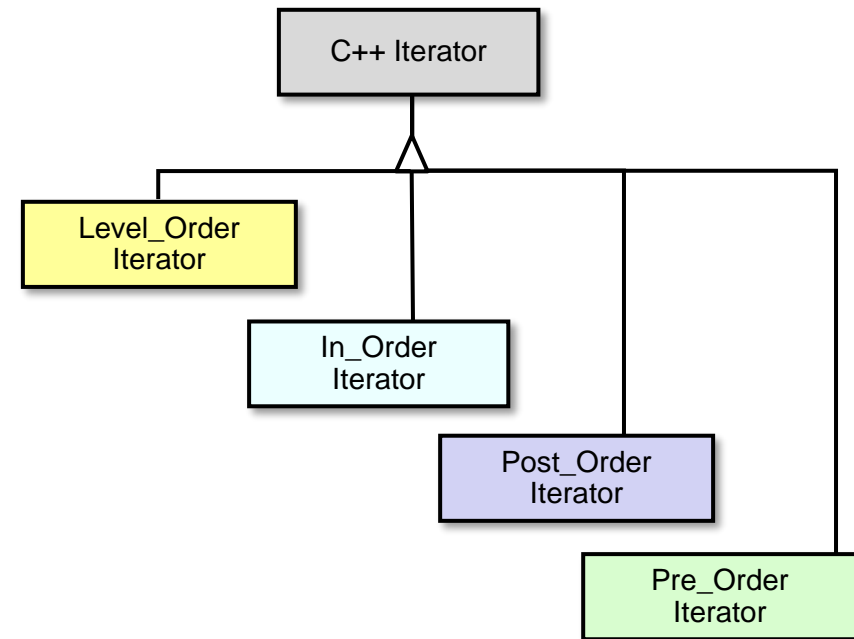
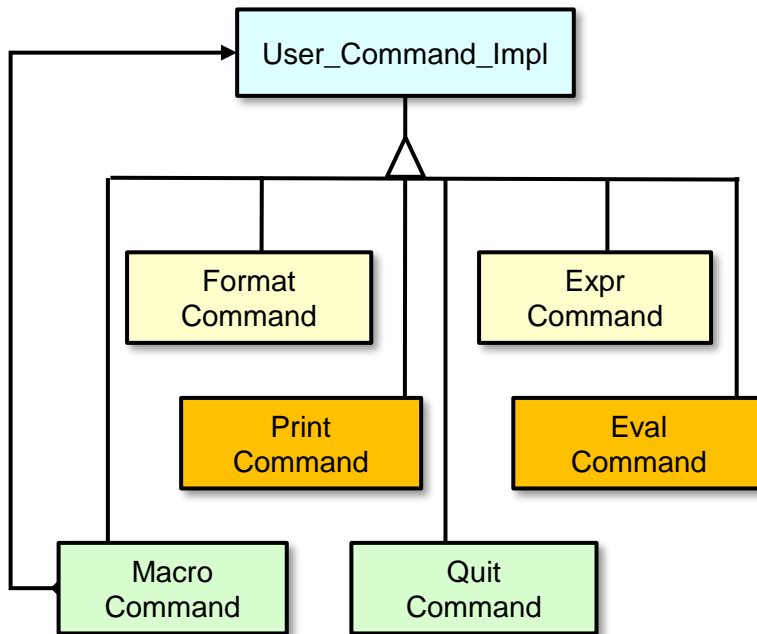
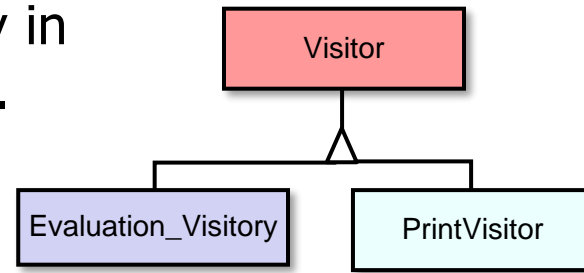
Purpose: Enable the extensible creation of variabilities, such as commands, iterators, & visitors.



Factory Method decouples the creation of objects from their subsequent use.

