

CSC207H: Software Design

Lecture 7

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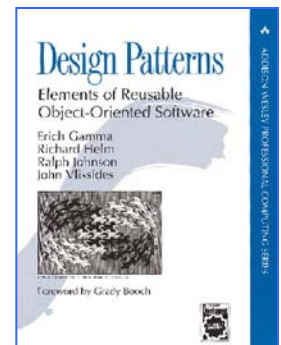
<http://ccnet.utoronto.ca/20075/csc207h1y/>

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Acknowledgement: These slides are based on material by Prof. Karen Reid

Design Pattern Space



Creational	Structural	Behavioral
Factory Method	Adapter	Interpreter
Abstract Factory	Bridge	Template Method
Builder	Composite	Chain of Responsibility
Prototype	Decorator	<u>Command</u>
<u>Singleton</u>	Flyweight	Iterator
	Facade	Mediator
	Proxy	Memento
		<u>Observer</u>
		State
		Strategy
		Visitor

Pattern: Template Method

What's Wrong With This? 😊

```
public class PizzaMaker {  
  
    public void cookPizzas(List pizzas) {  
        for (int i=0; i<pizzas.size(); ++i) {  
            Object pizza = pizzas.get(i);  
  
            if (pizza instanceof ThinCrustPizza) {  
                ((ThinCrustPizza)pizza).cookInWoodFireOven();  
            }  
            else  
                if (pizza instanceof PanPizza) {  
                    ((PanPizza)pizza).cookInGreasyPan();  
                }  
            else {  
  
            }  
        }  
    }  
}
```



The **Open-Closed** Principle

- *Classes should be open for extension, but closed for modification*
 - I.e., you should be able to extend a system *without* modifying the existing code
- The type-switch in the example violates this
 - Have to edit the code every time the marketing department comes up with a new kind of pizza

Abstraction is the Solution

- Solve the problem by creating a `Pizza` interface with a `cook` method
 - Or an abstract base class whose `cook` method must be overridden by every child
- Simple, right?

How Open Should You Be?

- `public abstract class Pizza {`
- `public final void cook() {`
- `placeOnCookingSurface();`
- `placeInCookingDevice();`
- `int cookTime = getCookTime();`
- `letItCook(cookTime);`
- `removeFromCookingDevice();`
- `}`
- `protected abstract void placeOnCookingSurface();`
- `protected abstract void placeInCookingDevice();`
- `protected abstract int getCookTime();`
- `protected abstract void letItCook(int min);`
- `protected abstract void removeFromCookingDevice();`
- `}`

Template Method Design Pattern

- The *Template Method* design pattern is used to set up the **skeleton** of an algorithm
 - Details then filled in by concrete subclasses
- But what if someone wants to do something you didn't anticipate?
 - E.g., wants to add a `PancakePizza` that has to be flipped over halfway through the cooking process

Override the Template Method?

- `public final void cook() {`
- `placeOnCookingSurface();`
- `placeInCookingDevice();`
- `int cookTime = getCookTime();`
- `letItCook(cookTime/2);`
- `flip();`
- `letItCook(cookTime/2);`
- `removeFromCookingDevice();`
- `}`

– But `cook` was `final`

– And it's storing up trouble for the future

Squeeze It Somewhere Else?

- `protected void removeFromCookingDevice() {`
- `flip();`
- `letItCook(cookTime);`
- `...remove from skillet...`
- `}`

