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Problem Solving Programming

# Design Patterns

# Previous Lecture

- Decorator Pattern
- Go to teams and watch video lecture



# Bridge Design Pattern



## Bridge

Lets you split a large class or a set of closely related classes into two separate hierarchies—abstraction and implementation—which can be developed independently of each other.



# Bridge Concept

- Decouple an abstraction from its implementation so that the two can vary independently.
- This pattern is used to separate an abstraction from its implementation so that both can be modified independently.
- It involves an interface which acts as a bridge between the abstraction class and implementer classes.



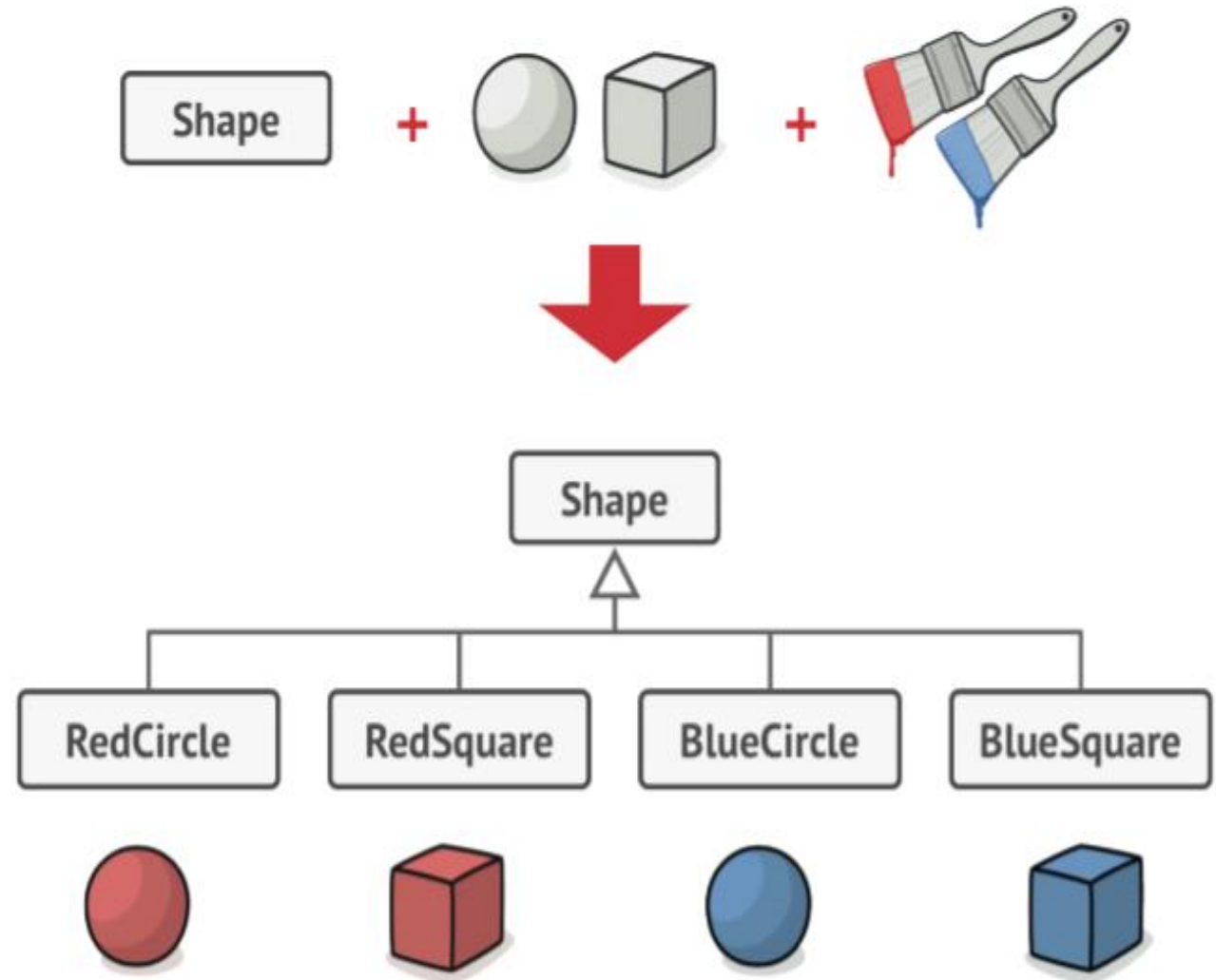
# Real World Analogy of the Problem

- In a software product development company, the development team and the marketing team both play crucial roles.
- The marketing team does a market survey and gathers the customer requirements.
