

The Composite Design Pattern



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Motivating Problem (1)

- Many manufactured systems, such as computer systems or stereo systems, are composed of **individual components** and **sub-systems** that contain components.
e.g., A computer system is composed of:
 - Individual pieces of equipment (*hard drives, cd-rom drives*)
Each equipment has **properties**: e.g., power consumption and cost.
 - Composites such as *cabinets, busses, and chassis*
Each *cabinet* contains various types of *chassis*, each of which in turn containing components (*hard-drive, power-supply*) and *busses* that contain *cards*.
- Design a system that will allow us to easily **build** systems and **calculate** their total cost and power consumption.

Motivating Problem (2)

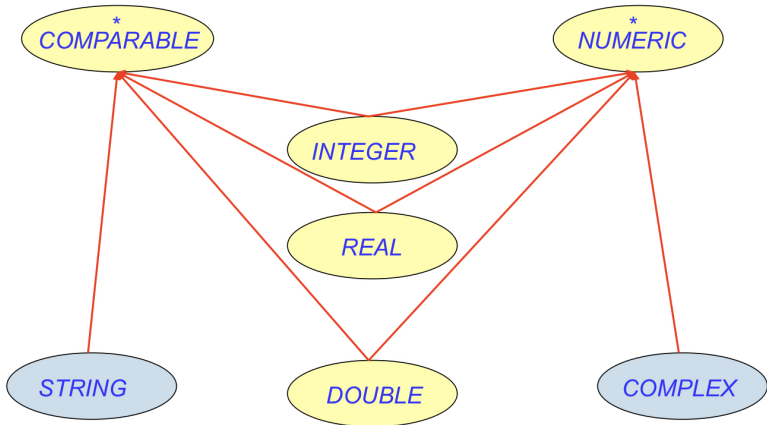
Design for *tree structures* with whole-part *hierarchies*.



Challenge: There are *base* and *recursive* modelling artifacts.

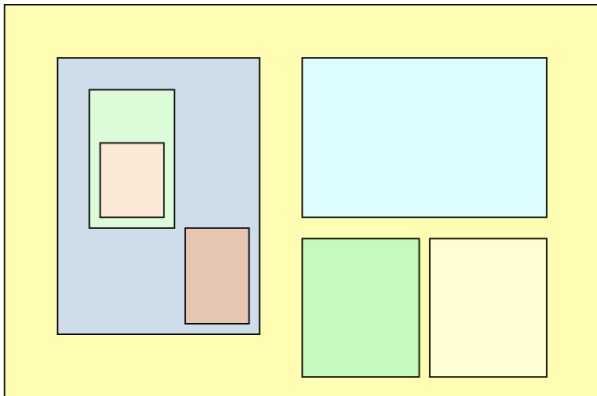
Multiple Inheritance: Combining Abstractions (1)

A class may have two more parent classes.



MI: Combining Abstractions (2.1)

Q: How do you design class(es) for nested windows?



Hints: height, width, xpos, ypos, change width, change height, move, parent window, descendant windows, add child window

MI: Combining Abstractions (2)

A: Separating *Graphical* features and *Hierarchical* features

```

class RECTANGLE
  feature -- Queries
    width, height: REAL
    xpos, ypos: REAL
  feature -- Commands
    make (w, h: REAL)
    change_width
    change_height
    move
end
  
```

```

class TREE[G]
  feature -- Queries
    parent: TREE[G]
    descendants: LIST[TREE[G]]
  feature -- Commands
    add_child (c: TREE[G])
end
  
```

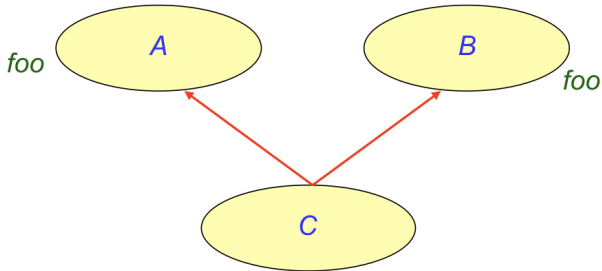
```

class WINDOW
  inherit
    RECTANGLE
    TREE[WINDOW]
  feature
    add (w: WINDOW)
end
  
```

```

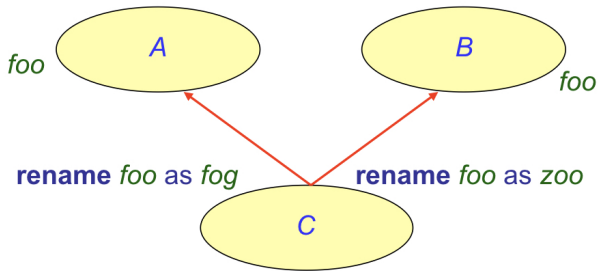
test_window: BOOLEAN
local w1, w2, w3, w4: WINDOW
do
  create w1.make(8, 6) ; create w2.make(4, 3)
  create w3.make(1, 1) ; create w4.make(1, 1)
  w2.add(w4) ; w1.add(w2) ; w1.add(w3)
  Result := w1.descendants.count = 2
end
  
```

MI: Name Clashes



In class C, feature `foo` inherited from ancestor class A clashes with feature `foo` inherited from ancestor class B.