– `removeFromCookingDevice` shouldn't be doing other things

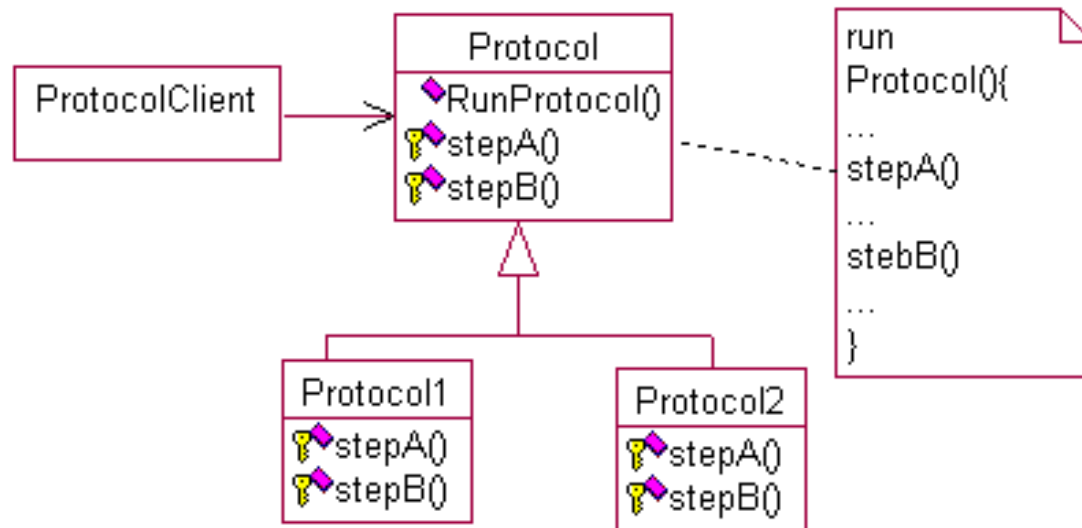
– Think about the documentation

– And once again, we're storing up trouble for the future

Leave Space for Future Growth?

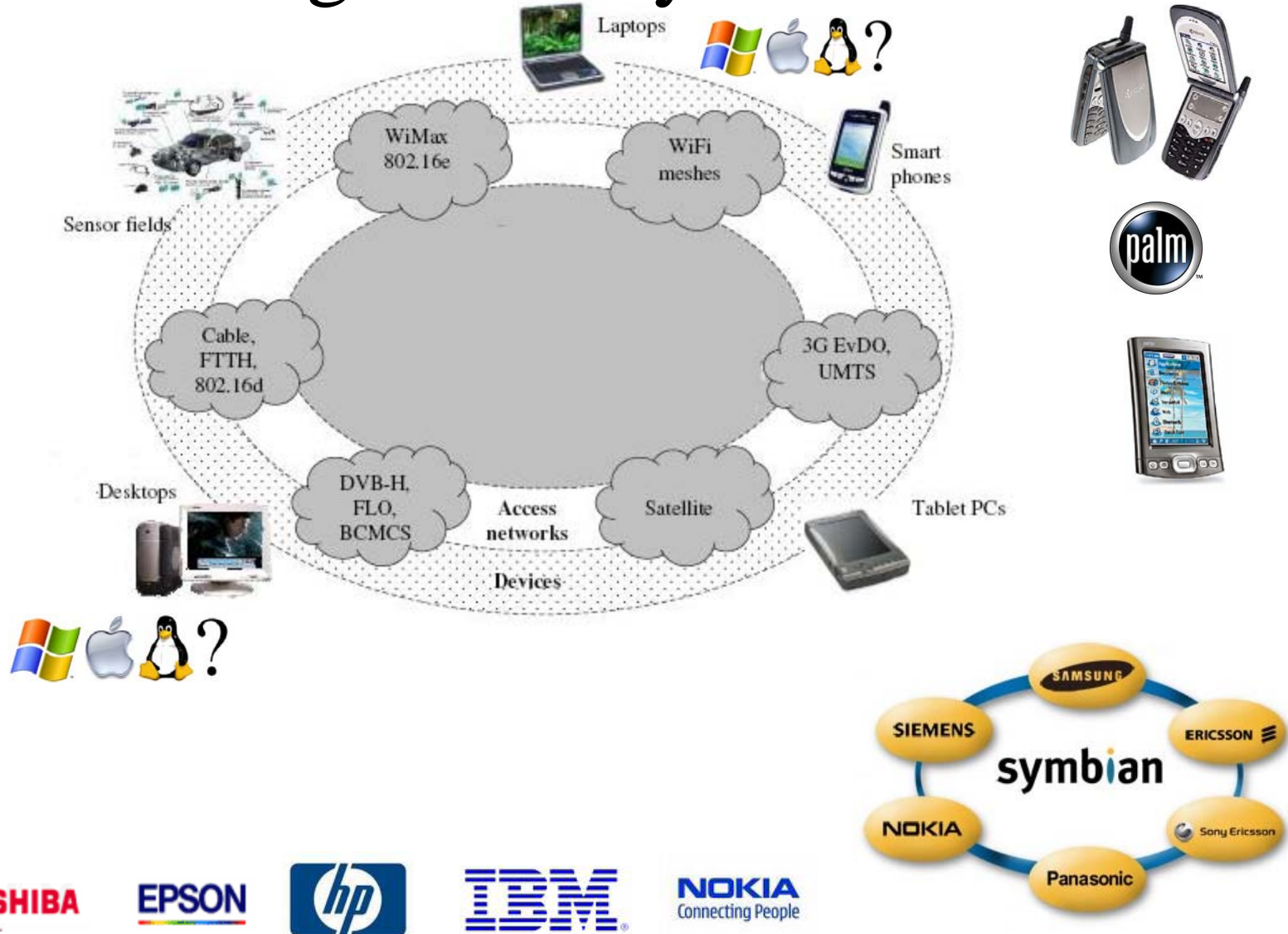
- `public final void cook() {`
- `beforePlacingOnCookingSurface();`
- `placeOnCookingSurface();`
- `beforePlacingInCookingDevice();`
- `placeInCookingDevice();`
- `beforeCooking();`
- `for (int i=0; i<getCookingPhases(); i++) {`
- `letItCook(getCookTime(i));`
- `afterCookingPhase(i);`
- `}`
- `beforeRemovingFromCookingDevice();`
- `removeFromCookingDevice();`
- `afterRemovingFromCookingDevice();`
- `}`