- The development team implements those requirements in the product to fulfill the customer needs.
- Any change (say, in the operational strategy) in one team should not have a direct impact on the other team.
- In this case, you can think of the marketing team as playing the role of the bridge between the clients of the product and the development team of the software organization.



# Understanding the Problem

- Geometric shape with two subclasses Circle and Square.
- Extend to incorporate colors Red and Blue.
- Adding up further subclasses two for each shape.
- Adding new shape types and colors to the hierarchy will grow it exponentially



*Number of class combinations grows in geometric progression.*



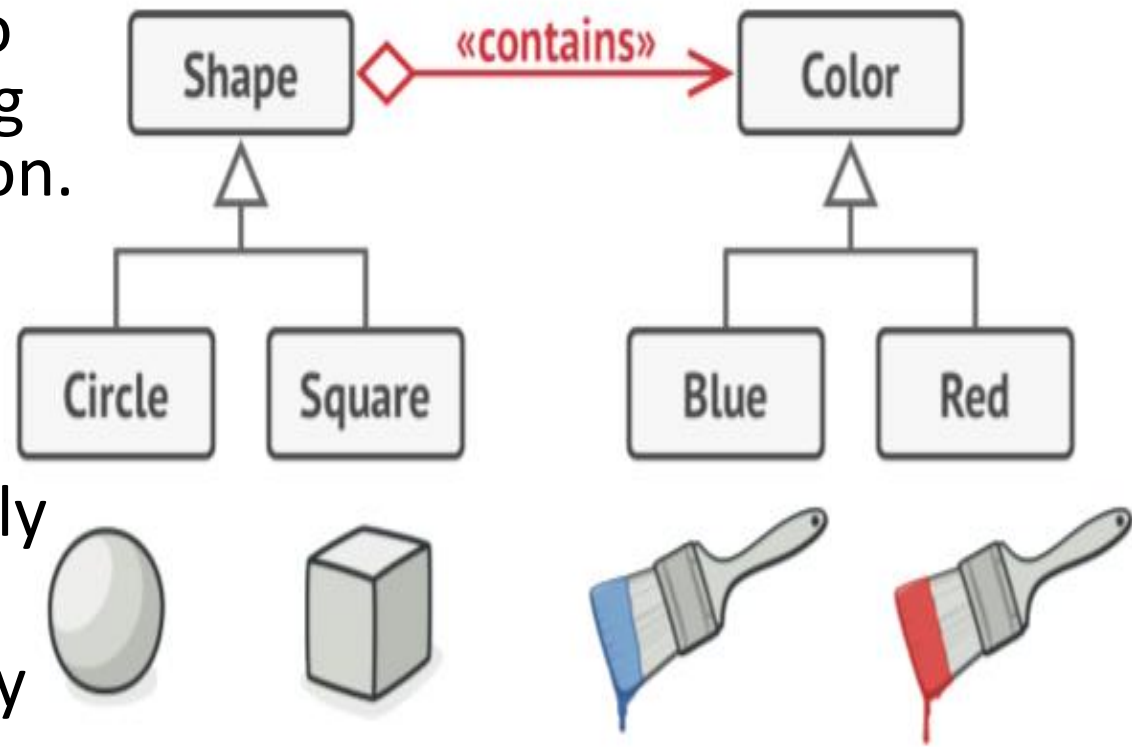
# Analysis

- Growing two different dimensions.
- This problem occurs because we're trying to extend the shape classes in two independent dimensions: by form and by color.
- That's a very common issue with class inheritance
- Here comes the bridge pattern to solve this problem.



