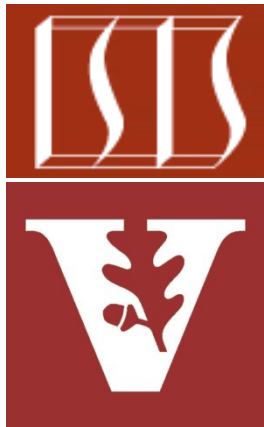


# Overview of the ImageTaskGang Application



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**Institute for Software  
Integrated Systems  
Vanderbilt University  
Nashville, Tennessee, USA**



# Learning Objectives in this Part of the Lesson

- Understand the ImageTaskGang application(s) & the patterns that are applied



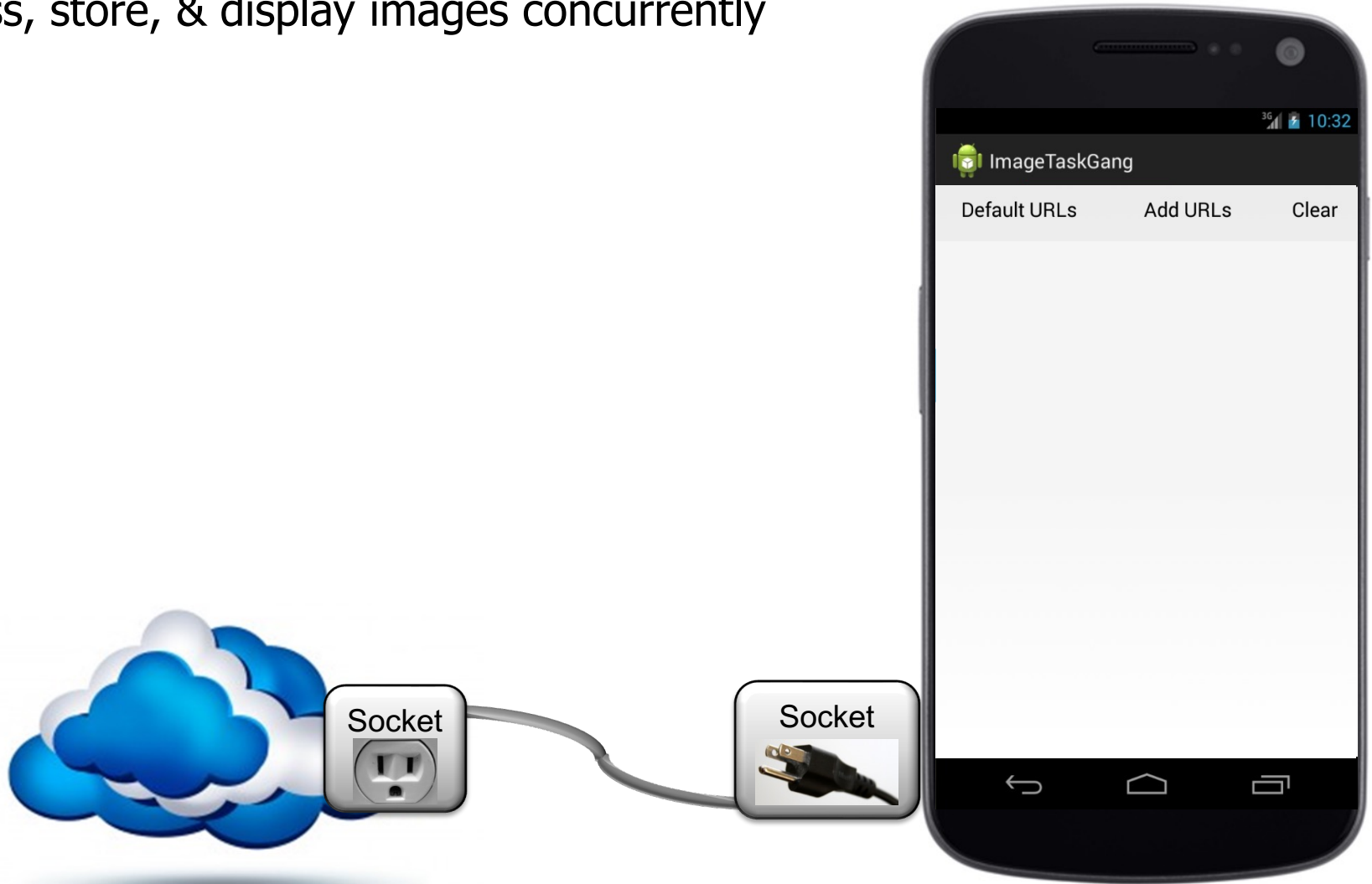
See [github.com/douglasraigschmidt/LiveLessons/tree/master/ImageTaskGang](https://github.com/douglasraigschmidt/LiveLessons/tree/master/ImageTaskGang)

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# Overview of the Pattern-Oriented ImageTaskGang

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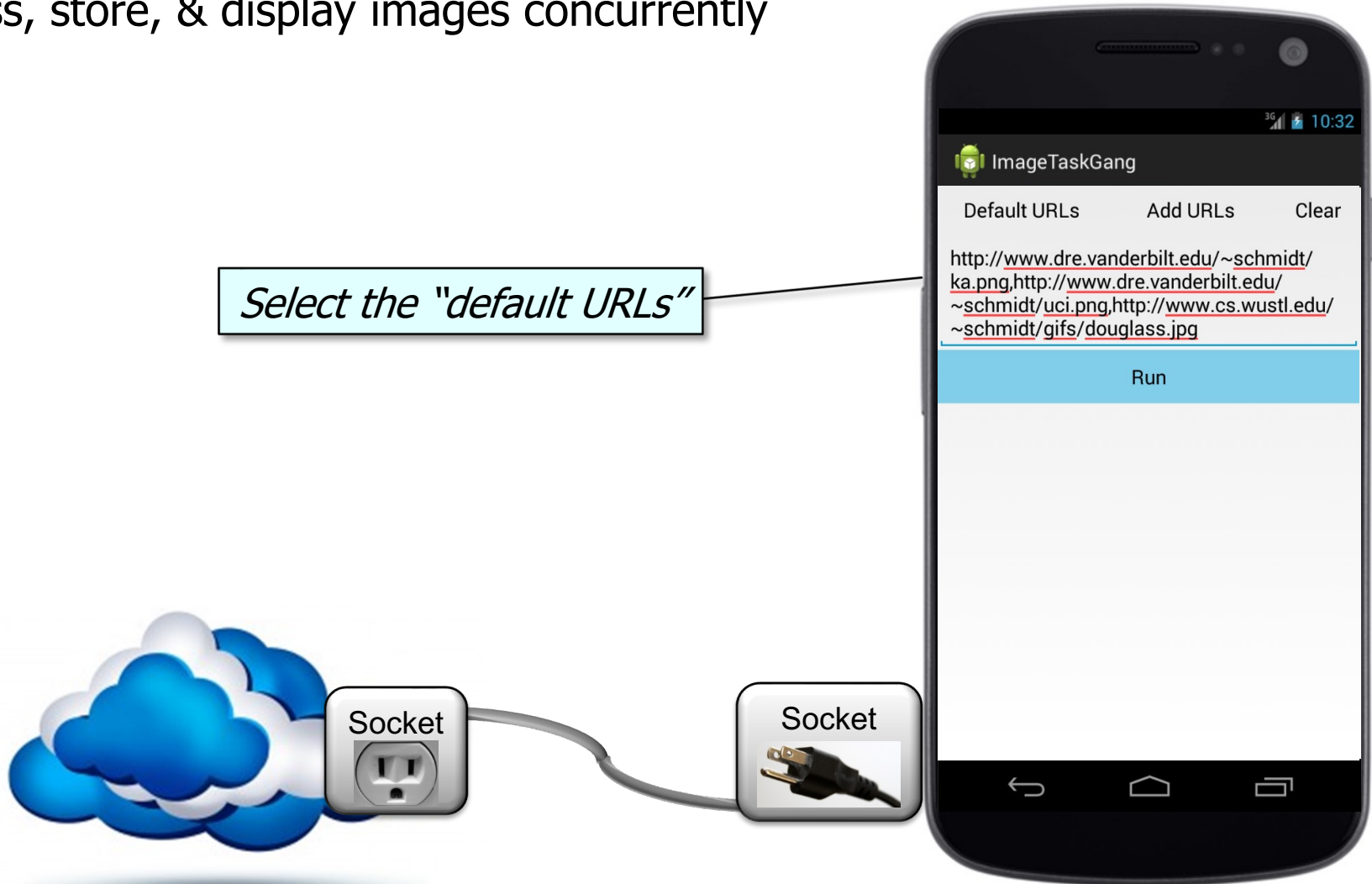
- This app shows how the TaskGang framework can be customized to download, process, store, & display images concurrently



