

The Visitor Design Pattern



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Open/Closed Principle



Software entities (classes, features, etc.) should be **open** for **extension**, but **closed** for **modification**.

⇒ When **extending** the behaviour of a system, we may **add new code**, but we should **not modify the existing code**.

e.g., In the design for structures of expressions:

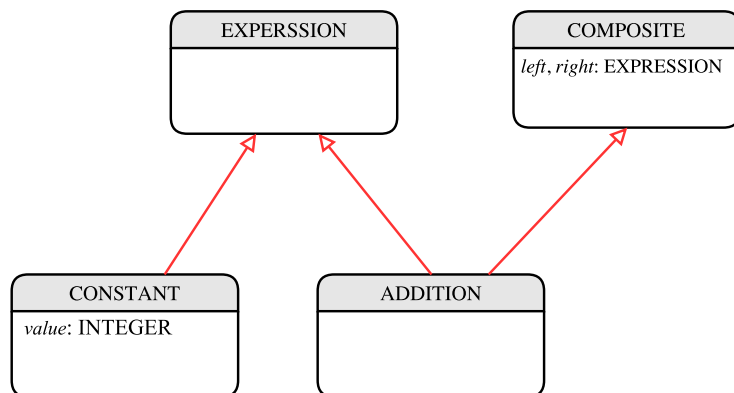
- **Closed**: Syntactic constructs of the language [stable]
- **Open**: New operations on the language [unstable]

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Motivating Problem (1)



Based on the **composite pattern** you learned, design classes to model **structures** of arithmetic expressions (e.g., 341 , 2 , $341 + 2$).

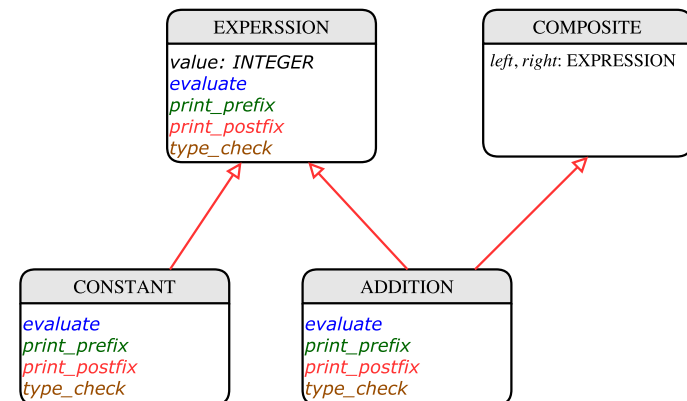


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Motivating Problem (2)



Extend the **composite pattern** to support **operations** such as evaluate, pretty printing (`print_prefix`, `print_postfix`), and `type_check`.



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Problems of Extended Composite Pattern

- Distributing the various **unrelated operations** across nodes of the **abstract syntax tree** violates the **single-choice principle**:

To add/delete/modify an operation

⇒ Change of all descendants of EXPRESSION

- Each node class lacks in **cohesion**:

A **class** is supposed to group **relevant** concepts in a **single** place.

⇒ Confusing to mix codes for evaluation, pretty printing, and type checking.

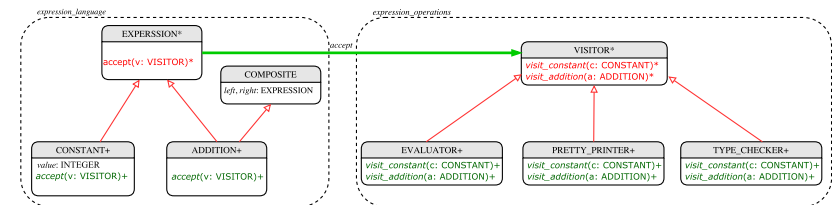
⇒ We want to avoid “polluting” the classes with these various unrelated operations.

Visitor Pattern

- Separation of concerns**:

- Set of language constructs [closed, stable]
 - Set of operations [open, unstable]
- ⇒ Classes from these two sets are **decoupled** and organized into two separate clusters.

Visitor Pattern: Architecture



Visitor Pattern Implementation: Structures

Cluster **expression_language**

- Declare **deferred** feature `accept(v: VISITOR)` in EXPRESSION.
- Implement `accept` feature in each of the descendant classes.

```
class CONSTANT
...
accept(v: VISITOR)
do
    v.visit_constant(Current)
end
end
```

```
class ADDITION
...
accept(v: VISITOR)
do
    v.visit_addition(Current)
end
end
```

Visitor Pattern Implementation: Operations



Cluster *expression_operations*

- For each descendant class C of EXPRESSION, declare a *deferred* feature `visit_c (e: C)` in the *deferred* class VISITOR.

```
class VISITOR
  visit_constant(c: CONSTANT) deferred end
  visit_addition(a: ADDITION) deferred end
end
```

- Each descendant of VISITOR denotes a kind of operation.

```
class EVALUATOR
  value: INTEGER
  visit_constant(c: CONSTANT) do value := c.value end
  visit_addition(a: ADDITION)
    local eval_left, eval_right: EVALUATOR
    do a.left.accept(eval_left)
      a.right.accept(eval_right)
      value := eval_left.value + eval_right.value
    end
end
```

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To Use or Not to Use the Visitor Pattern



- In the architecture of visitor pattern, what kind of **extensions** is easy and hard? Language structure? Language Operation?
 - Adding a new kind of **operation** element is easy.
 - To introduce a new operation for generating C code, we only need to introduce a new descendant class `C_CODE_GENERATOR` of VISITOR, then implement how to handle each language element in that class.
 - ⇒ **Single Choice Principle** is *obeyed*.
 - Adding a new kind of **structure** element is hard.
 - After adding a descendant class MULTIPLICATION of EXPRESSION, every concrete visitor (i.e., descendant of VISITOR) must be amended to provide a new `visit_multiplication` operation.
 - ⇒ **Single Choice Principle** is *violated*.
- The applicability of the visitor pattern depends on to what extent the **structure** will change.
 - ⇒ Use visitor if **operations** applied to **structure** might change.
 - ⇒ Do not use visitor if the **structure** might change.

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Testing the Visitor Pattern



```
1 test_expression_evaluation: BOOLEAN
2 local add, c1, c2: EXPRESSION ; v: VISITOR
3 do
4   create {CONSTANT} c1.make (1) ; create {CONSTANT} c2.make (2)
5   create {ADDITION} add.make (c1, c2)
6   create {EVALUATOR} v.make
7   add.accept (v)
8   check attached {EVALUATOR} v as eval then
9     Result := eval.value = 3
10  end
11 end
```

Double Dispatch in Line 7:

- DT** of add is **ADDITION** ⇒ Call `accept` in **ADDITION**

```
v.visit_addition (add)
```

- DT** of v is **EVALUATOR** ⇒ Call `visit_addition` in **EVALUATOR**

```
visiting result of add.left + visiting result of add.right
```

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