# Solution

- The Bridge pattern attempts to solve this problem by switching from inheritance to composition.
- Extract one of the dimensions into a separate class hierarchy.
- The original classes will reference to the object of newly created hierarchy.
- This way the big class or closely related classes are going to separate into two or more hierarchies.

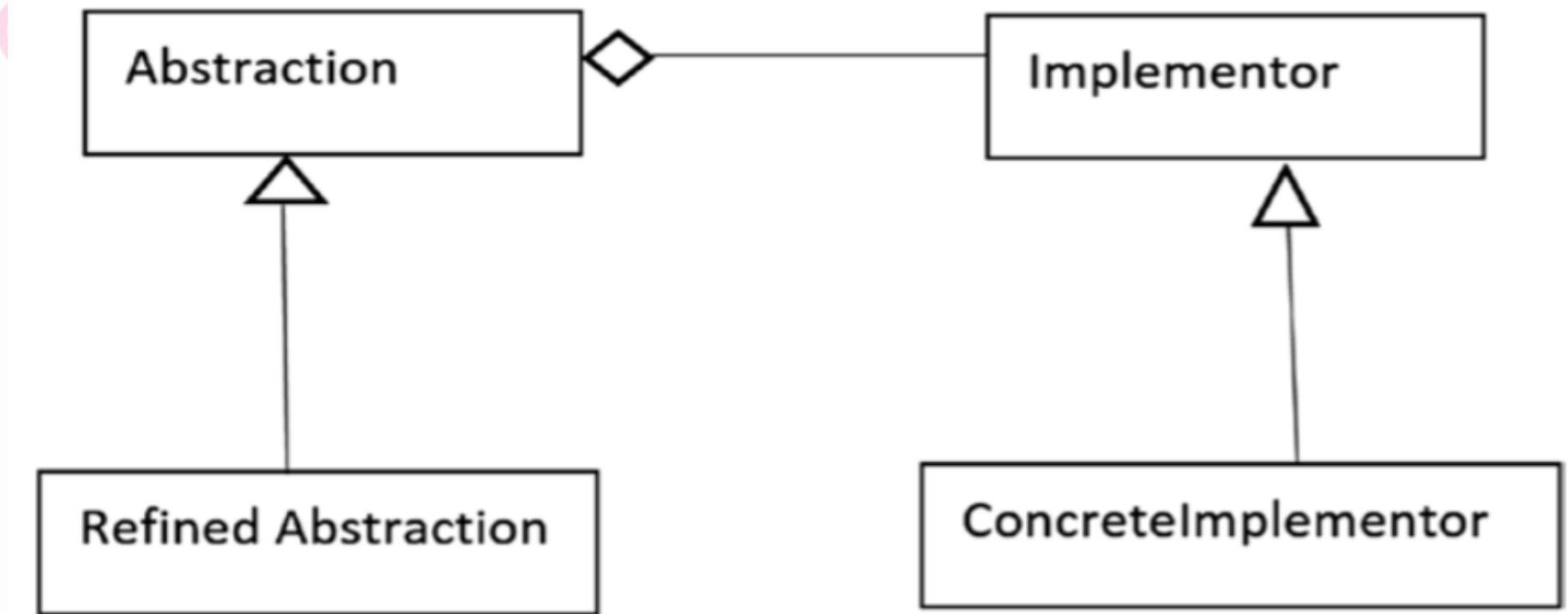


*You can prevent the explosion of a class hierarchy by transforming it into several related hierarchies.*