Template Method Pattern



XML and DOM

How can we exchange data between heterogeneous systems?



Message in the Bottle (or: towards the Digital Rosetta Stone)

- Degree of "self-description":



^@Some Quotations from the Universal Library^M1
Famous Quotes^M1.1 By William I^M[2, Sonnet
XVIII]^MShall I compare thee to a summer's
day?^MThou art more lovely and more
temperate.^MRough winds do shake the darling
buds of May,^MAnd summer's lease hath all too
short a date.^MSometime too hot the eye of heaven
shines,^MAnd often is his gold complexion
dimmed.^MAnd every fair from fair some
declines,^MBy chance or nature's changing course
untrimmed.^MBut thy eternal summer shall not
fade,^MNor lose possession of that fair thou
owest,^MNor shall Death brag thou wander'st in
his shade^MWhile in eternal lines to time thou
growest.^MSo long as men can breathe, or eyes can
see,^MSo long live this, and this gives life to
thee.^M1.2 By William II^M[1, p.265]^M223The
obvious mathematical breakthrough would be
development of^Man easy way to factor large
prime numbers.^MReferences^M[1] W. H. Gates.
The Road Ahead. Viking Penguin, 1995.^M[2] W.
Shakespeare. The Sonnets of
Shakespeare.609.^M^@^@^@^@^@^@^@^@^@^@
^@^@^@^@^@^@^@^@^@^@^@^@^@^@^@^@

Two Important Ideas: (1) Markup?

- Information added to a text to make its structure comprehensible
- Pre-computer markup (punctuational and presentational)

Two Important Ideas: (2) declarative

- Names and structure
- Finer level of detail (most human-legible signals are overloaded)
- Independent of presentation (abstract)
- People often call this “semantic”

XML: Basic format

1) *Element*: `<tag>content</tag>`

- basic unit
- tag name defines what the content is
- opening and closing tags enclose content

2) *Attribute*: Information about the data

- Attribute names are usually adjectives
- Stored as `attribute="value"` pairs:
 - `<tag attribute="value">`
 - `content`
 - `</tag>`

Rules for well-formed XML

- Elements that contain data must have `<start>` and `</end>` tags!
- Empty tags must be closed `<some-tag />`
- Elements should not overlap
 - Bad Nesting:
`<trunk> <branch> </trunk> </branch>`
- All attribute values must be wrapped in quotes
``
- XML is case sensitive: `<TAG>` and `<Tag>` are treated differently.
(Standard: use lower case.)