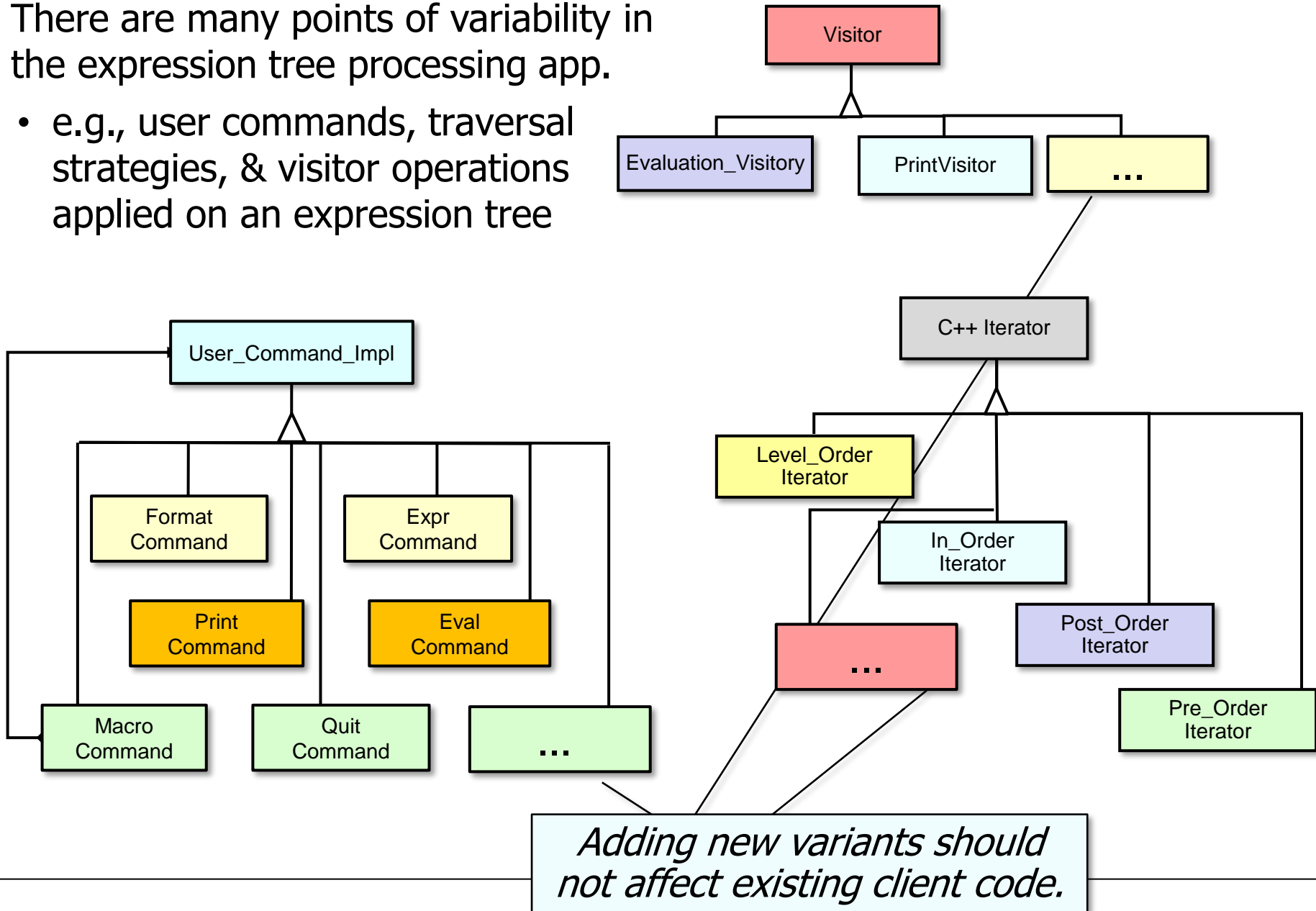
Context: OO Expression Tree Processing App

- There are many points of variability in the expression tree processing app.
 - e.g., user commands, traversal strategies, & visitor operations applied on an expression tree



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Problem: Inflexible Creation of Variabilities

- Tightly coupling the creation of variabilities with client code is problematic.
 - e.g., hard-coding lexical dependencies on specific derived classes can complicate maintenance & impede extensibility