See Android version at [github.com/douglasraigschmidt/LiveLessons/tree/master/ImageTaskGangApplication](https://github.com/douglasraigschmidt/LiveLessons/tree/master/ImageTaskGangApplication)

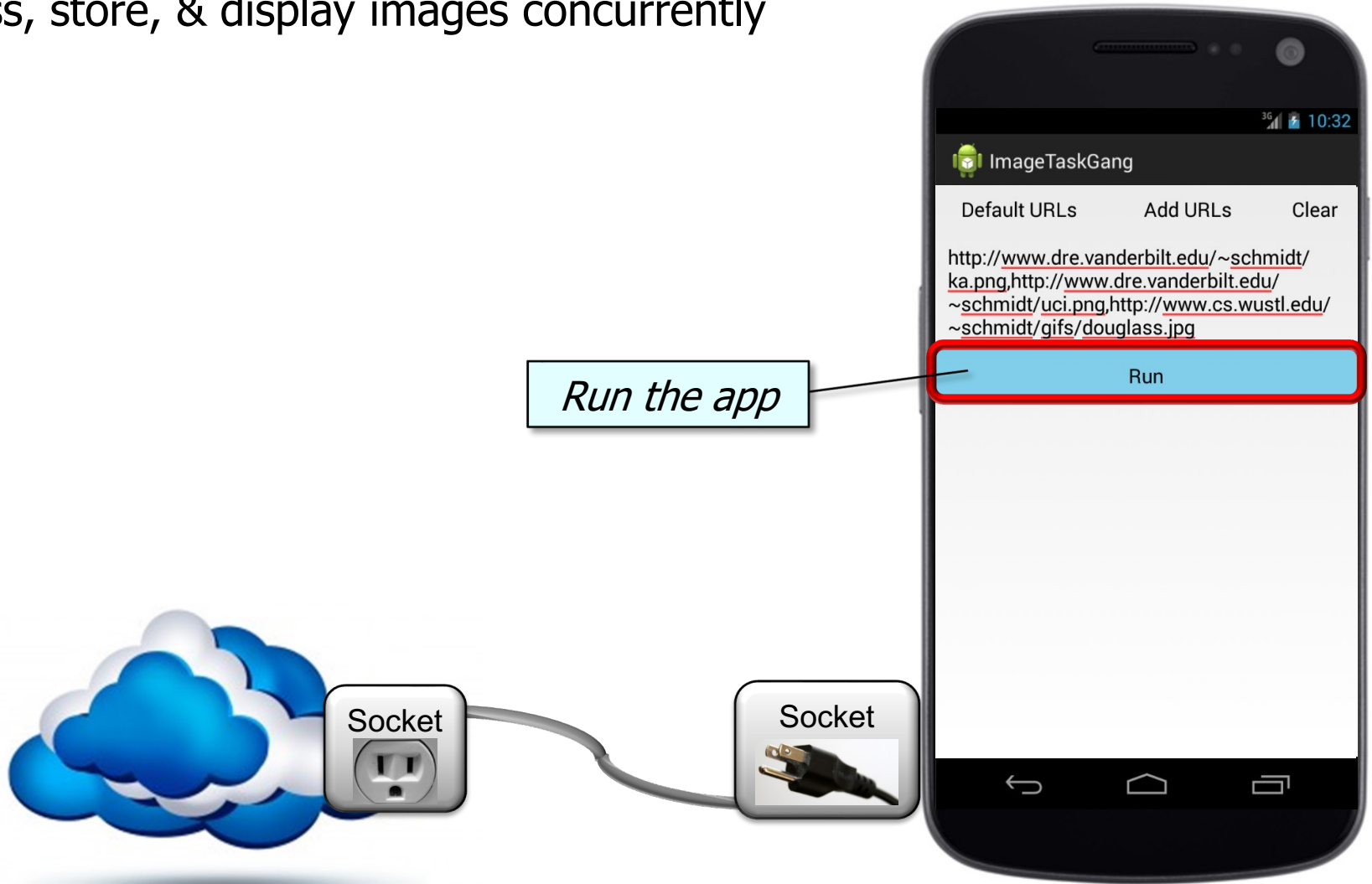
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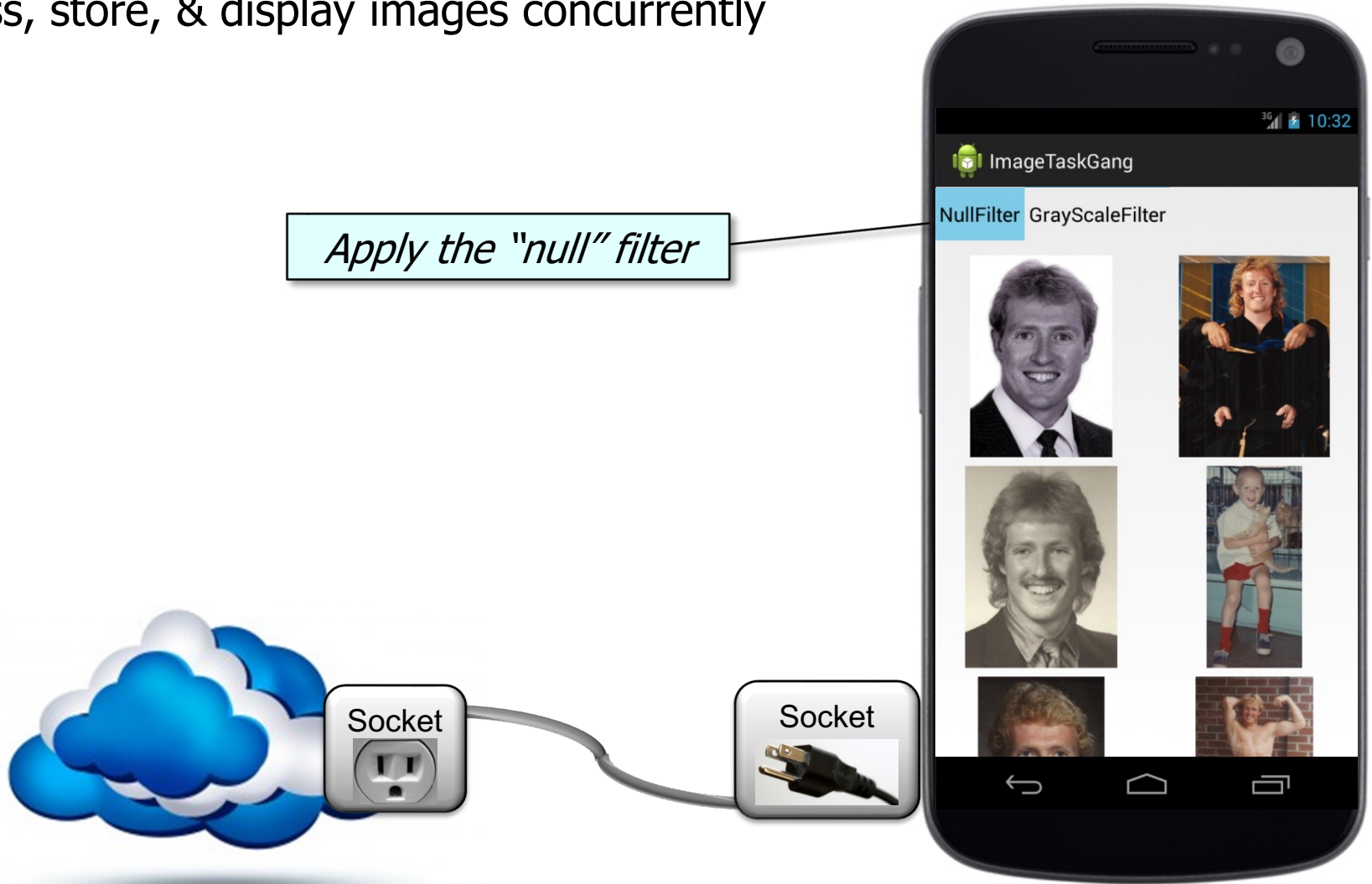
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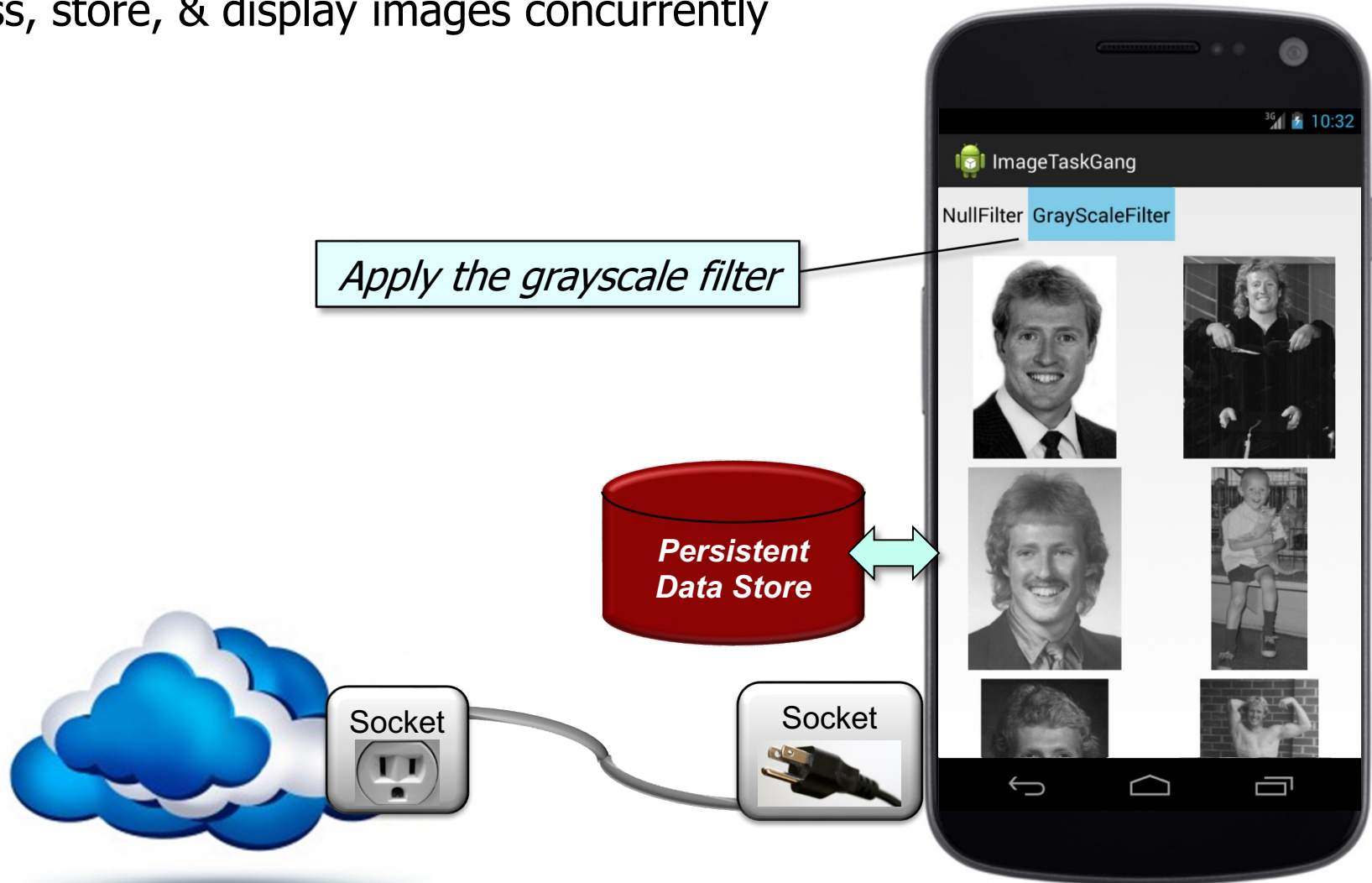
- This app shows how the TaskGang framework can be customized to download, process, store, & display images concurrently



