More Object Design with **GoF Patterns**

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Today's Agenda

- More Object Design with GoF Patterns
 - More tomorrow
- Design Studio:Team 12 XNA Games



Applying Patterns to NextGen POS Iteration 3

- Local caching
- Failover to local services
- Support for third-party POS devices
- Handling payments



Failover & Performance with Local Caching

- What is a cache?
 How does a cache usually work?
- Why use a local cache for NextGen POS?
 - Performance
 - Improve recoverability

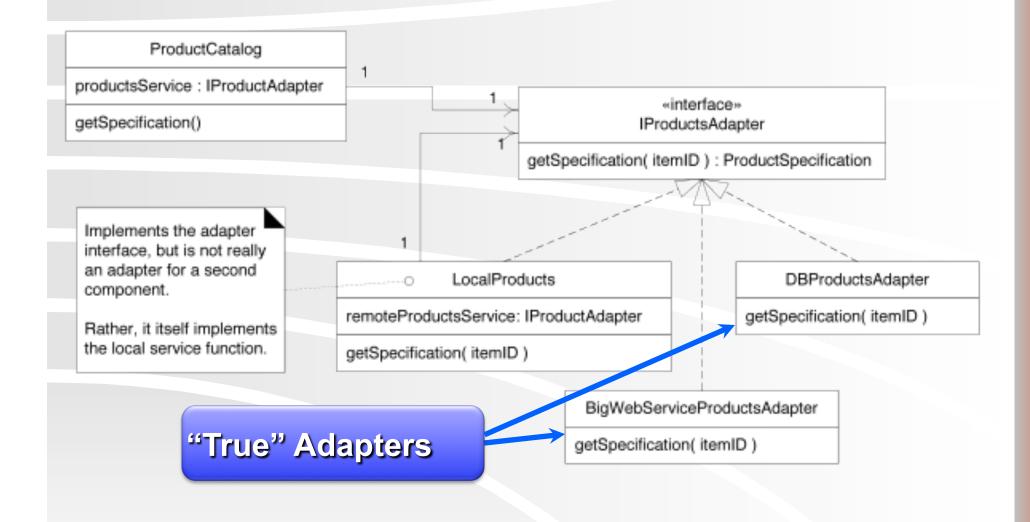


Search Strategy for Product Information

- 1. Look in memory (in map stored by *ProductCatalog*)
- 2. Look on local hard drive cache
- 3. Retrieve from remote persistence service

