

# Software Engineering Design & Construction

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Guess the Pattern

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