See [en.wikipedia.org/wiki/NOP\\_\(code\)](http://en.wikipedia.org/wiki/NOP_(code))

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- This app shows how the TaskGang framework can be customized to download, process, store, & display images concurrently

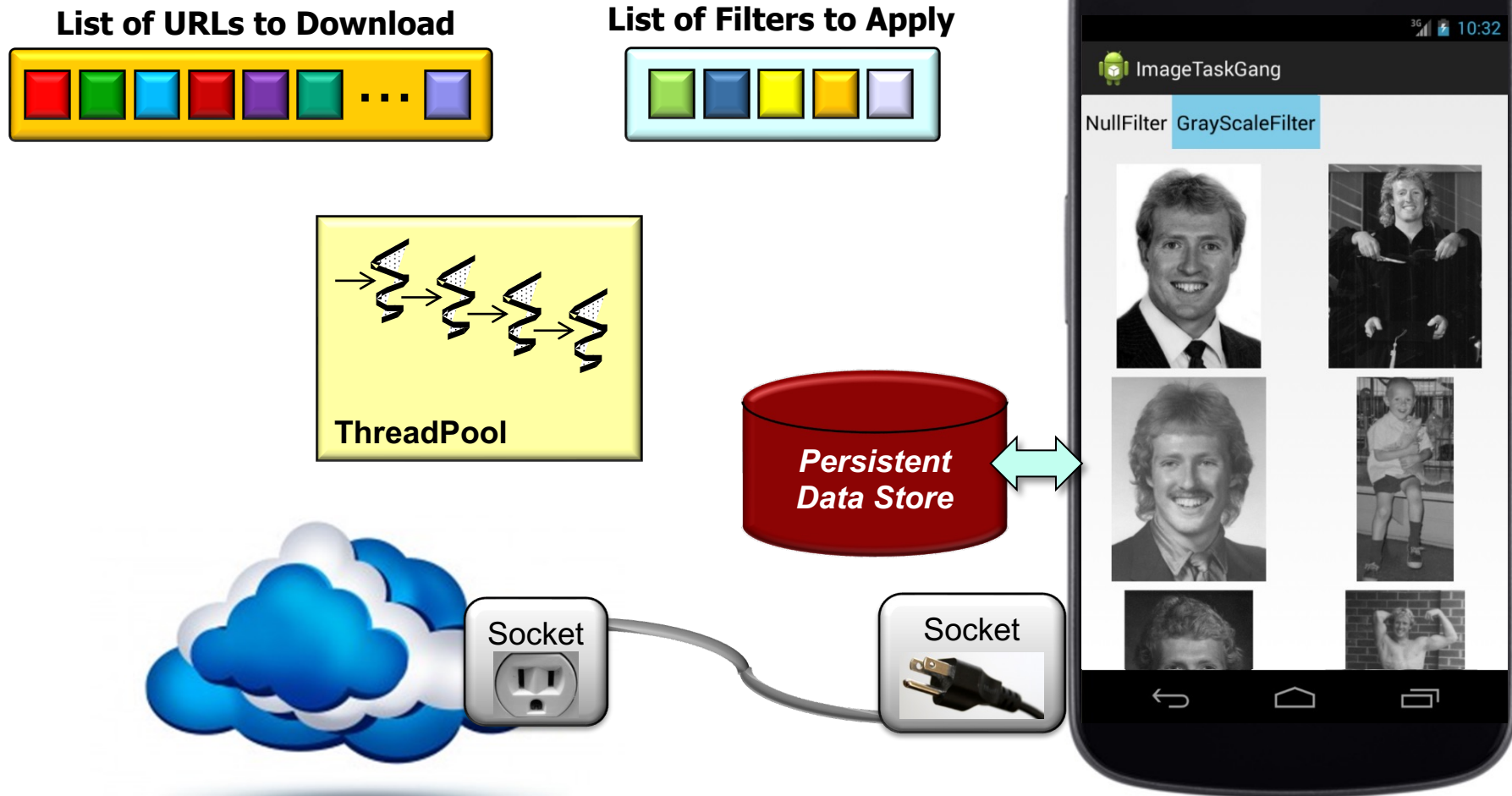


See [en.wikipedia.org/wiki/Grayscale](http://en.wikipedia.org/wiki/Grayscale)