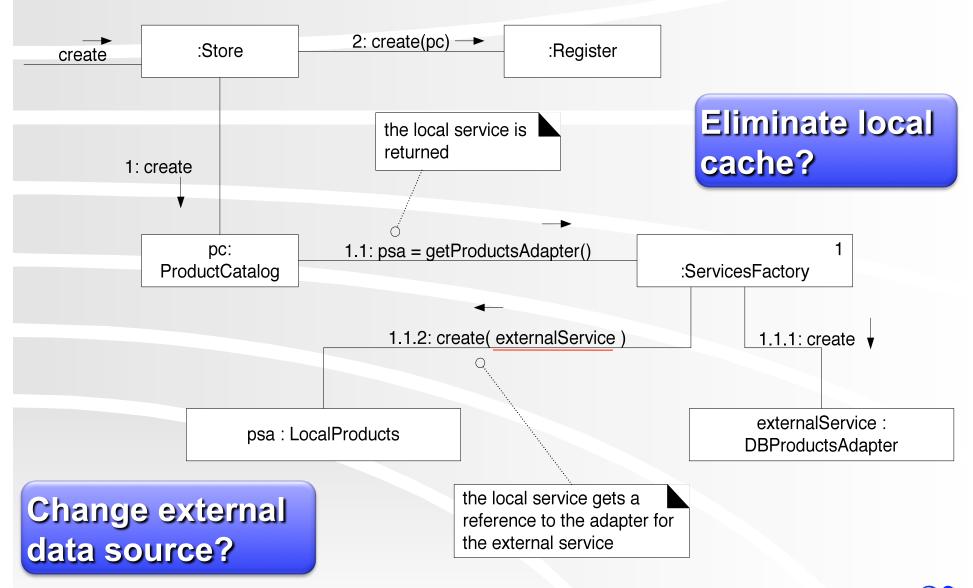


Applying the Adapter Pattern



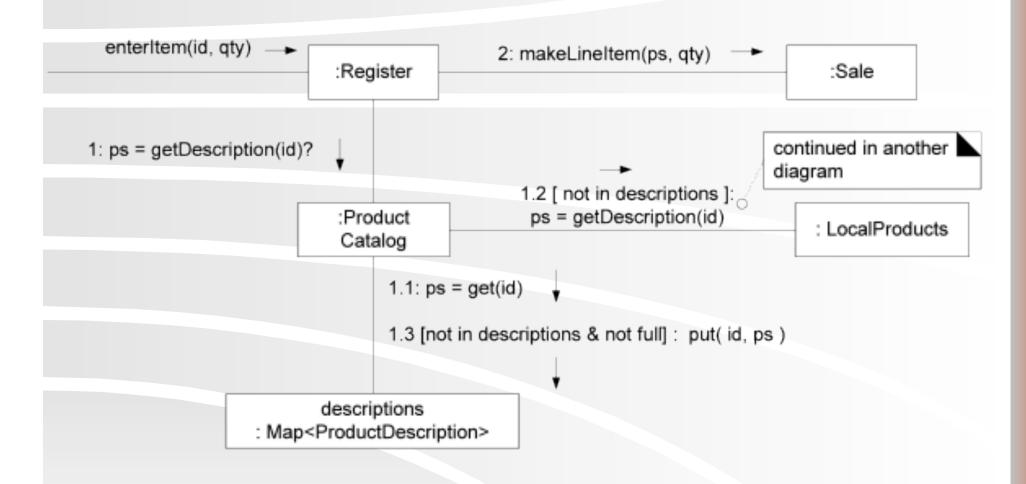


Using a Factory to Set Up for Local Caching



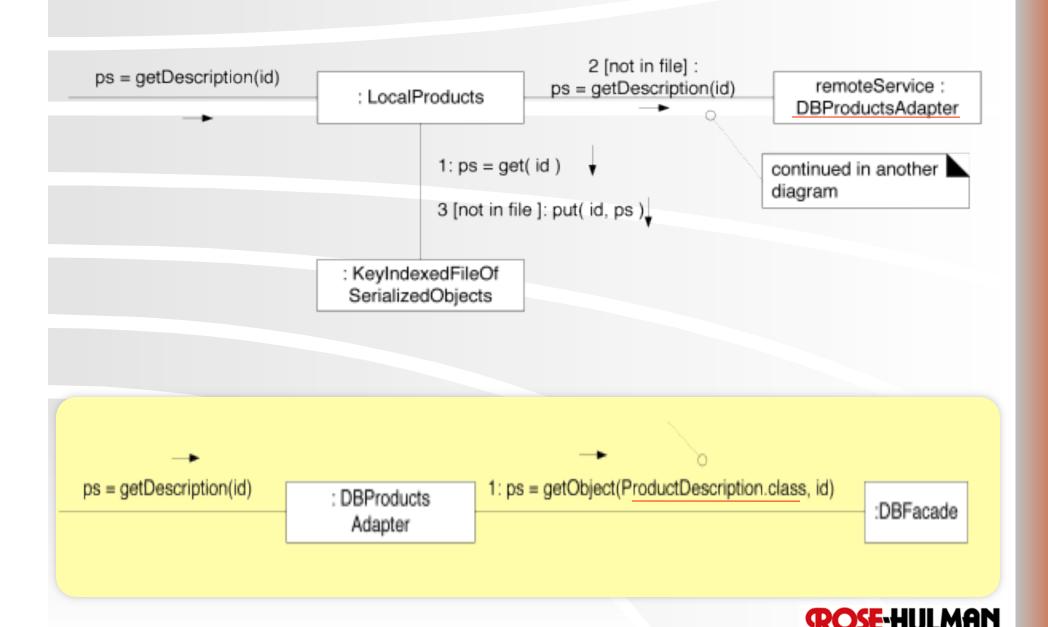


Product Lookup with In-memory Miss

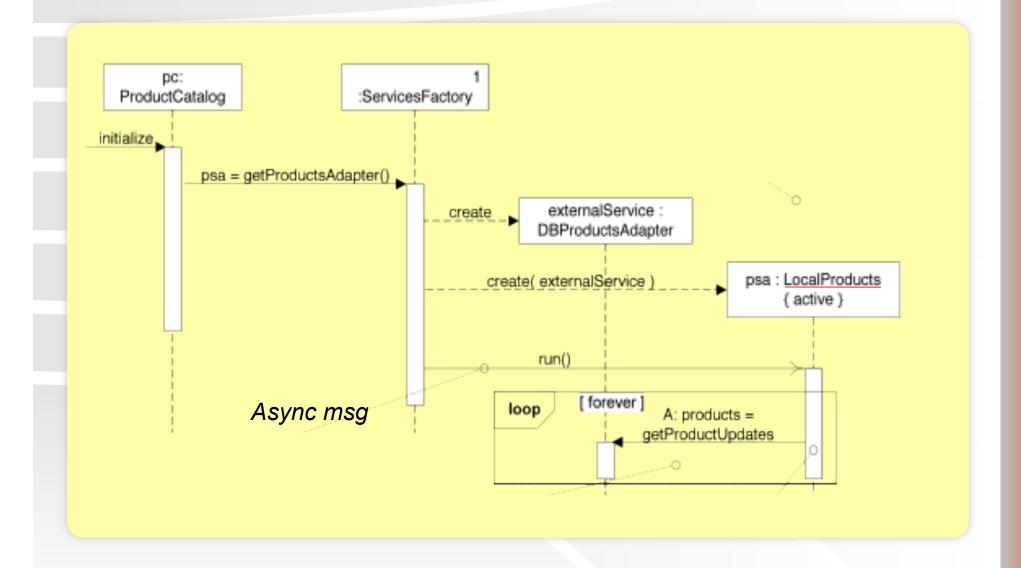




Product Lookup with Local Cache Miss



Using Threads to Freshen the Cache





How's the final iteration going?





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Handling Failure in NextGen POS