More XML Rules

- A document begins with:

- an *XML Declaration*

```
<?xml version="1.0" encoding="UTF-8"?>
```

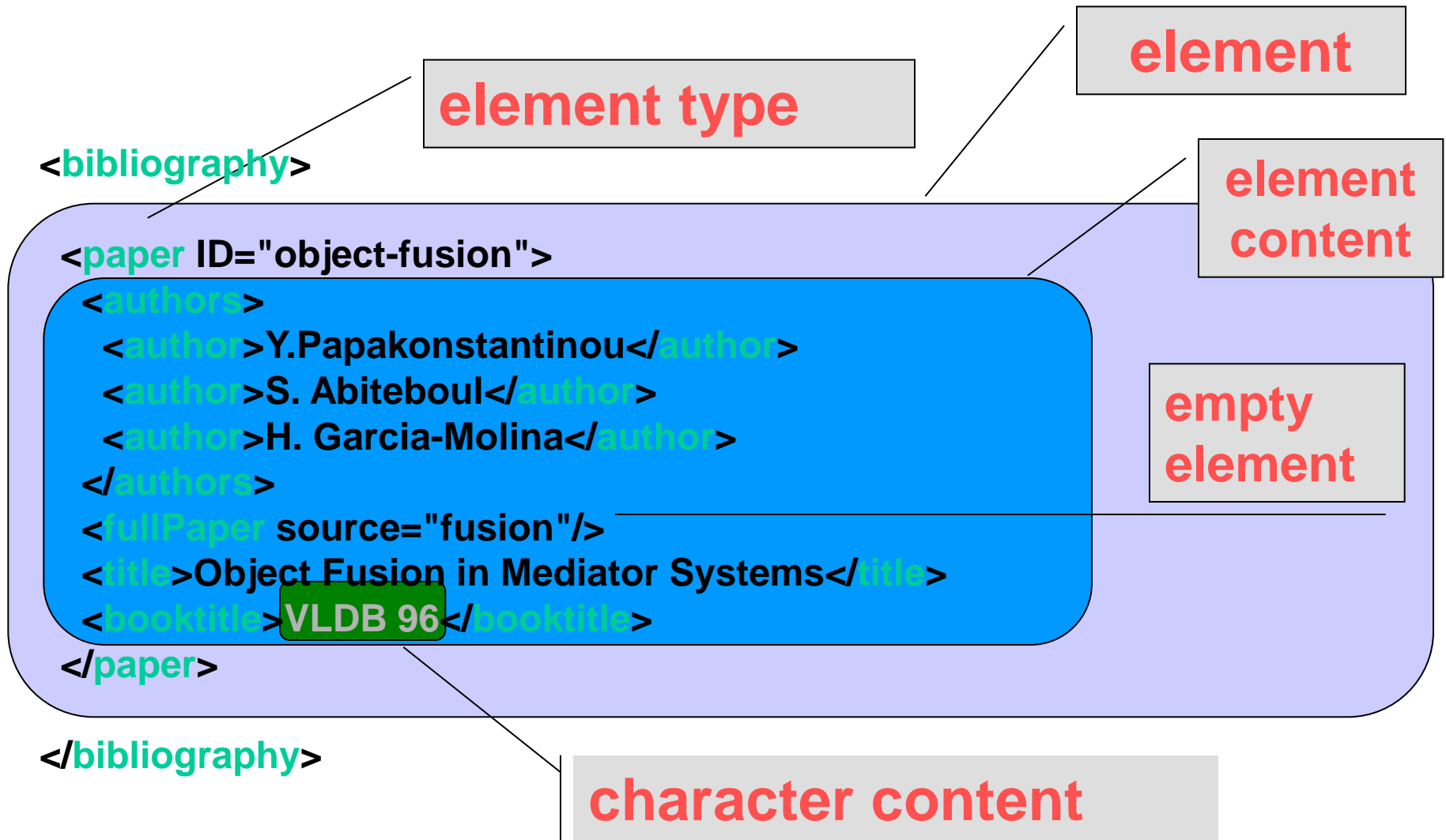
- and a *DocType Declaration*:

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML  
1.0 Strict//EN"  
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-  
strict.dtd">
```

- *Root element* immediately follows; encloses entire content of the document.