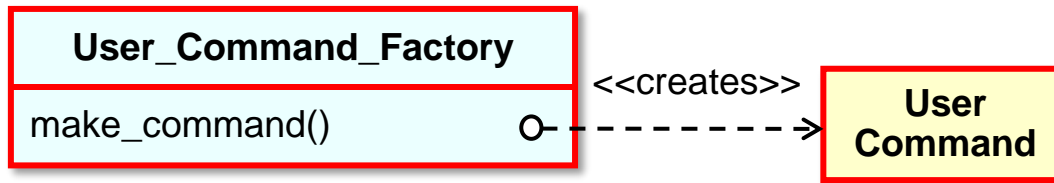
```
User_Command *command =  
    new Print_Command();
```

```
Visitor *visitor =  
    new Evaluation_Visitor();
```

```
ET_Iter_Impl *it = new  
    Pre_Order_ET_Iter_Impl ();
```

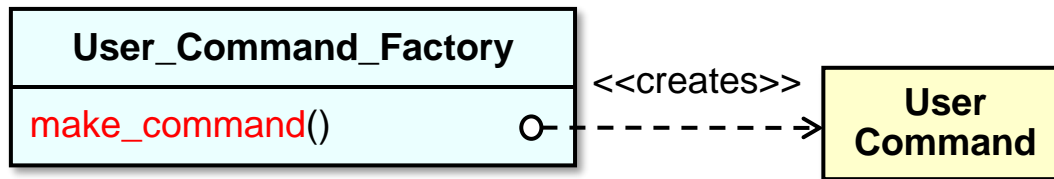
Solution: Abstract Creation of Objects

- Define a `User_Command_Factory` class whose `make_command()` factory method creates a `User_Command` object.



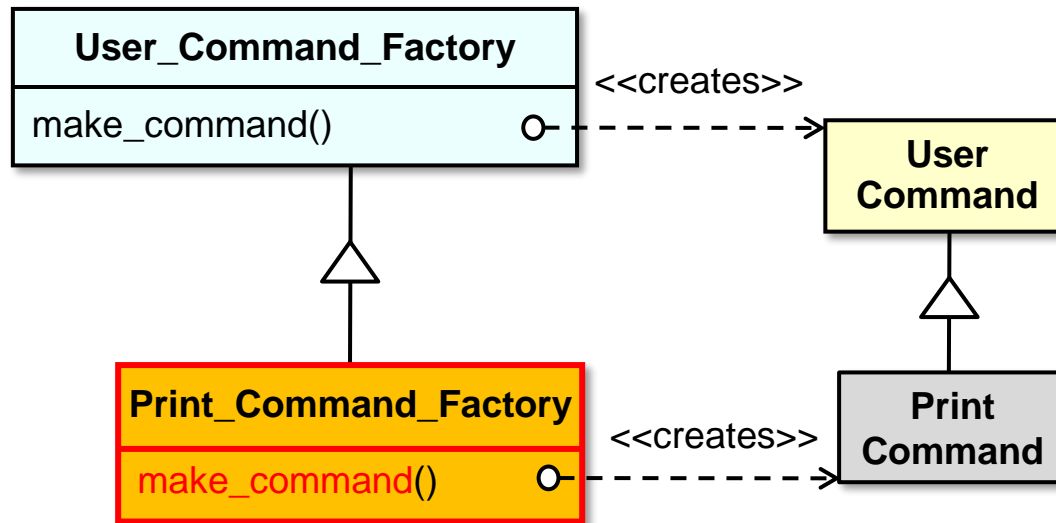
Solution: Abstract Creation of Objects

- Have the `make_command()` factory method implement the appropriate derived class of `User_Command`