What should happen if there is a local cache miss and the external product information service fails?



DCD: Exceptions Caught and Thrown

PersistenceFacade

usageStatistics: Map

Object get(Key, Class) throws DBUnavailableException, FatalException put(Key, Object) { exceptions= (DBUnavailableException, FatalException) }

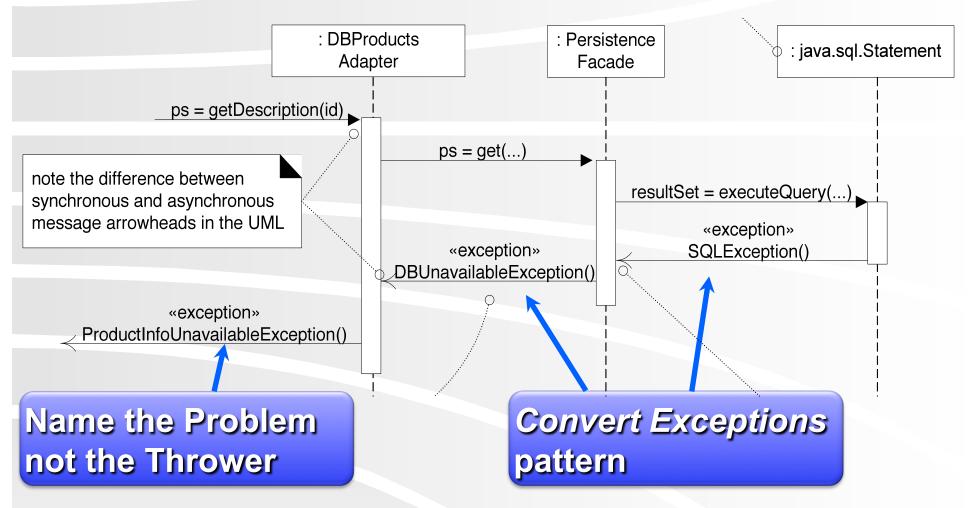
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exceptions

FatalException
DBUnavailableException



Showing Exception in Sequence Diagrams





How should NextGen POS handle this exception?