```
<book>  
    everything else  
</book>
```

Elements and their Content



Element Attributes

Attribute name

Attribute Value

```
<bibliography>
```

```
<paper pid="object-fusion">
```

```
<authors>
```

```
<author>Y.Papakonstantinou</author>
```

```
<author>S. Abiteboul</author>
```

```
<author>H. Garcia-Molina</author>
```

```
</authors>
```

```
<fullPaper source="fusion"/>
```

```
<title>Object Fusion in Mediator Systems</title>
```

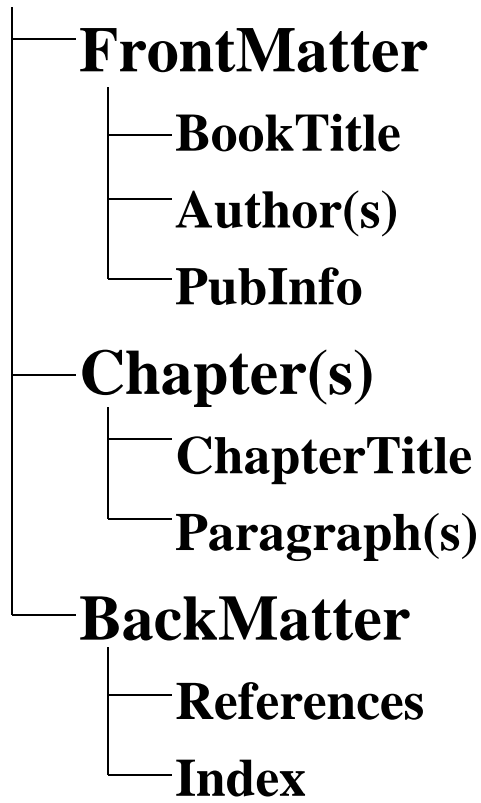
```
<booktitle>VLDB 96</booktitle>
```

```
</paper>
```

```
</bibliography>
```

XML Example: content objects in a book

Book



A simple XML fragment

```
<Book>
  <FrontMatter>
    <BookTitle>XML Is Easy</BookTitle>
    <Author>Tim Cole</Author>
    <Author>Tom Habing</Author>
    <PubInfo>CDP Press, 2002</PubInfo>
  </FrontMatter>
  <Chapter>
    <ChapterTitle>First Was SGML</ChapterTitle>
    <Paragraph>Once upon a time ...</Paragraph>
  </Chapter>
</Book>
```

This is NOT XML, why?

<PoemFragment>

<Stanza>

<Line><Sentence>It was six men of Indostan</Line>

<Line>To learning much inclined,</Line>

<Line>Who went to see the Elephant</Line>

<Line>(Though all of them were blind),</Line>

<Line>That each by observation</Line>

<Line>Might satisfy his mind.</Sentence></Line>

</Stanza>

</PoemFragment>

This is NOT XML, why?

<PoemFragment>

<Stanza>

<Line><Sentence>It was six men of Indostan</Line>

<Line>To learning much inclined,</Line>

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<Line>(Though all of them were blind),</Line>

<Line>That each by observation</Line>

<Line>Might satisfy his mind </Sentence></Line>

</Stanza>

</PoemFragment>

Message in the Bottle (or: towards the Digital Rosetta Stone)

- Degree of "self-description":

not quite

not bad

pretty good

```
^@Some Quotations from the Universal Library^M1
Famous Quotes^M1.1 By William I^M[2, Sonnet
XVIII]^Mshall I compare thee to a summer's
day?^MThou art more lovely and more
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short a date.^MSometime too hot the eye of heaven
shines,^MAnd often is his gold complexion
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declines,^MBy chance or nature's changing course
untrimmed.^MBut thy eternal summer shall not
fade,^MNor lose possession of that fair thou
owest,^MNor shall Death brag thou wander'st in
his shade^MWhile in eternal lines to time thou
growest.^MSo long as men can breathe, or eyes can
see,^MSo long live this, and this gives life to
thee.^M1.2 By William II^M[1, p.265]^M223The
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The Road Ahead. Viking Penguin, 1995.^M[2] W.
Shakespeare. The Sonnets of
Shakespeare.609.^M^@^@^@^@^@^@^@^@^@^@
^@^@^@^@^@^@^@^@^@^@^@^@^@^@^@^@
```

