Software Engineering Design & Construction

Dr. Michael Eichberg
Fachgebiet Softwaretechnik
Technische Universität Darmstadt

Guess the Pattern

Identify the Design Pattern…

```java
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…

```java
/**
 * 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);
}
```

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