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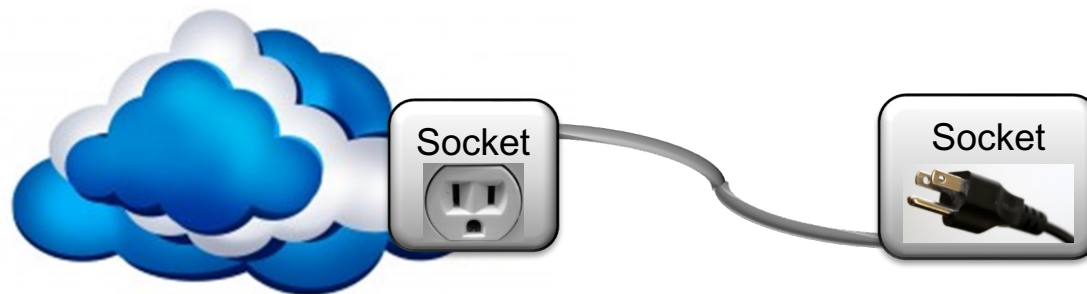
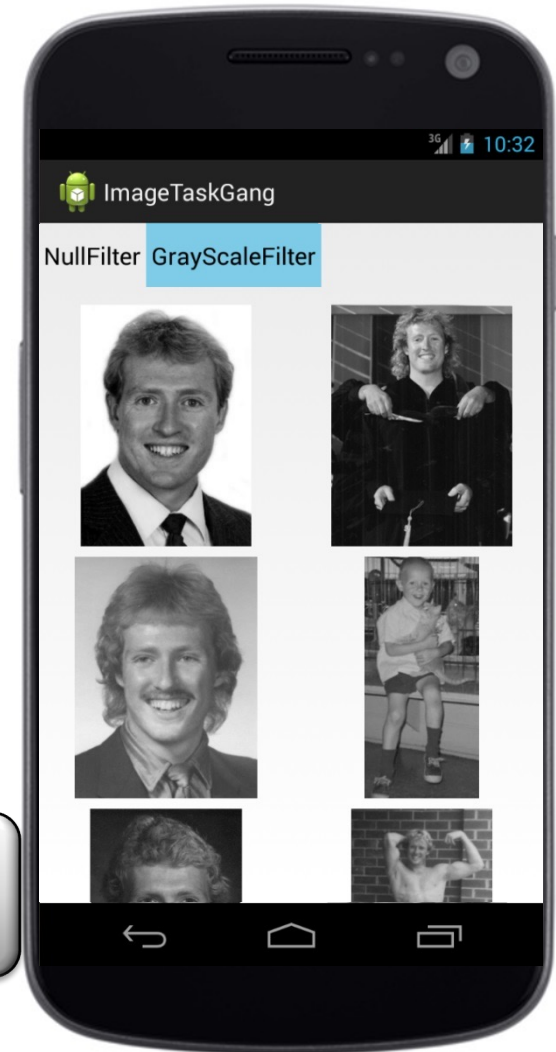


Various Java collections & thread pools are applied

# Overview of the Pattern-Oriented ImageTaskGang

- This app shows how the TaskGang framework can be customized to download, process, store, & display images concurrently

| Strategy                        | Implementation  |
|---------------------------------|---|
| <i>Executor model</i>           | Fixed or variable-size Thread pool                            |
| <i>Unit of concurrency</i>      | Task per URL to download & image filter to apply              |
| <i>Results processing model</i> | Asynchronous Future model for immediate concurrent processing |

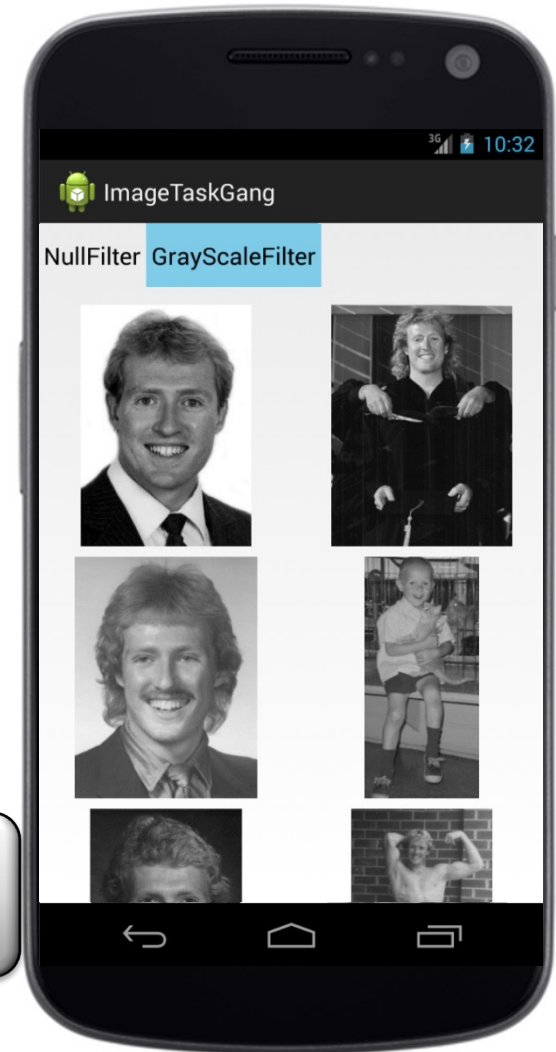
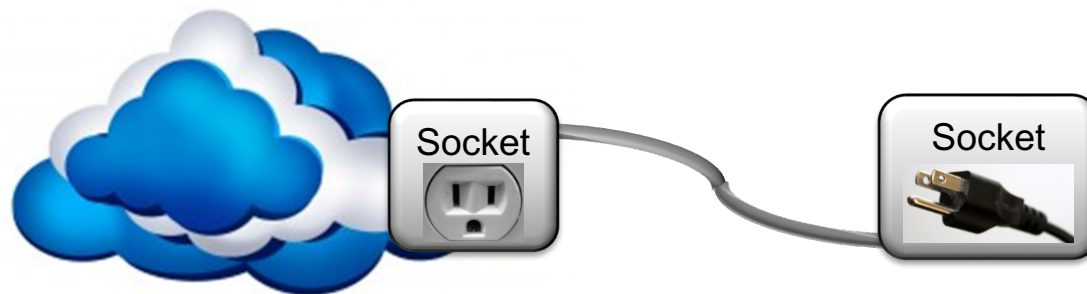


Various concurrency strategies are also applied

# Overview of the Pattern-Oriented ImageTaskGang

- This app shows how the TaskGang framework can be customized to download, process, store, & display images concurrently

