Advanced Object-Oriented Design

Delegation of actions and accumulator

Form validation as an example

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http://www.pharo.org

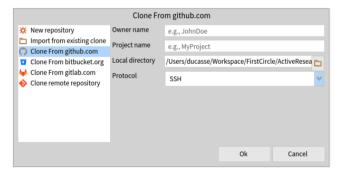


- How can we navigate a tree of instances (widgets)?
- Where children can decide to be skipped?



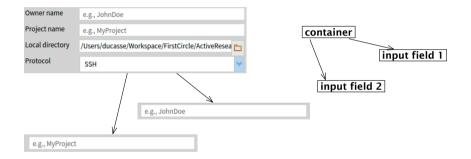
The case: Validation

- We want to validate UI forms
- Nested components may want to validate or not their contents
 - at input field or just at the OK level





A tree of instances





A first design

- Any presenter can validate its contents
- Per default does not nothing

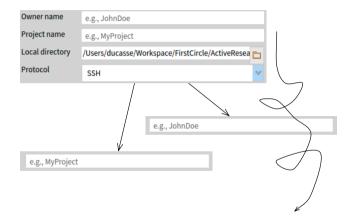
SpPresenter >> validate ^ self

SpOptionPresenter >> validate

```
| report |
report := SpValidationReport new.
self children do: [ :presenter | presenter validate ]
```



Flow's first design



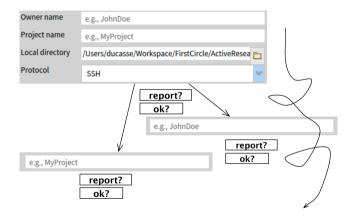


Analysis

- · We need to have a report to know if the validation failed or not
- Should validate return a report?
- If validate returns a report then we have to return an ok report for anybody
- Force a report for any instances?



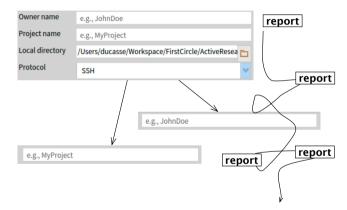
Flow's first design





Second design: provide an accumulator

Pass around a basket and let any sub instance decides if it wants to participate





Second design: code

SpPresenter >> validateInto: aReport ^ self

SpOptionPresenter >> validate

```
| report |
report := SpValidationReport new.
self children do: [ :presenter | presenter validateInto: report ].
^ report
```



Local and global together

SpTextInputFieldWithValidation >> validateInto: aValidationReport self validate. aValidationReport addAll: validationErrors

Each validating subcomponent

- gets the responsibility to fill up the report
- can bring its information to the report





• Let the object decides if it wants to join a process but passing a container



A course by

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