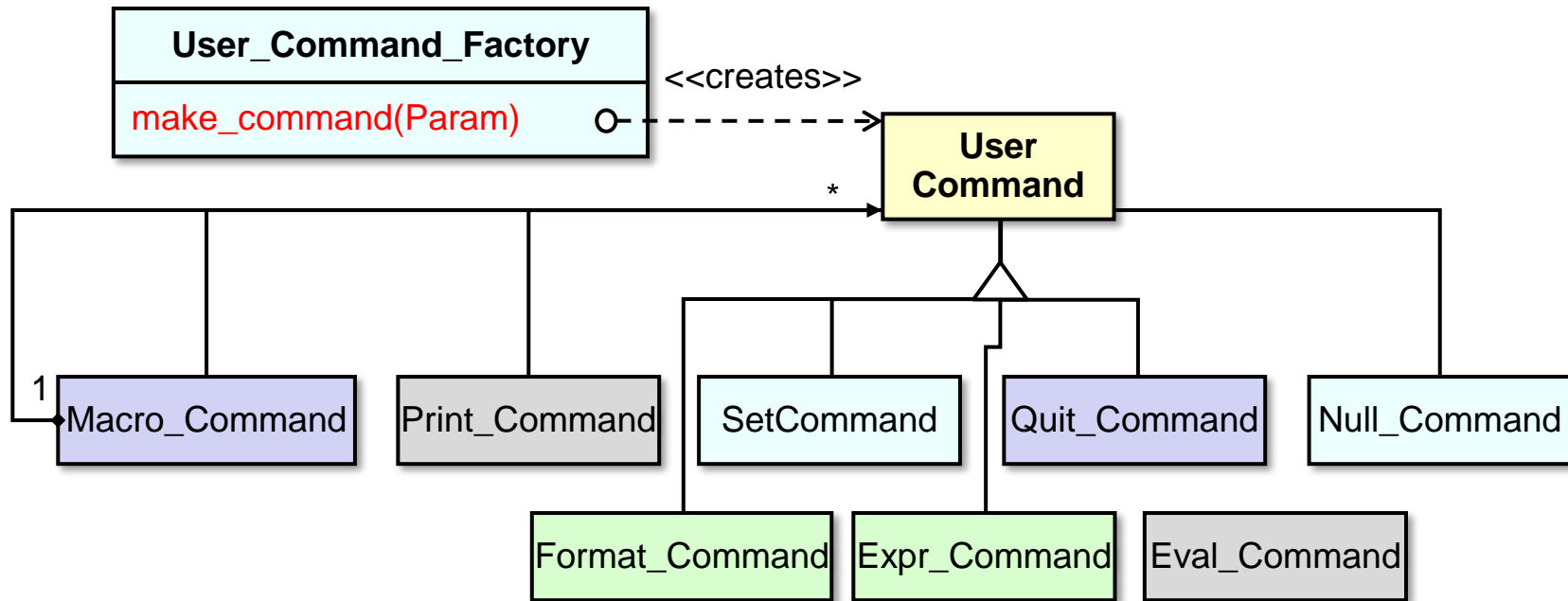
Solution: Abstract Creation of Objects

- Have the `make_command()` factory method implement the appropriate derived class of `User_Command_Impl`, e.g.,
- Subclass `User_Command_Factory` & override the factory method `make_command()`



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- Have the `make_command()` factory method implement the appropriate derived class of `User_Command_Impl`, e.g.,
 - Subclass `User_Command_Factory` & override the factory method `make_command()`



- Or pass a parameter to the `make_command()` factory method & use it to create the appropriate `User_Command_Impl` derived class objects

User_Command_Factory Class Overview

- Create the command corresponding to the user input.

Class methods

User_Command make_command(string inputstring)

...

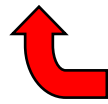
User_Command_Factory Class Overview

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User_Command **make_command**(string inputstring)

...



This is a factory method

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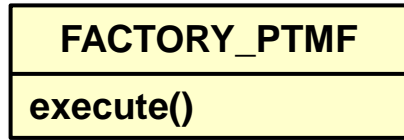
User_Command make_command(string inputstring)

...

- **Commonality:** provides a common API to create commands
 - **Variability:** implementations of expression tree command factory methods can vary depending on the requested commands
-

User_Command_Factory Class Overview

- Create the command corresponding to the user input.



*Each factory command object conforms to the **FACTORY_PTMF** typedef & creates a different type of **User_Command_Impl**.*

```
std::map<string,  
        FACTORY_PTMF>
```

Command Name	Factory Command
"expr"	<code>execute()</code>
"format"	<code>execute()</code>
"eval"	<code>execute()</code>
"macro"	<code>execute()</code>
"quit"	<code>execute()</code>
"print"	<code>execute()</code>

