Advanced Object-Oriented Design

Delegation of actions and accumulator

Form validation as an example

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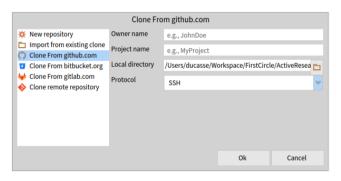


Scenario

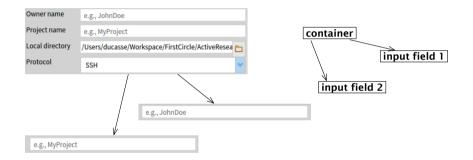
- How can we navigate a tree of instances (widgets)?
- Where children can decide to be skipped?

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



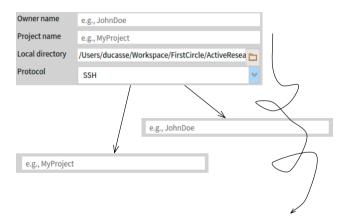
A first design

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

```
SpPresenter >> validate 
^ self
```



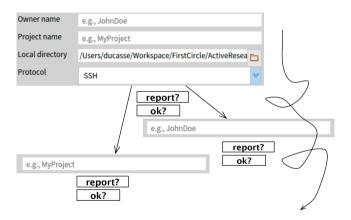
Flow's first design



Analysis

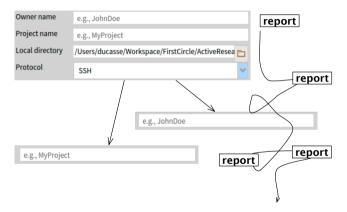
- We need to have a report to know if the validation failed or not
- Should validate return a report?
- If validate returns a report then we have to return an ok report for anybody
- Force a report for any instances?

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

SpOptionPresenter >> validate

```
SpPresenter >> validateInto: aReport
^ self
```

```
| 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

Conclusion

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

A course by

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