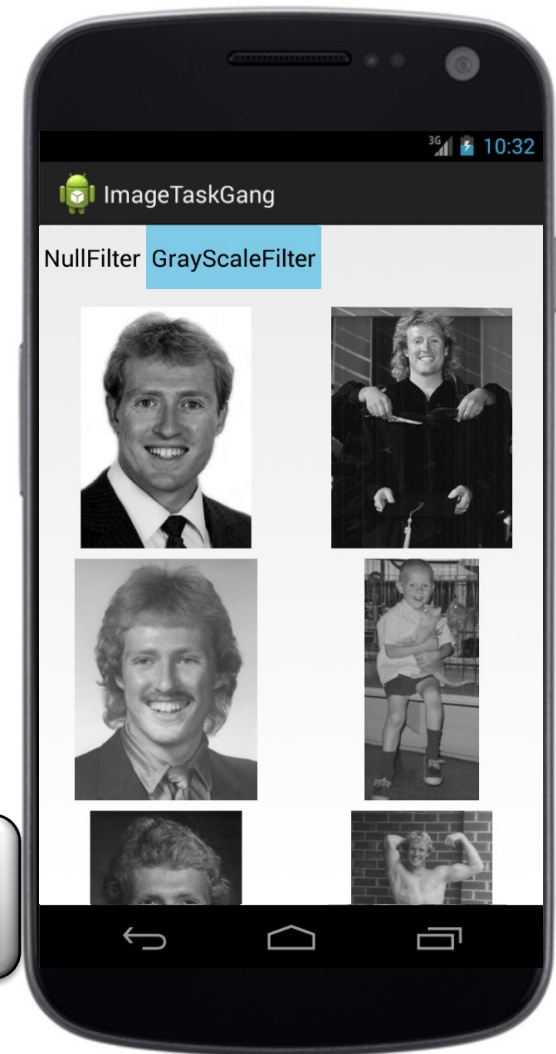
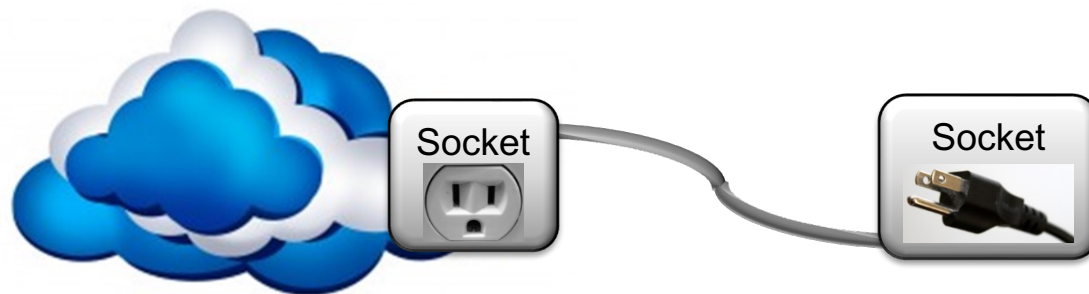
| Strategy                        | Implementation  |
|---------------------------------|---|
| <i>Executor model</i>           | Fixed or variable-size Thread pool                            |
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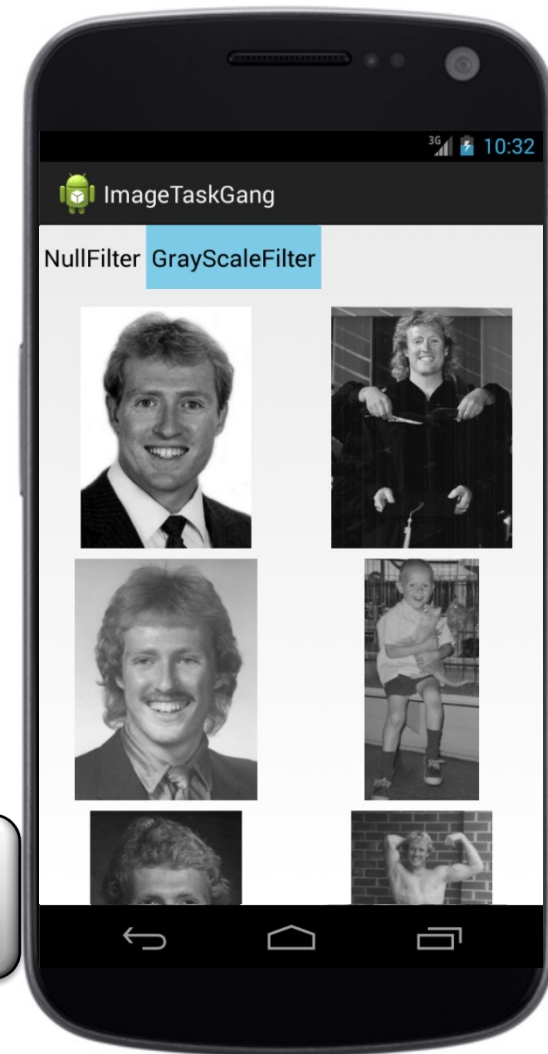
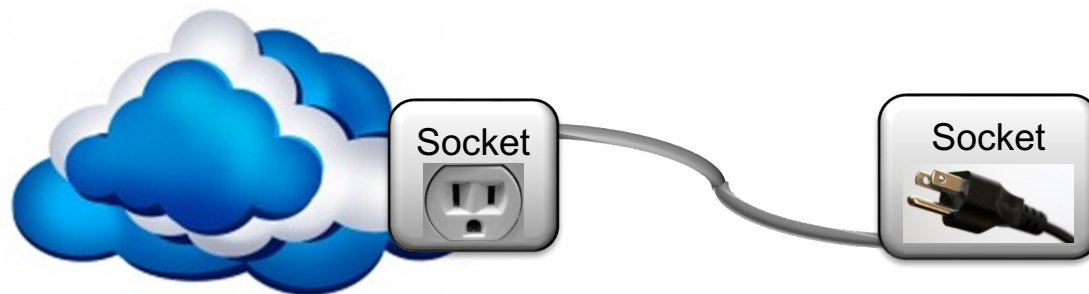
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# Overview of the Pattern-Oriented ImageTaskGang

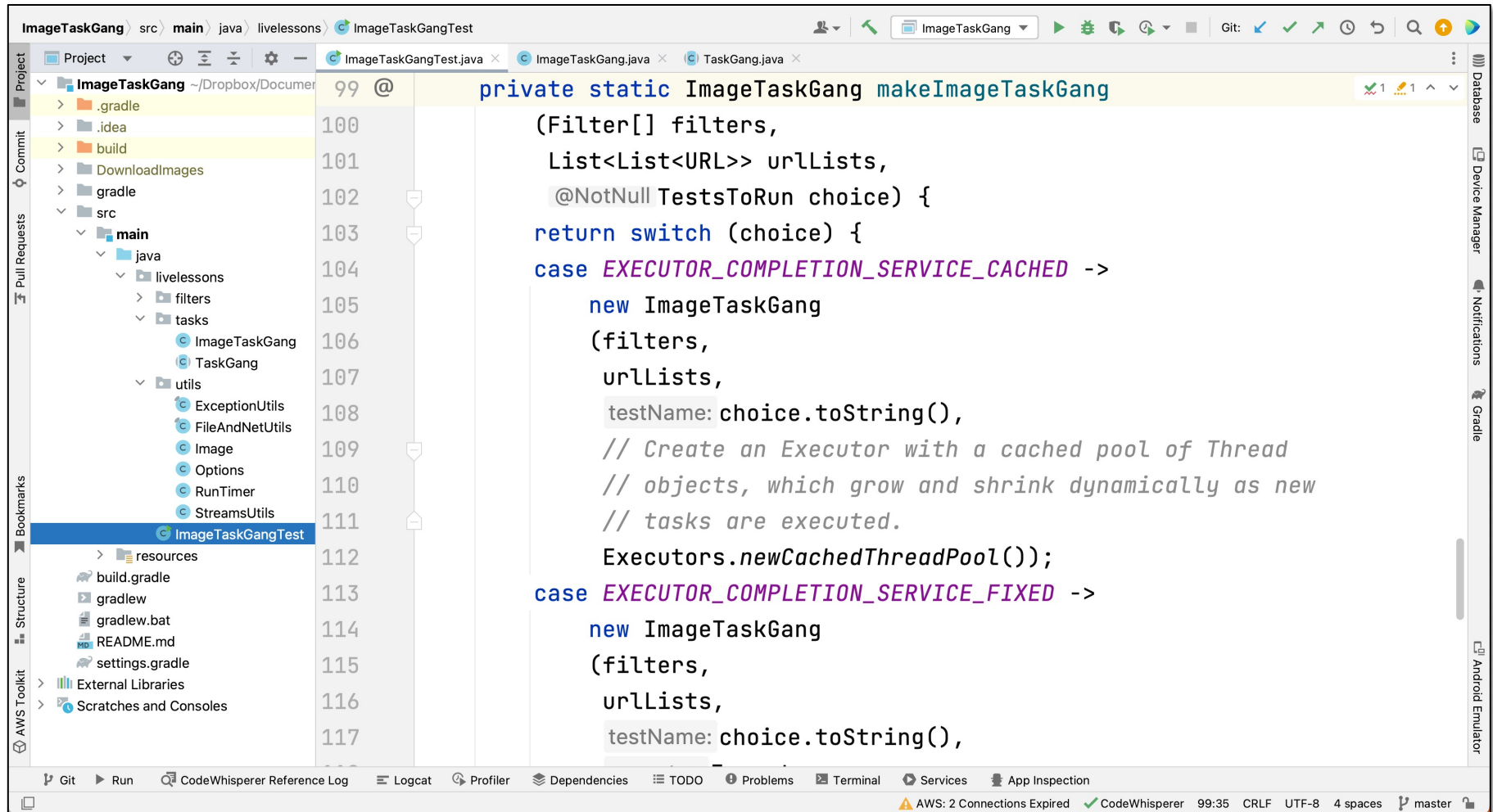
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# Overview of the Pattern-Oriented ImageTaskGang