- Common exception handling patterns
 - Use a central error logging object to record all exceptions for diagnosis by developers
 - Use a standard, application-independent, non-Ul object to notify users
 - Can delegate to multiple different UI notifications
 - Protected Variation for changes in reporting



Failover to Local Services with a Proxy



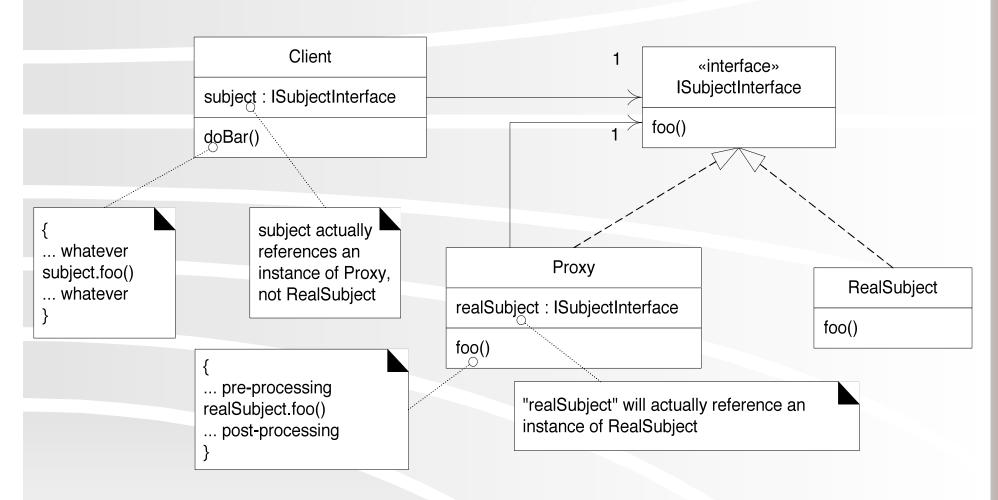
Proxy GoF Pattern

Problem: How do we control access to some subject object if we want to avoid giving direct access?

Solution: Add a level of indirection with a proxy object that implements the same methods as the subject and conditionally delegates to it.



Structure of the Proxy Pattern



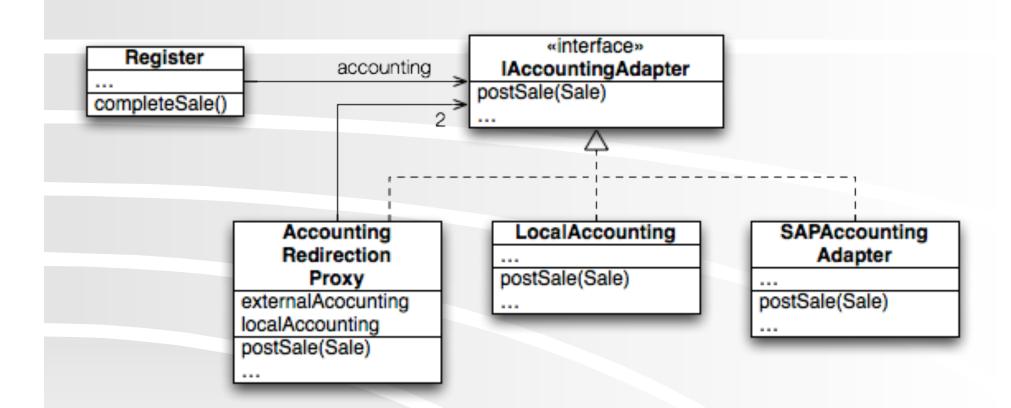


Proxy in NextGen POS

- Posting sales to the accounting service
 - Send postSale(Sale) to a redirection proxy
 - Proxy attempts to post to external service
 - If it fails, then proxy stores result locally