```
\documentclass{article}
\begin{document}
\title{Some Quotations from the Universal
Library}
...
\section{Famous Quotes}
\subsection{By William I}
\textbf{\cite{Sonnet XVIII}{shakespeare-
sonnets-1609}}
\begin{verse}
Shall I compare thee to a summer's day?\\
Thou art more lovely and more temperate.
\\
Rough winds do shake the darling buds of
May, \\
And summer's lease hath all too short a
date. \\
Sometime too hot the eye of heaven shines,
\\
And often is his gold complexion dimmed. \\
...
\quad So long as men can breathe, or eyes
can see,\\
\quad So long live this, and this gives life to
thee. \\
\end{verse}
...
\bibliographystyle{abbrv}
\bibliography{msg}

\end{document}
```

```
<?xml version="1.0"?>
<universal_library>
<books>
<book> <title>Some Quotations from the Universal
Library</title>
<section> <title>Famous Quotes</title>
<subsection> <title>By William I</title>
<quote bibref="shakespeare-sonnets-1609">
<title>Sonnet XVIII</title>
<verse>
<line>Shall I compare thee to a summer's
day?</line>
<line>Thou art more lovely and more temperate.
</line>
<line>Rough winds do shake the darling buds of May,
</line>
</verse>
...
<subsection> <title>By William II</title>
<quote bibref="gates-road-ahead-1995">
<title>Page 265</title>
<line> `` The obvious mathematical breakthrough would
be development of an easy way to factor large prime
numbers.' '</line>
</quote>
</subsection>
</section>
</book>
...
</books>
</universal_library>
```

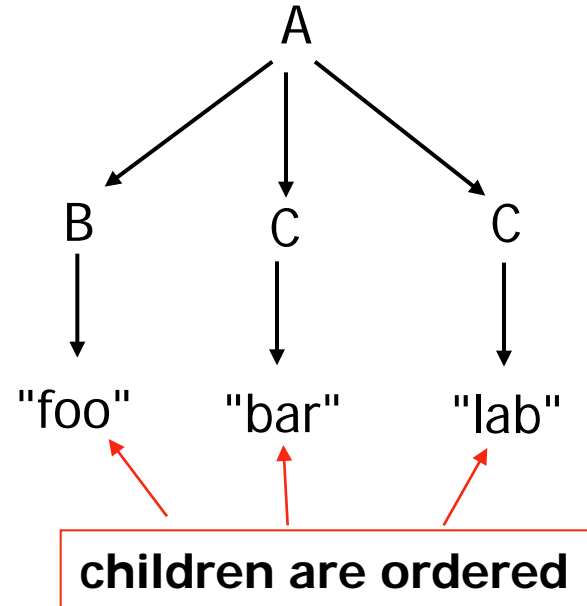
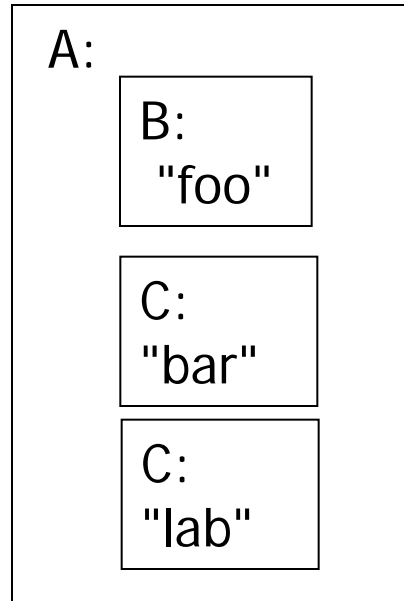
XML Industry Initiatives

- Every community is building it's own XML protocols, e.g.:
- Advertising: [adXML](#) place an ad onto an ad network or to a single vendor
- Literature: [Gutenberg](#) convert the world's great literature into XML
- Web Servers: [apacheXML](#) parsers, XSL, web publishing
- Travel: [openTravel](#) information for airlines, hotels, and car rental places