- We're going to focus largely on the command-line version of ImageTaskGang since it can use more modern Java features than the Android version



```
private static ImageTaskGang makeImageTaskGang
(Filter[] filters,
 List<List<URL>> urlLists,
 @NotNull TestsToRun choice) {
return switch (choice) {
case EXECUTOR_COMPLETION_SERVICE_CACHED ->
new ImageTaskGang
(filters,
 urlLists,
 testName: choice.toString(),
 // Create an Executor with a cached pool of Thread
 // objects, which grow and shrink dynamically as new
 // tasks are executed.
 Executors.newCachedThreadPool());
case EXECUTOR_COMPLETION_SERVICE_FIXED ->
new ImageTaskGang
(filters,
 urlLists,
 testName: choice.toString(),
```

See [github.com/douglasraigschmidt/LiveLessons/tree/master/ImageTaskGang](https://github.com/douglasraigschmidt/LiveLessons/tree/master/ImageTaskGang)

# Overview of the Pattern-Oriented ImageTaskGang

- Several "Gang-of-Four" & POSA patterns are applied to enhance the framework-based ImageTaskGang implementation



See [en.wikipedia.org/wiki/Design\\_Patterns](http://en.wikipedia.org/wiki/Design_Patterns)  
& [www.dre.vanderbilt.edu/~schmidt/POSA](http://www.dre.vanderbilt.edu/~schmidt/POSA)

# Overview of the Pattern-Oriented ImageTaskGang

- Several “Gang-of-Four” & POSA patterns are applied to enhance the framework-based ImageTaskGang implementation
  - These patterns most essential to its design
    - POSA: *Proactor, Future, & Pooling*



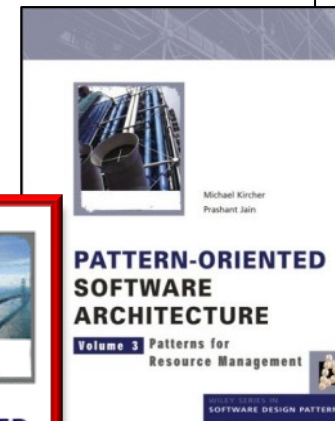
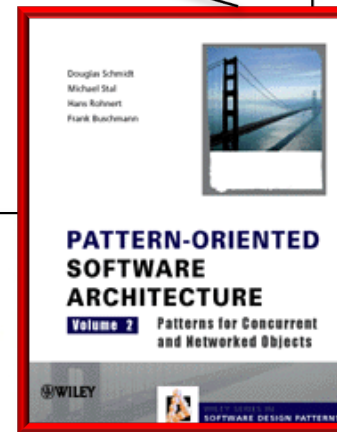
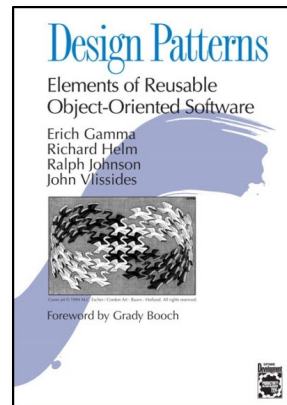
See [en.wikipedia.org/wiki/Proactor\\_pattern](https://en.wikipedia.org/wiki/Proactor_pattern), [en.wikipedia.org/wiki/Futures\\_and\\_promises](https://en.wikipedia.org/wiki/Futures_and_promises), & [kircher-schwanninger.de/michael/publications/Pooling.pdf](http://kircher-schwanninger.de/michael/publications/Pooling.pdf)



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- Several “Gang-of-Four” & POSA patterns are applied to enhance the framework-based ImageTaskGang implementation
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*The Proactor pattern separates the initiation of asynchronous operations from their handling, enabling efficient & scalable event-driven processing*

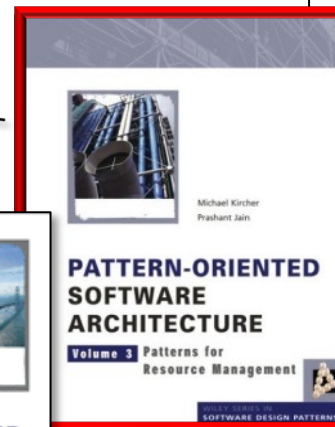
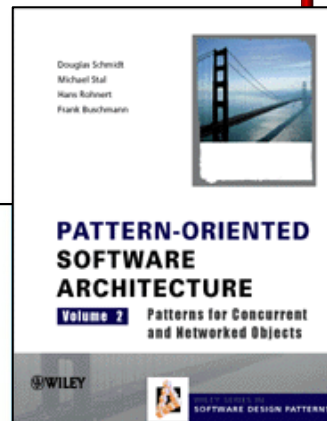
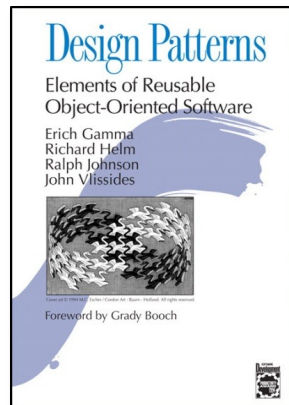


See [en.wikipedia.org/wiki/Proactor\\_pattern](https://en.wikipedia.org/wiki/Proactor_pattern)

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*The Future pattern provides a proxy for a result that may not be available yet, allowing a program to continue execution without blocking until the result is needed*

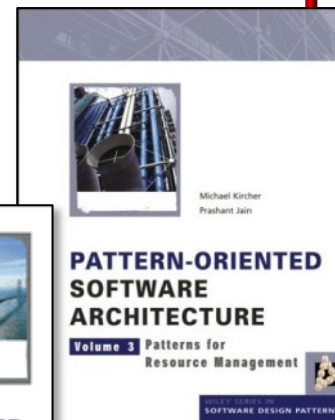
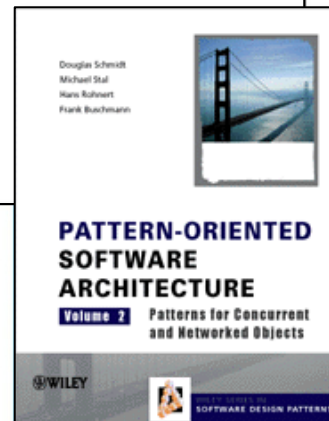
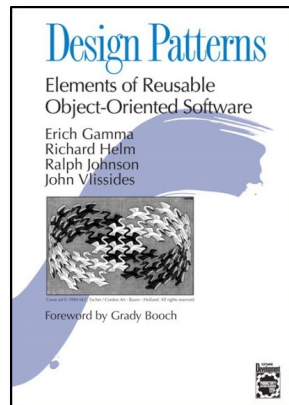


See [en.wikipedia.org/wiki/Futures\\_and\\_promises](https://en.wikipedia.org/wiki/Futures_and_promises)