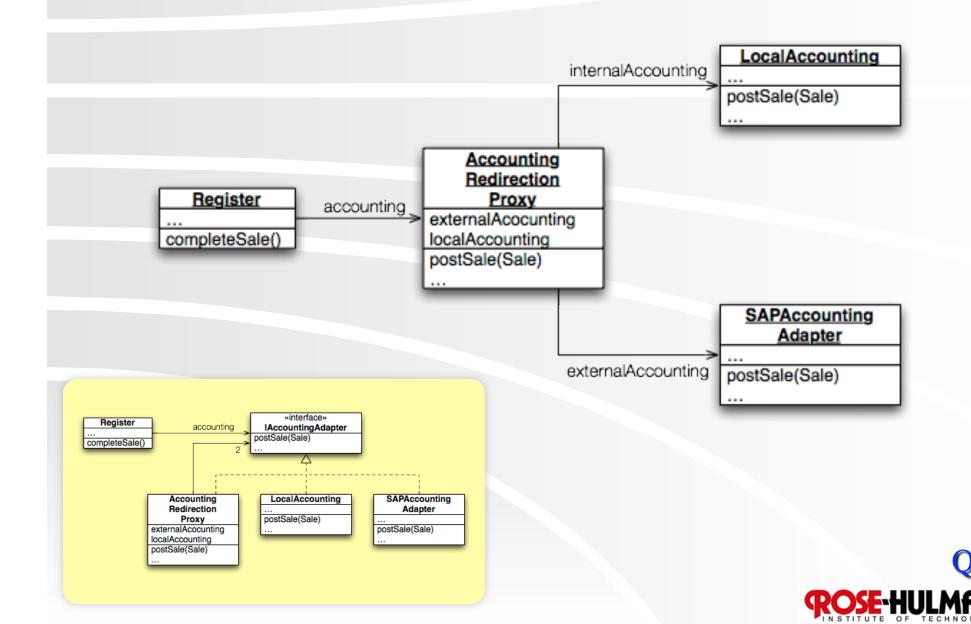


Proxy in NextGen POS — DCD





Proxy in NextGen POS — Object Diagram



Design Studio: Team 12: Security API

~5 minutes:

Team describes problem and current solution (if any)

~3 minutes:

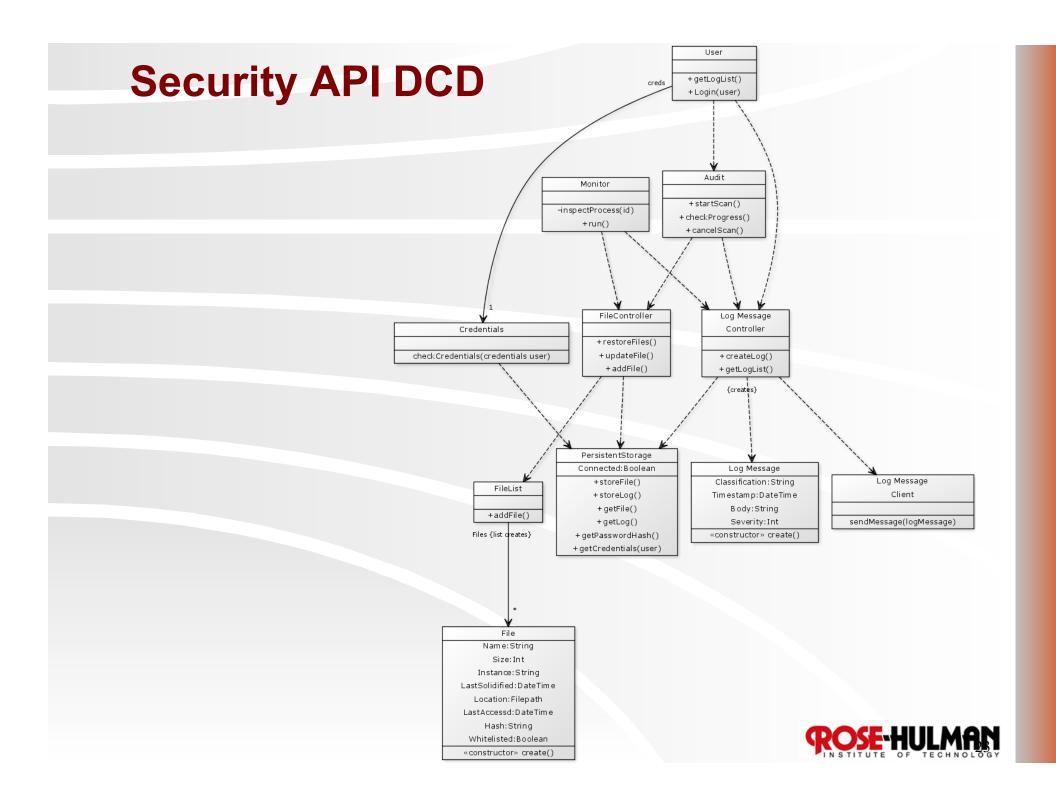
Class thinks about questions, alternative approaches

Q7

~12 minutes:

On-board design with team modeling and instructor advising/facilitating





Homework and Milestone Reminders

- Read Chapter 37
- Milestone 5 Iteration 3 Junior Project
 System with finalized Design Document
 - Preliminary Design Walkthrough on Friday,
 February 12th, 2010 during project meeting.
 - Final Project Due by 11:59pm Friday, February 19th, 2010.



CD for Proxy to failover to local storage if the remote accounting service is down