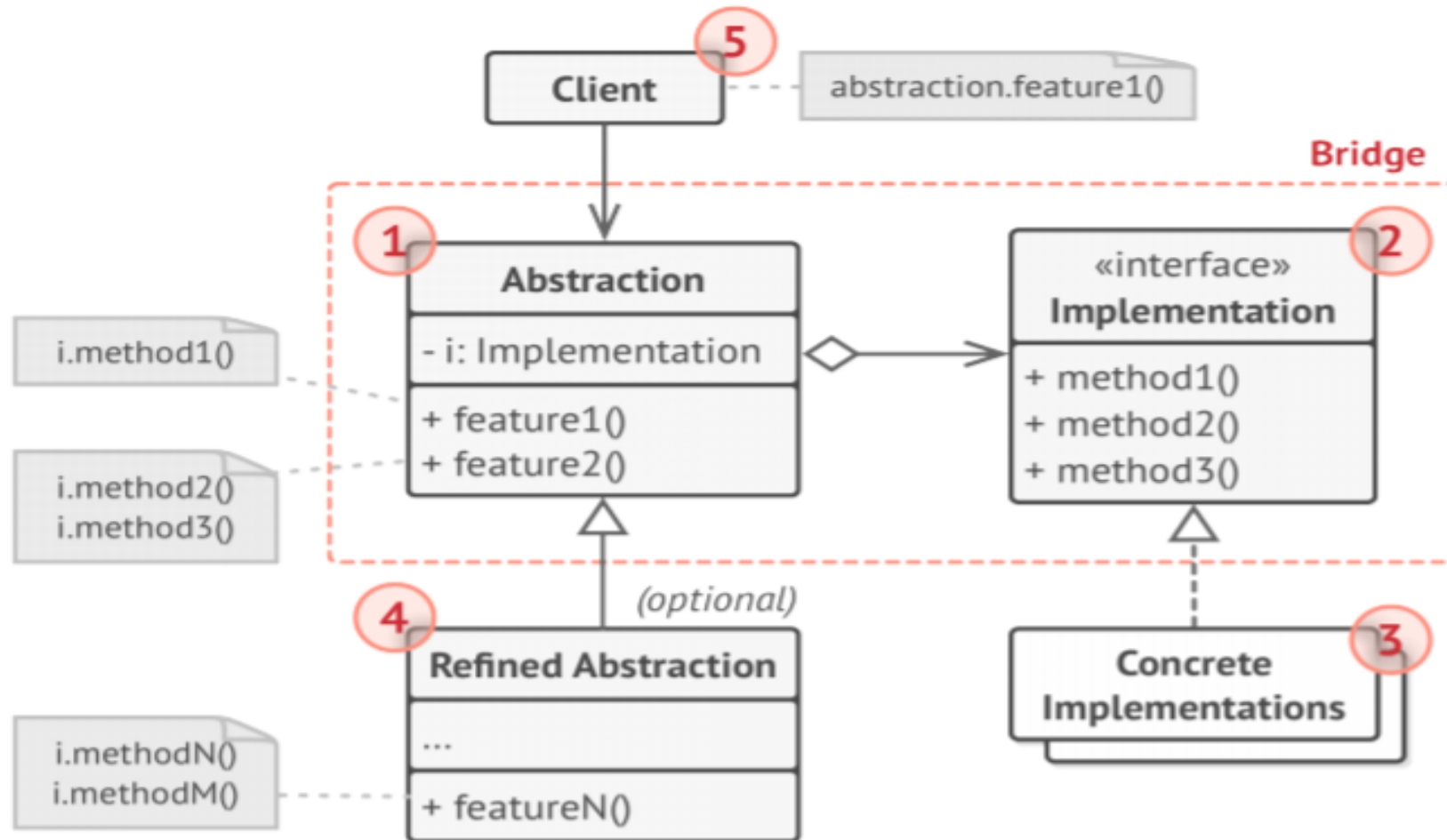
# Classical Structure



*A Classical Structure of Bridge Pattern*



# Structure of Bridge Pattern

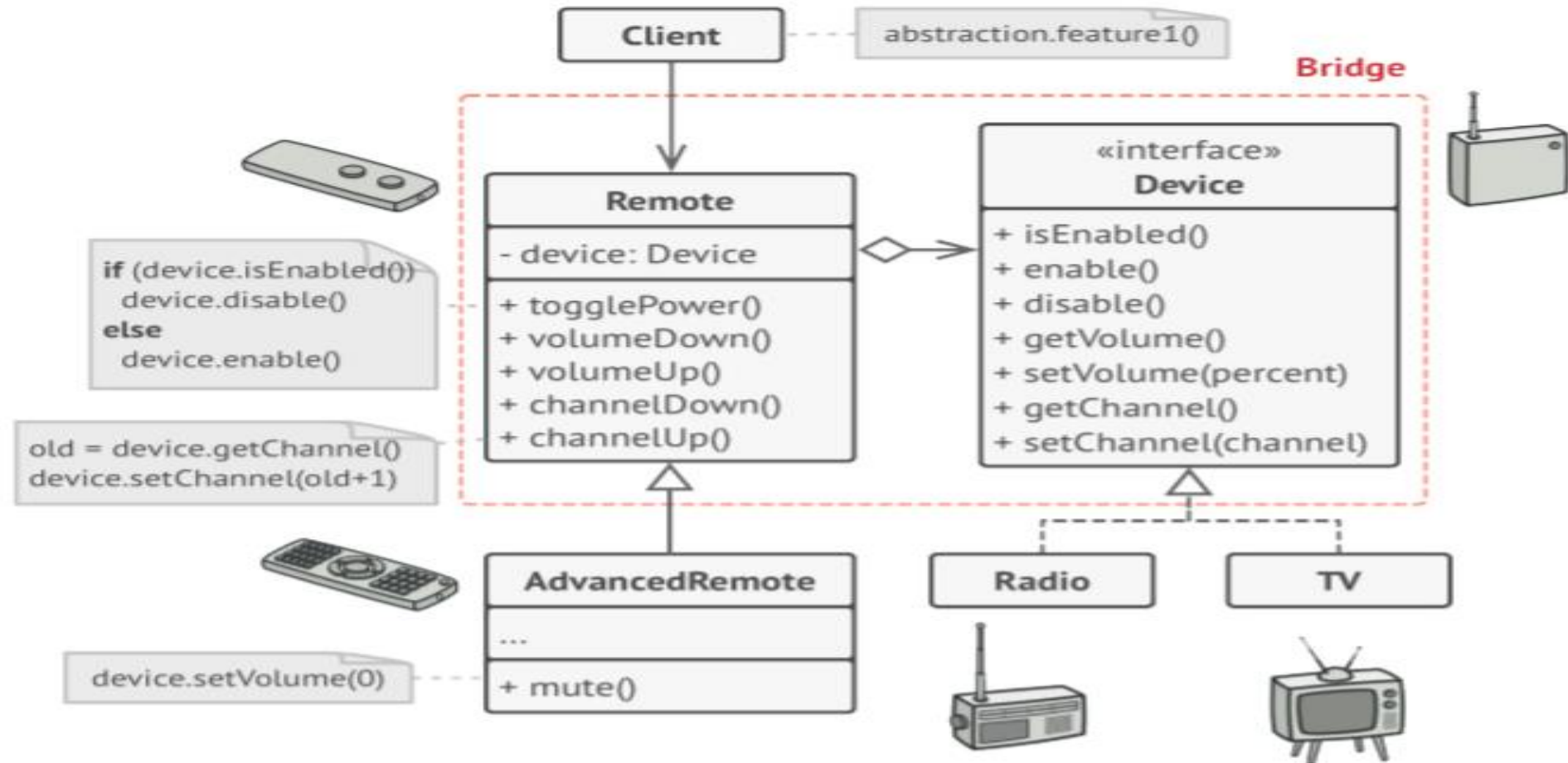


# Structure Details

- The **Abstraction** provides high-level control logic. It relies on the implementation object to do the actual low-level work.
- The **Implementation** declares the interface that's common for all concrete implementations. An abstraction can only communicate with an implementation object via methods that are declared here.
- **Concrete Implementations** contain platform-specific code.
- **Refined Abstractions** provide variants of control logic. Like their parent, they work with different implementations via the general implementation interface.
- **Client** is only interested in working with the abstraction. However, it's the client's job to link the abstraction object with one of the implementation objects.