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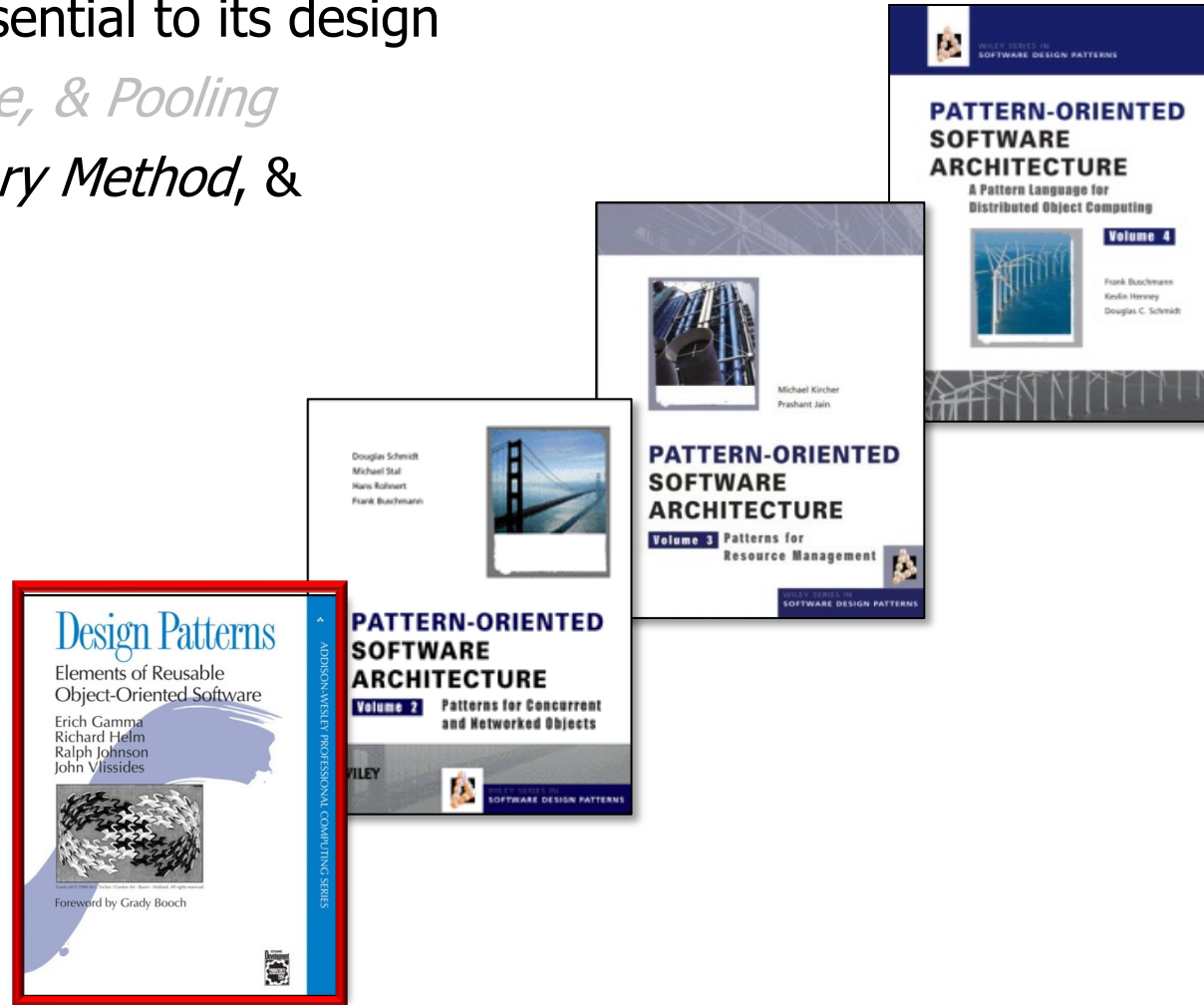
*The Pooling pattern involves creating & managing a pool of reusable resources to improve performance & efficiency by reducing overhead associated with creating/destroying resources repeatedly*



See [kircher-schwanninger.de/michael/publications/Pooling.pdf](http://kircher-schwanninger.de/michael/publications/Pooling.pdf)

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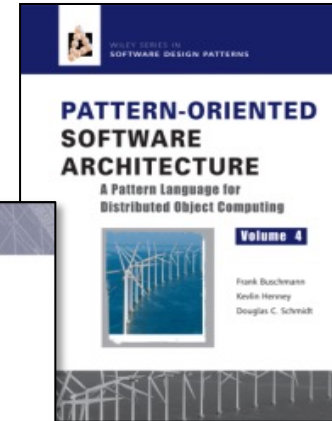
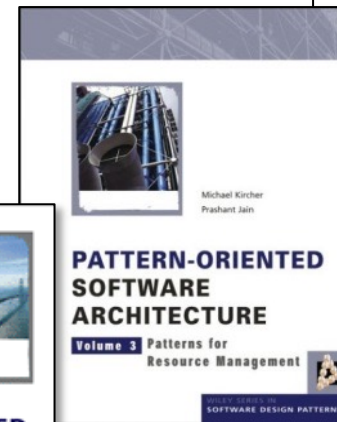
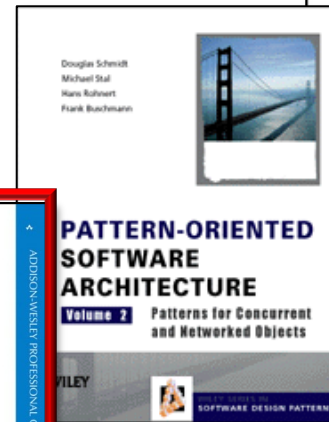
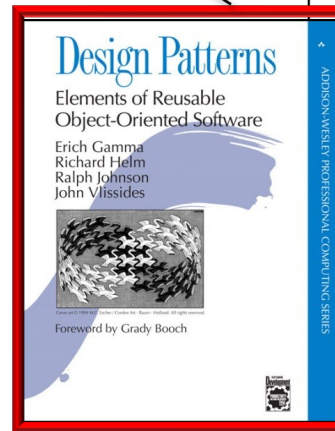


See [en.wikipedia.org/wiki/Decorator\\_pattern](http://en.wikipedia.org/wiki/Decorator_pattern), [en.wikipedia.org/wiki/Factory\\_method\\_pattern](http://en.wikipedia.org/wiki/Factory_method_pattern), & [en.wikipedia.org/wiki/Template\\_method\\_pattern](http://en.wikipedia.org/wiki/Template_method_pattern)

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*The Decorator pattern allows behavior to be added to an object dynamically, providing flexible & alternative combinations of features without modifying the underlying object*

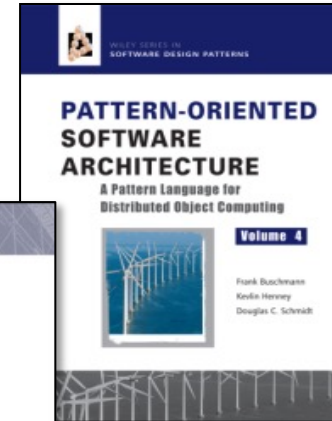
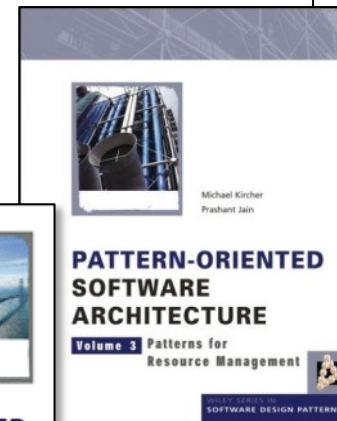
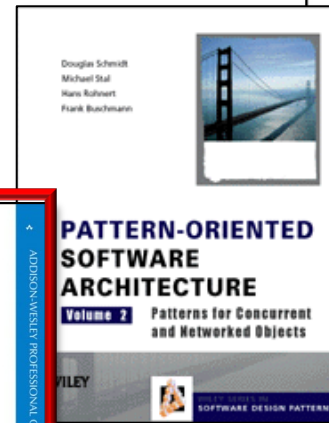
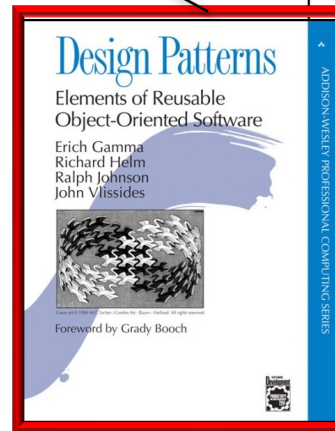


