

# Software Engineering Design & Construction

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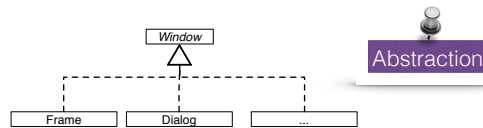
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Bridge Pattern

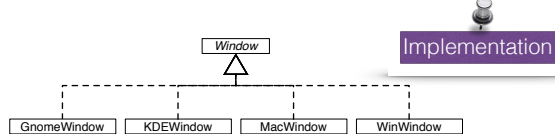
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## Motivation by Example

We want to provide different types of windows:

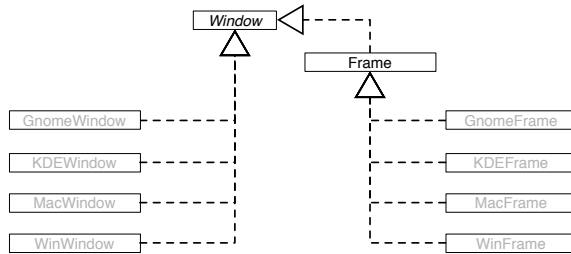


We want to support multiple operating systems:



# Motivation by Example

Two dimensions of variability!



Can you imagine a better solution?

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Several problems:

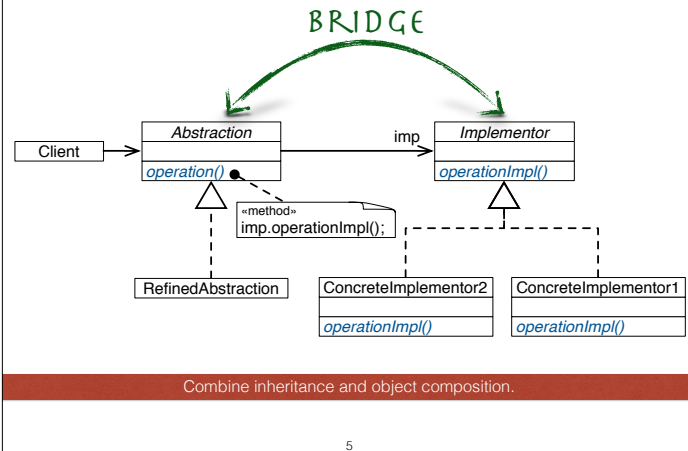
- Implementation (e.g., `GnomeWindow`) bound to abstraction (`Window`)
- Code duplication and proliferation of classes

## The Bridge Design Pattern

Decouple an **abstraction** from its **implementation**.  
So that the two can vary independently.

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## Bridge Design Pattern - Structure

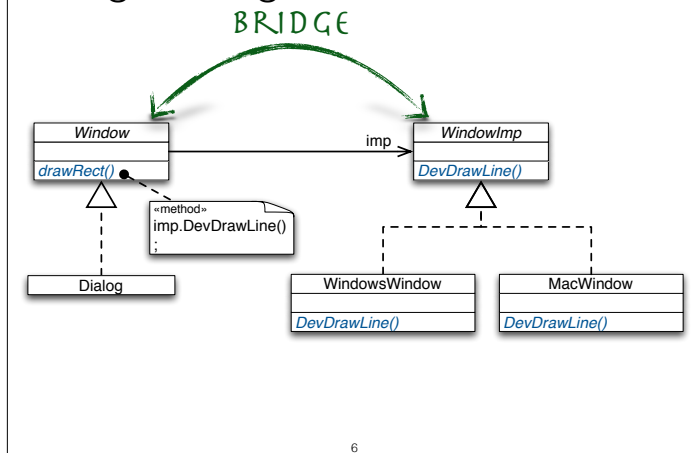


Combine inheritance and object composition:

- Use **inheritance** to model variations of the abstraction.
- Use **object composition** to abstract from implementation variations.

The interface defines **all** methods the client will ever use. I.e., when designing the Implementor interface we have to foresee the needs of all future clients and the capabilities of future subclasses.

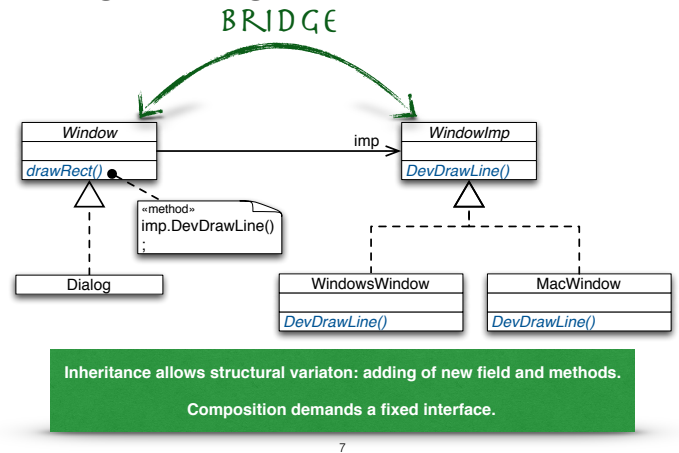
## Bridge Design Pattern - Illustrated



The Rationale Underlying the Solution:

- Object composition and inheritance provide different trade-offs for expressing variations.
- Object composition is used to implement dynamic variations with a fixed interface. Implementation variations are more of this kind; although not always...
- For static variations inheritance is preferred, because it supports structural variations. Abstraction variations are mostly static. They often imply variation of structure.

## Bridge Design Pattern - Illustrated



## Advantages

Decoupling interface and implementation:

- Implementation can be configured at run-time.
- The implementation in use is hidden inside the abstraction.

Improved extensibility:

- Both abstractions and their implementations become independently extensible by subclassing without a class proliferation.
- Different abstractions and implementations can be combined.

## Takeaway

- The Bridge Pattern instructs to use object composition to bridge between two inheritance hierarchies when you need to combine two kinds of variations of an object type.
- The Bridge Pattern allows to vary an abstraction and its implementation independently of each other.
- Works well as long as there is no dependency between the implementation on abstraction variations, i.e., if they do not vary co-variantly.