# A Bridge Pattern Real World Example



*The original class hierarchy is divided into two parts: devices and remote controls.*

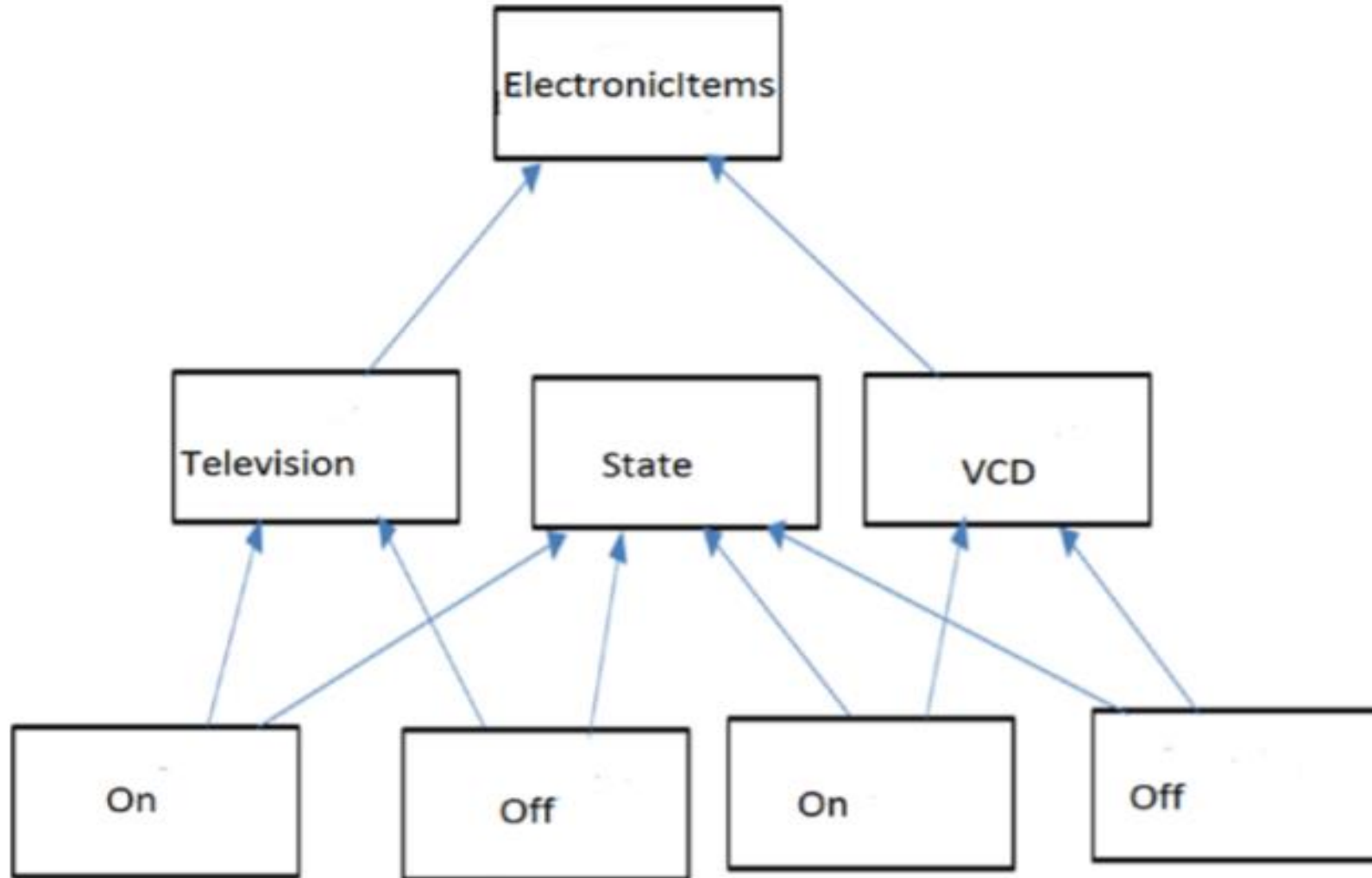


# A Computer World Example

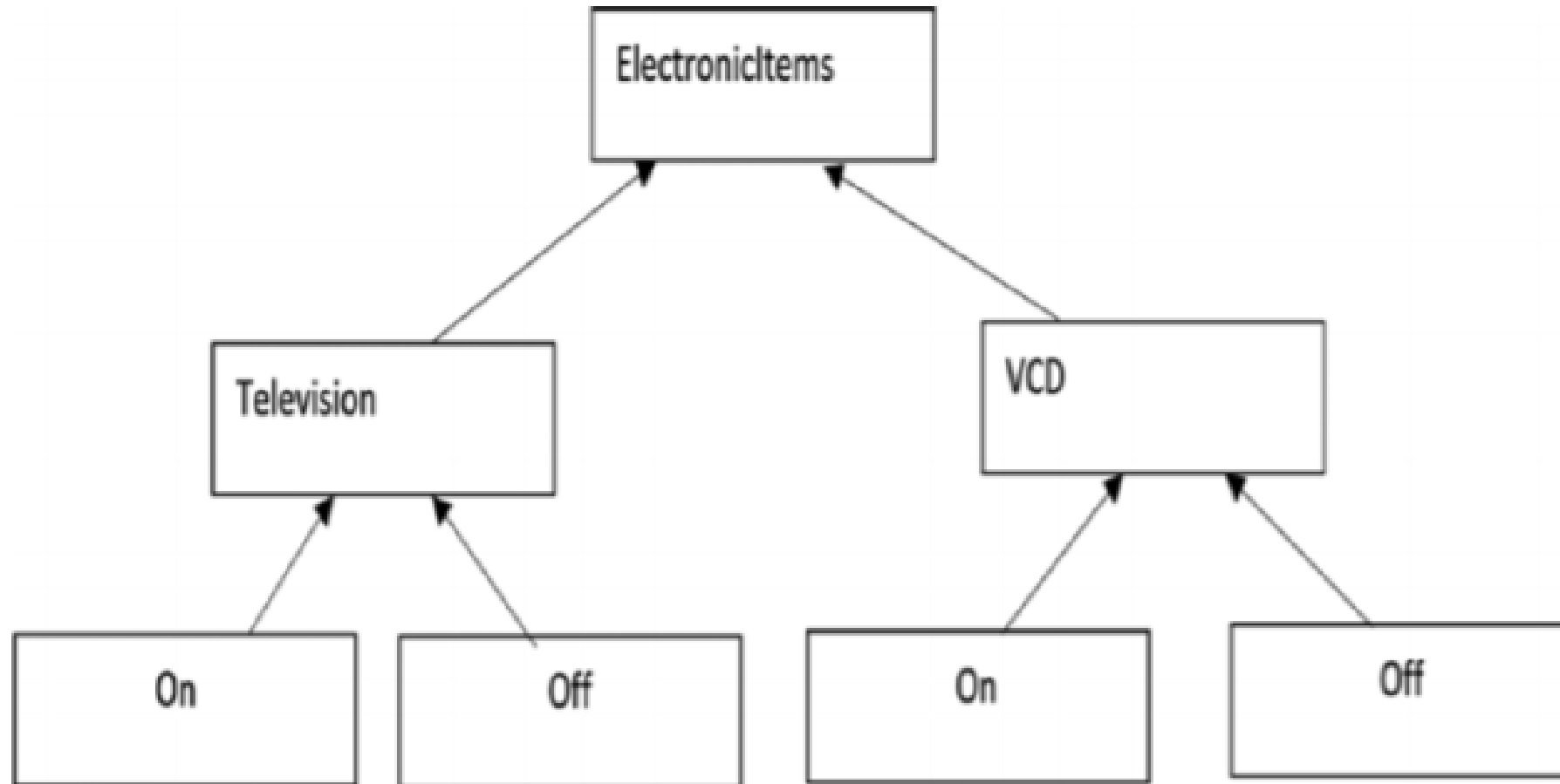
- As maker of a remote controller for different devices.
- Assume currently you have orders for two devices TV and VCD.
- The remote control has two major functionalities : On and Off.



# Approach One



# Approach Two



# Implementation : Class Diagram