MI: Resolving Name Clashes



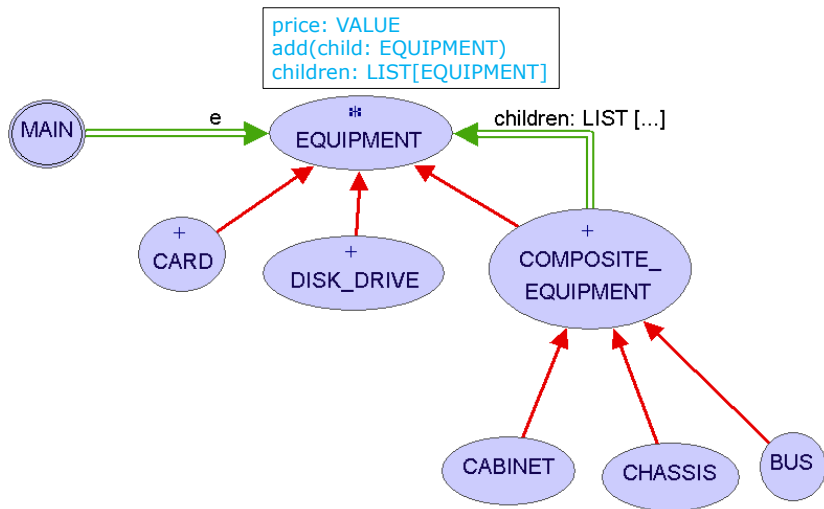
```
class C
  inherit
  A rename foo as fog end
  B rename foo as zoo end
  ...
```

		<code>o.foo</code>	<code>o.fog</code>	<code>o.zoo</code>
<code>o:</code>	A	✓	✗	✗
<code>o:</code>	B	✓	✗	✗
<code>o:</code>	C	✗	✓	✓

Solution: The Composite Pattern

- **Design** : Categorize into *base* artifacts or *recursive* artifacts.
- **Programming** :
Build a *tree structure* representing the whole-part *hierarchy* .
- **Runtime** :
Allow clients to treat *base* objects (leafs) and *recursive* compositions (nodes) *uniformly* .
 - ⇒ **Polymorphism** : *leafs* and *nodes* are “substitutable”.
 - ⇒ **Dynamic Binding** : Different versions of the same operation is applied on *individual objects* and *composites* .
e.g., Given **e: EQUIPMENT** :
 - `e.price` may return the unit price of a *DISK_DRIVE* .
 - `e.price` may sum prices of a *CHASIS*’ containing equipments.

Composite Architecture: Design (1.1)

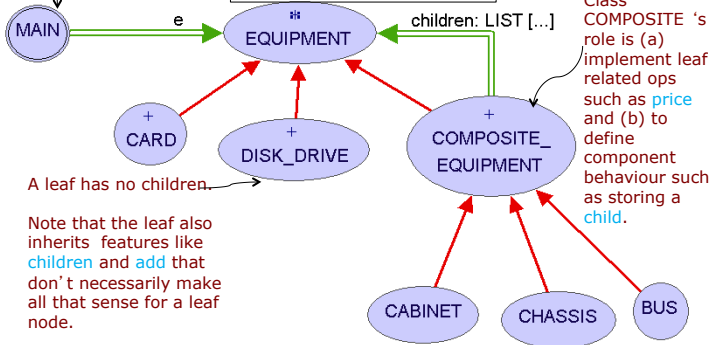


Composite Architecture: Design (1.2)

The client uses abstract class EQUIPMENT to manipulate objects in the composition.

Class EQUIPMENT defines an interface for all objects in the composition: both the composite and leaf nodes.
May implement default behavior for add(child) etc.

```
price: VALUE  
add(child: EQUIPMENT)  
children: LIST[EQUIPMENT]
```



Composite Architecture: Design (1.3)

