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# Software Engineering Design & Construction

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Guess the Pattern

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Template Method Pattern (The template method is the get method.)

## Identify the Design Pattern...

```
public abstract class AbstractSequentialList<E> extends AbstractList<E> {  
    protected AbstractSequentialList() { }  
    public E get(int index) {  
        try {  
            return listIterator(index).next();  
        } catch (NoSuchElementException exc) {  
            throw new IndexOutOfBoundsException("Index: "+index);  
        }  
    }  
    ...  
    public abstract ListIterator<E> listIterator(int index);  
}
```

## Identify the Design Pattern...

```
/**
 * Creates a {@code Spliterator.OfInt} using a given
 * {@code IntStream.IntIterator} as the source of elements, and with a given
 * initially reported size.
 *
 * ...
 */
public static Spliterator.OfInt spliterator(PrimitiveIterator.OfInt iterator,
                                           long size,
                                           int characteristics) {
    return new IntIteratorSpliterator(Objects.requireNonNull(iterator),
                                     size, characteristics);
}
```

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Do not forget!

In most cases more context  
is required to correctly  
identify the used pattern.

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