

# Software Engineering Design & Construction

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Template Method Pattern

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## The Template-Method Pattern in a Nutshell

### Intent:

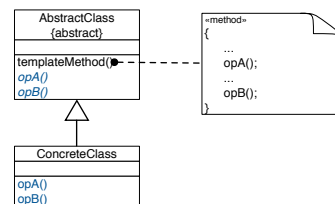
- Separate high-level policies from detailed low-level mechanisms.

- **Separate invariant from variant parts.**

### Solution Idea:

Use abstract classes to:

- Define interfaces to detailed mechanisms and variant parts.
- Implement high-level policies and invariant parts to these interfaces.
- Control sub-class extensions.
- Avoid code duplication.



The Template-Method Pattern plays a key role in the design of object-oriented frameworks.

*(Separate high-level policies from detailed low-level mechanisms. => This is related to the recommendation not to override methods from superclasses.)*

## Example Application of Template Method

### Functional requirements:

- Need a family of sorting algorithms ...(bubble sort, quick sort, etc.)
- for different kinds of data (int, double, etc.)
- Clients that use sorting algorithms should be reusable with a variety of specific algorithms.

### Non-functional requirements on the design:

- Need to separate the high-level „sorting“ policies from low-level mechanisms.
- Low-level mechanisms are responsible for:
  - deciding when an element is out of order,
  - swapping out-of-order elements.

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## Separating the Policy of Sorting

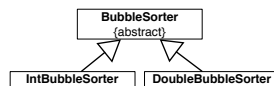
```
public abstract class BubbleSorter {  
    protected int length = 0;
```

### Policy

```
protected void sort() {  
    if (length <= 1) return;  
    for (int nextToLast = length - 2; nextToLast >= 0; nextToLast--)  
        for (int index = 0; index <= nextToLast; index++)  
            if (outOfOrder(index)) swap(index);  
}
```

### Mechanism

```
protected abstract void swap(int index);  
protected abstract boolean outOfOrder(int index);  
}
```



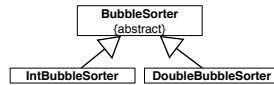
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Implement the sorting policy in a **template method**, **sort**. Hide mechanisms needed for implementing the sorting policy behind abstract methods (**outOfOrder** and **swap**), which are called by the template method.

## Filling the Template for Specific Algorithms

```
public class IntBubbleSorter
    extends BubbleSorter {
    private int[] array = null;

    public void sort(int[] theArray) {
        array = theArray;
        length = array.length;
        /*super*/sort();
    }
    protected void swap(int index) {
        int temp = array[index];
        array[index] = array[index + 1];
        array[index + 1] = temp;
    }
    protected boolean outOfOrder(int index) {
        return (array[index] > array[index + 1]);
    }
}
```



What are the advantages and deficiencies of the Template-Method Pattern?

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The advantages and deficiencies of the Template-Method Pattern are basically those of inheritance:

### Template method forces mechanisms to extend a specific policy.

- Implementation of low-level mechanisms depends on the template.
- **Cannot re-use low-level mechanisms** functionality.  
swap and outOfOrder implemented in IntBubbleSorter may be useful in other contexts as well, e.g., for quick sort.

## Task: Identify the *Template Method Pattern* in Log4J

### interface Appender

Implement this interface for your own strategies for outputting log statements. [...]

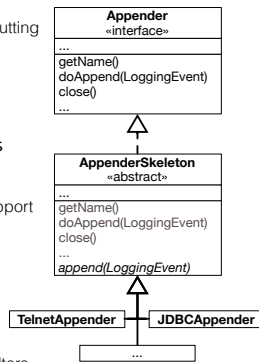
```
public void doAppend(LoggingEvent event)
    Log in Appender specific way.
```

### abstract class AppenderSkeleton implements Appender

Abstract superclass of the other appenders. This class provides the code for common functionality, such as support for threshold filtering and support for general filters. [...]

```
abstract void append(LoggingEvent event)
    Subclasses should implement this method to perform actual logging.
```

```
void doAppend(LoggingEvent event)
    This method performs threshold checks and invokes filters before delegating actual logging to the append(LoggingEvent) method.
```



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*In case of an exam, it would be possible that we provide you with this example and would ask about the used patterns.*

Ask yourself which method is the “Template Method”?

## Functional Counterpart of Template

One can look at the Template-Method Pattern as a style for emulating higher-order functions available in programming languages that support functional-style programming.

Alternative design for Log4J in Scala?

```
class AppenderSkeleton(
  private val append : (LoggingEvent) => Unit // Function1[LoggingEvent,Unit]
) {
  def doAppend(LoggingEvent : LoggingEvent) {
    // filtering, threshold checks,...
    append(LoggingEvent)
  }
}
```

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Whether this is a feasible design or not requires a detailed analysis of the context; i.e., the AppenderSkeleton class. In this case, the method `close` indicates that an Appender may be in different states which suggests that the standard implementation approach is best suited (also in Scala).

Higher-order Functions:

- **First-order** functions abstract over variations in data. (“Supported by basically all languages.”)
- **Higher-order** function: A function parameterized by other functions. Higher-order functions abstract over variations in sub-computations.
- **First-class** functions are values that can be passed as parameters and returned as results.

## Scala (2.11.x) HashTable

```
/**
  [...]
  There are mainly two parameters that affect the performance of a hashtable: the initial size
  and the load factor. The size refers to the number of buckets in the hashtable, and the load
  factor is a measure of how full the hashtable is allowed to get before its size is
  automatically doubled. Both parameters may be changed by overriding the corresponding
  values in class HashTable.
  */
trait HashTable[A, Entry >: Null <: HashEntry[A, Entry]] extends HashTable.HashUtils[A] {
  [...]
  /** The actual hash table.*/
  @transient protected var table: Array[HashEntry[A, Entry]] = new Array(initialCapacity)

  /** The initial size of the hash table.*/
  protected def initialSize: Int = 16

  private def initialCapacity = capacity(initialSize)

  [...]
}
```

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Again, ask yourself where is the template method?

Ask yourself, why it is better/safer to define a method `initialSize` then a variable?

*Here, the usage of the Template Method Pattern is a technical artifact, because Scala (up to 2.12) does not support trait parameters! In general, using inheritance in such a way is ill-advised.*