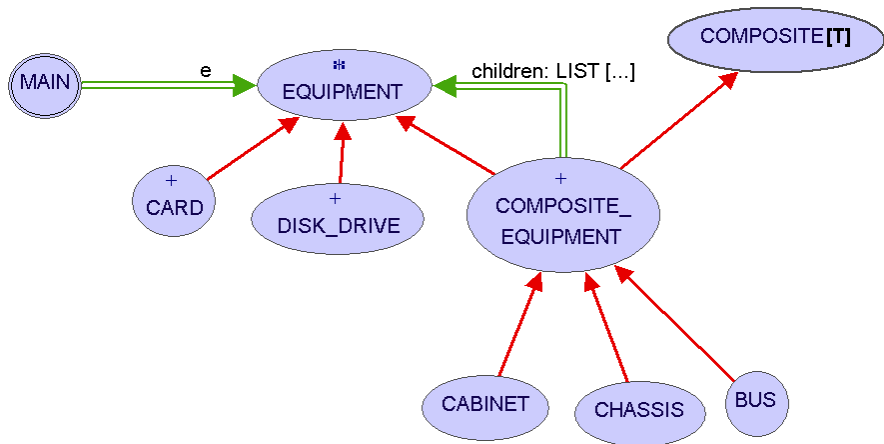
Q: Any flaw of this first design?

A: Two “composite” features defined at the EQUIPMENT level:

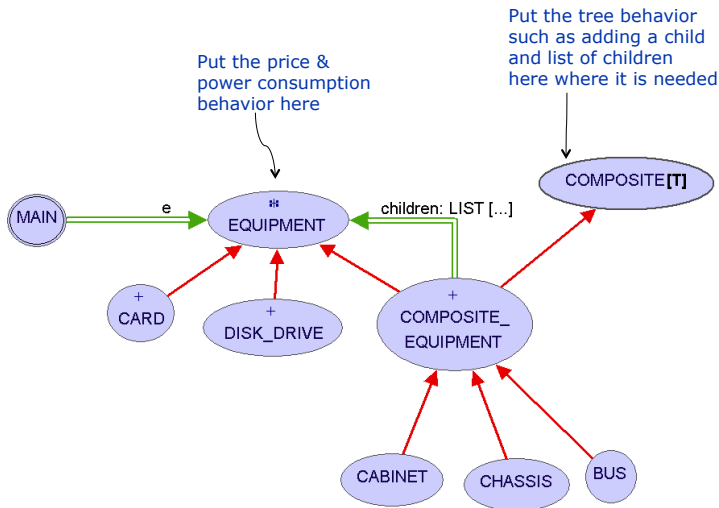
- children: LIST[EQUIPMENT]
- add(child: EQUIPMENT)

⇒ Inherited to all *base* equipments (e.g., HARD_DRIVE) that do not apply to such features.

Composite Architecture: Design (2.1)



Composite Architecture: Design (2.2)



Implementing the Composite Pattern (1)

```
deferred class
  EQUIPMENT
feature
  name: STRING
  price: REAL -- uniform access principle
end
```

```
class
  CARD
inherit
  EQUIPMENT
feature
  make (n: STRING; p: REAL)
  do
    name := n
    price := p -- price is an attribute
  end
end
```

Implementing the Composite Pattern (2.1)

```
deferred class
  COMPOSITE[T]
feature
  children: LINKED_LIST[T]

  add (c: T)
  do
    children.extend (c) -- Polymorphism
  end
end
```

Exercise: Make the COMPOSITE class *iterable*.

Implementing the Composite Pattern (2.2)

```
class
  COMPOSITE_EQUIPMENT
inherit
  EQUIPMENT
  COMPOSITE [EQUIPMENT]
create
  make
feature
  make (n: STRING)
    do name := n ; create children.make end
  price : REAL -- price is a query
    -- Sum the net prices of all sub-equipments
  do
    across
      children as cursor
    loop
      Result := Result + cursor.item.price -- dynamic binding
    end
  end
end
```

Testing the Composite Pattern

```
test_composite_equipment: BOOLEAN
  local
    card, drive: EQUIPMENT
    cabinet: CABINET -- holds a CHASSIS
    chassis: CHASSIS -- contains a BUS and a DISK_DRIVE
    bus: BUS -- holds a CARD
  do
    create {CARD} card.make("16Mbs Token Ring", 200)
    create {DISK_DRIVE} drive.make("500 GB harddrive", 500)
    create bus.make("MCA Bus")
    create chassis.make("PC Chassis")
    create cabinet.make("PC Cabinet")

    bus.add(card)
    chassis.add(bus)
    chassis.add(drive)
    cabinet.add(chassis)
    Result := cabinet.price = 700
  end
```

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Motivating Problem (1)

Motivating Problem (2)

Multiple Inheritance:

Combining Abstractions (1)

MI: Combining Abstractions (2.1)

MI: Combining Abstractions (2)

MI: Name Clashes

MI: Resolving Name Clashes

Solution: The Composite Pattern

Composite Architecture: Design (1.1)

Composite Architecture: Design (1.2)

Composite Architecture: Design (1.3)

Composite Architecture: Design (2.1)

Composite Architecture: Design (2.2)

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Implementing the Composite Pattern (2.1)

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Testing the Composite Pattern