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*The Factory Method pattern defines an interface for creating objects but allows implementations to decide which concrete class to instantiate, promoting loose coupling & extensibility*

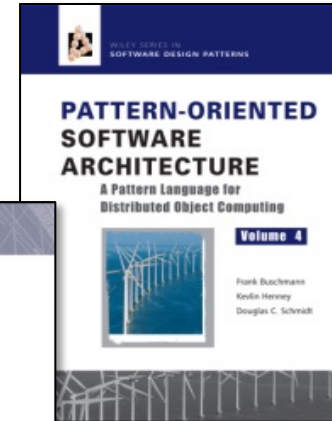
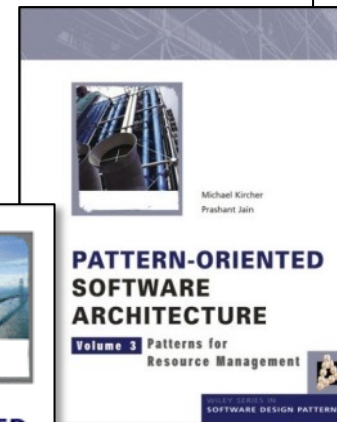
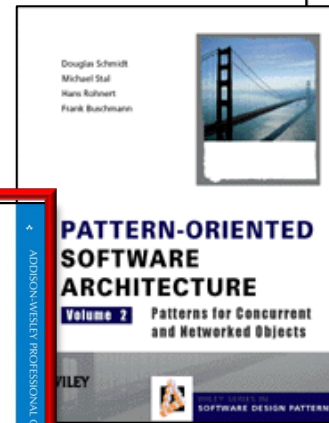
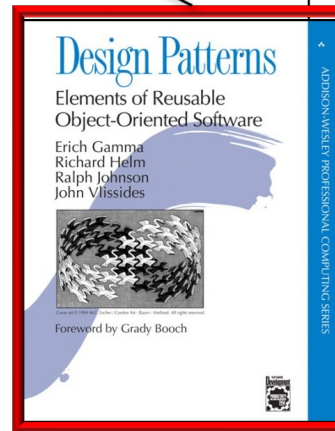


See [en.wikipedia.org/wiki/Factory\\_method\\_pattern](https://en.wikipedia.org/wiki/Factory_method_pattern)

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    - GoF: *Decorator, Factory Method, & Template Method*

*The Template Method pattern defines the skeleton of an algorithm in a base class, allowing subclasses to override certain steps while keeping the overall structure of the code intact, enabling more reuse & customization*



See [en.wikipedia.org/wiki/Template\\_method\\_pattern](https://en.wikipedia.org/wiki/Template_method_pattern)

# Overview of the Pattern-Oriented ImageTaskGang

- Several “Gang-of-Four” & POSA patterns are applied to enhance the framework-based ImageTaskGang implementation
  - These patterns most essential to its design
- The *Singleton* & *Command* patterns are also used in its implementation



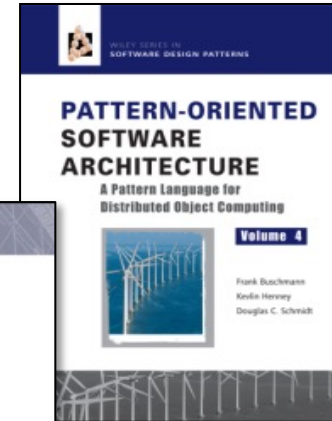
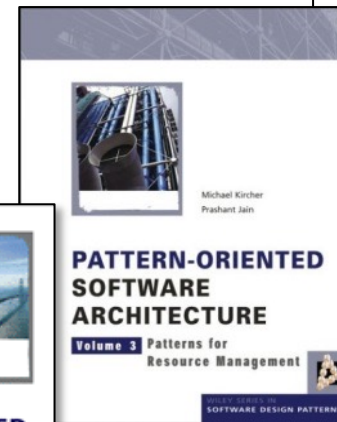
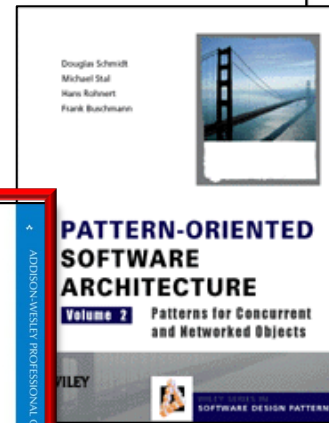
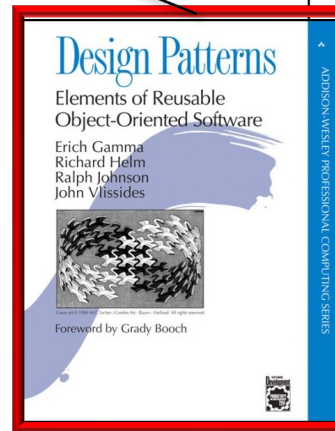
See [en.wikipedia.org/wiki/Singleton\\_pattern](https://en.wikipedia.org/wiki/Singleton_pattern)  
& [en.wikipedia.org/wiki/Command\\_pattern](https://en.wikipedia.org/wiki/Command_pattern)



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*The Singleton pattern ensures that only one instance of a class is created & provides a global point of access to it, commonly used for scenarios where a single, shared resource needs to be managed*

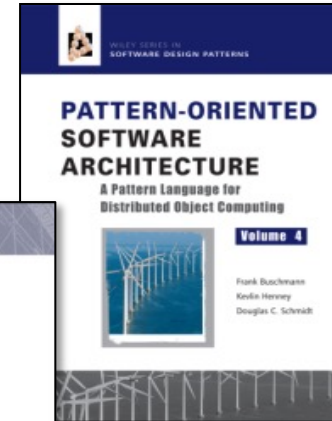
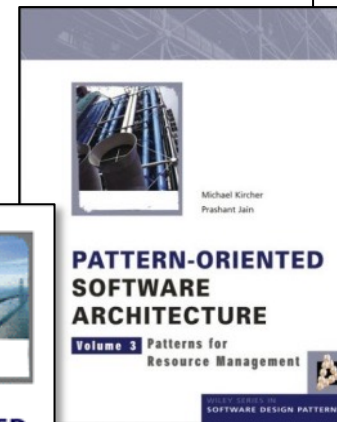
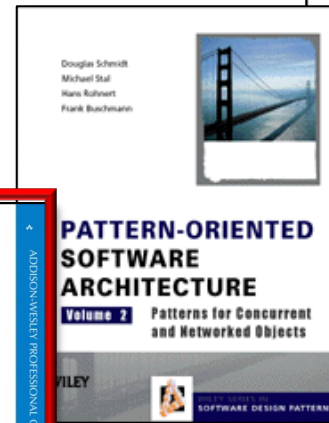
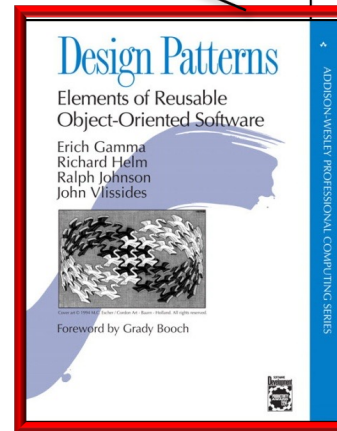


See [en.wikipedia.org/wiki/Singleton\\_pattern](https://en.wikipedia.org/wiki/Singleton_pattern)

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- Several “Gang-of-Four” & POSA patterns are applied to enhance the framework-based ImageTaskGang implementation
  - These patterns most essential to its design
- The *Singleton* & *Command* patterns are also used in its implementation

*The Command pattern encapsulates a request as an object, allowing the parameterization of clients with different requests, queuing or logging requests, & supporting operations like undo & redo*



See [en.wikipedia.org/wiki/Command\\_pattern](https://en.wikipedia.org/wiki/Command_pattern)

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# End of the Overview of the ImageTaskGang Application