- News: [NewsML](#) creation, transfer and delivery of news
- Voice: [VoxML](#) markup language for voice applications
- Wireless: [WAP](#) (Wireless Application Protocol) wireless devices
- Weather: OMF Weather Observation Markup Format ([simulation](#))
- Geospatial: ANZMETA distributed national directory for land information
- Banking: [MBA](#) Mortgage Bankers Association of America --> credit report, loan file, underwriting...
- Healthcare: [HL7](#) DTDs for prescriptions, policies & procedures, clinical trials
- Math: [MathML](#) (Mathematical Markup Language)
- Surveys: DDI (Data Documentation Initiative) “codebooks” in the social and behavioral sciences

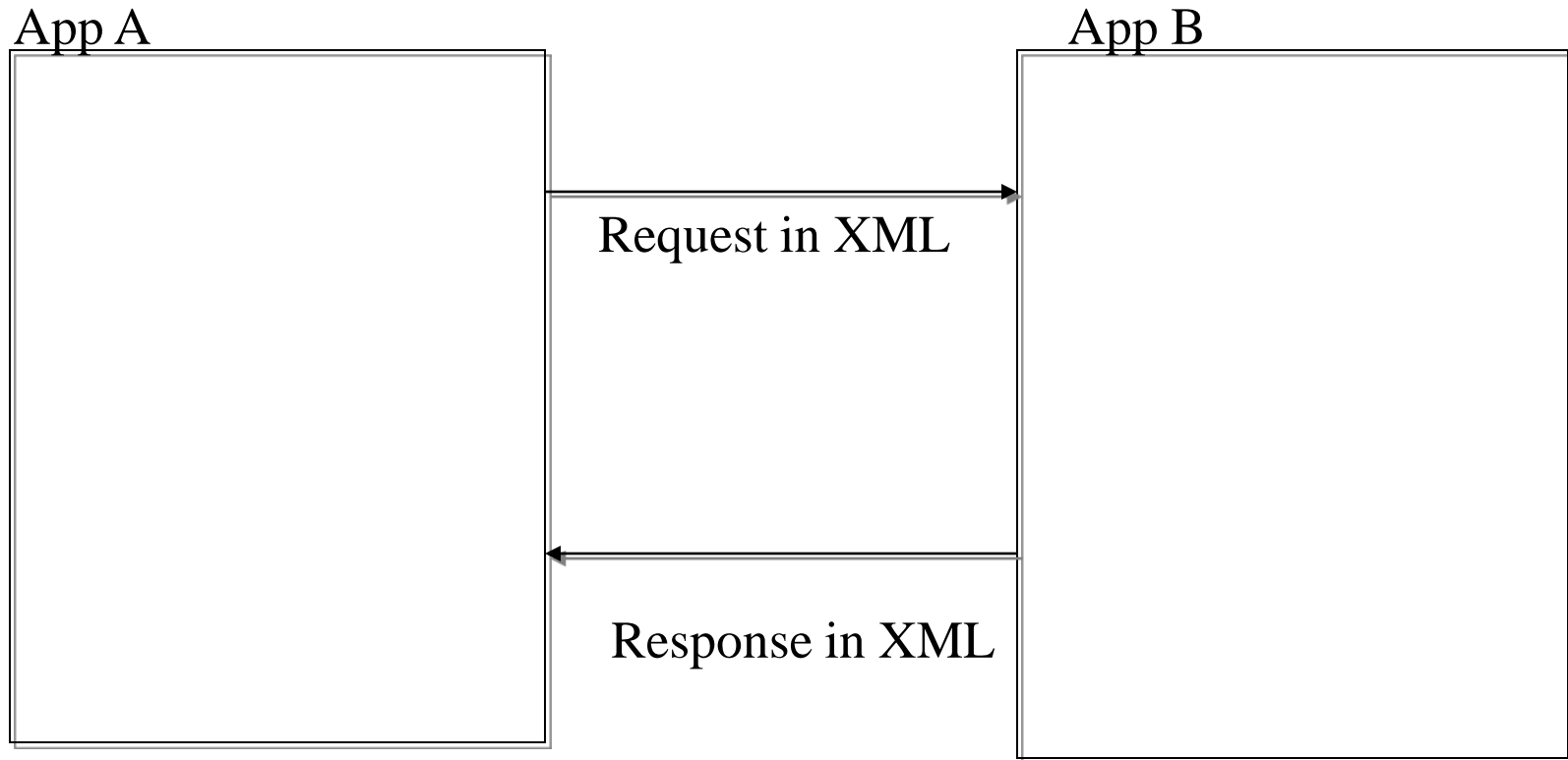
[Http://www.oasis-open.org/cover/xml.html#applications](http://www.oasis-open.org/cover/xml.html#applications)

XML -- Instance Model

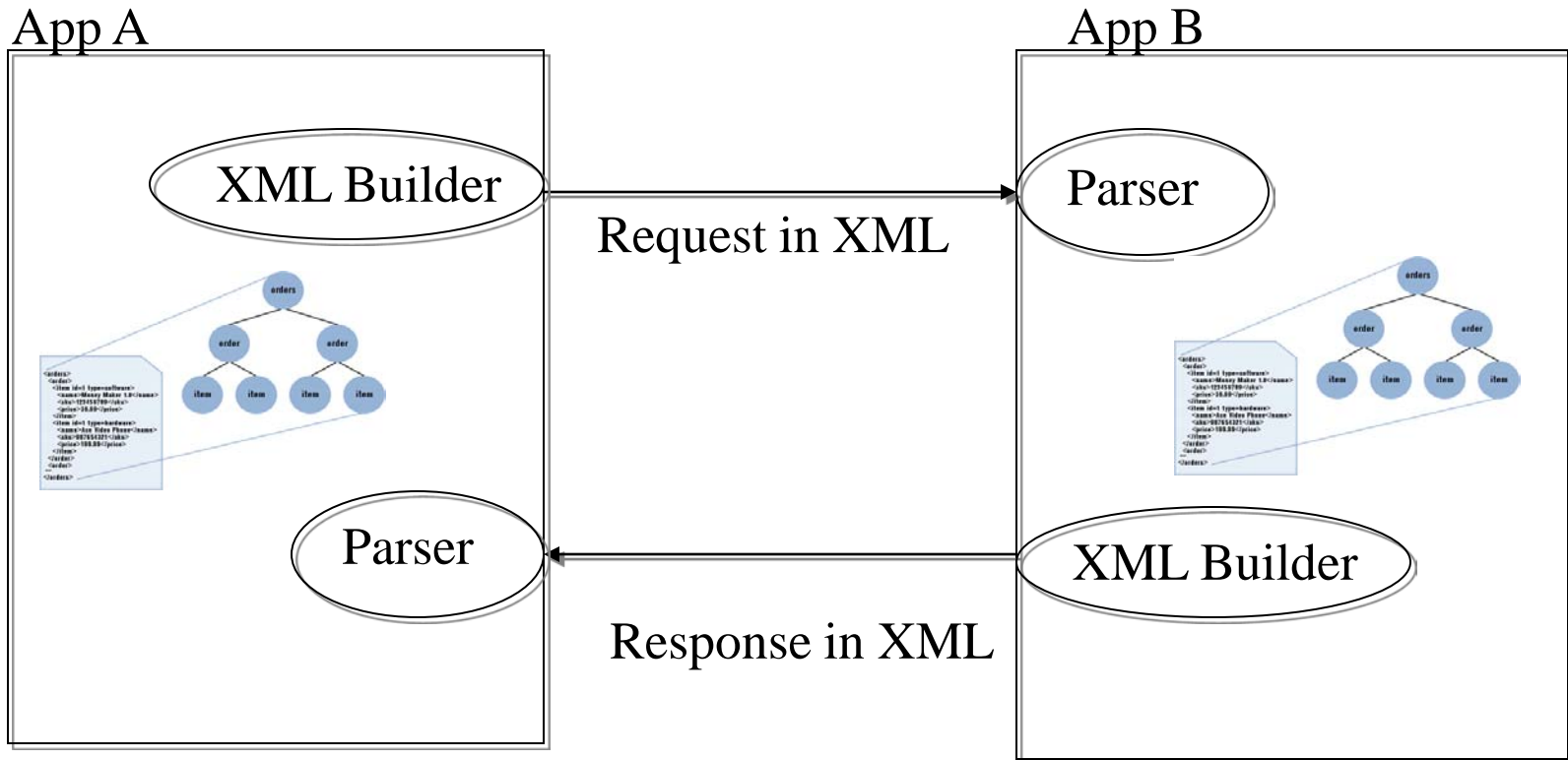
```
<A>  
  <B>foo</B>  
  <C>bar</C>  
  <C>lab</C>  
</A>
```



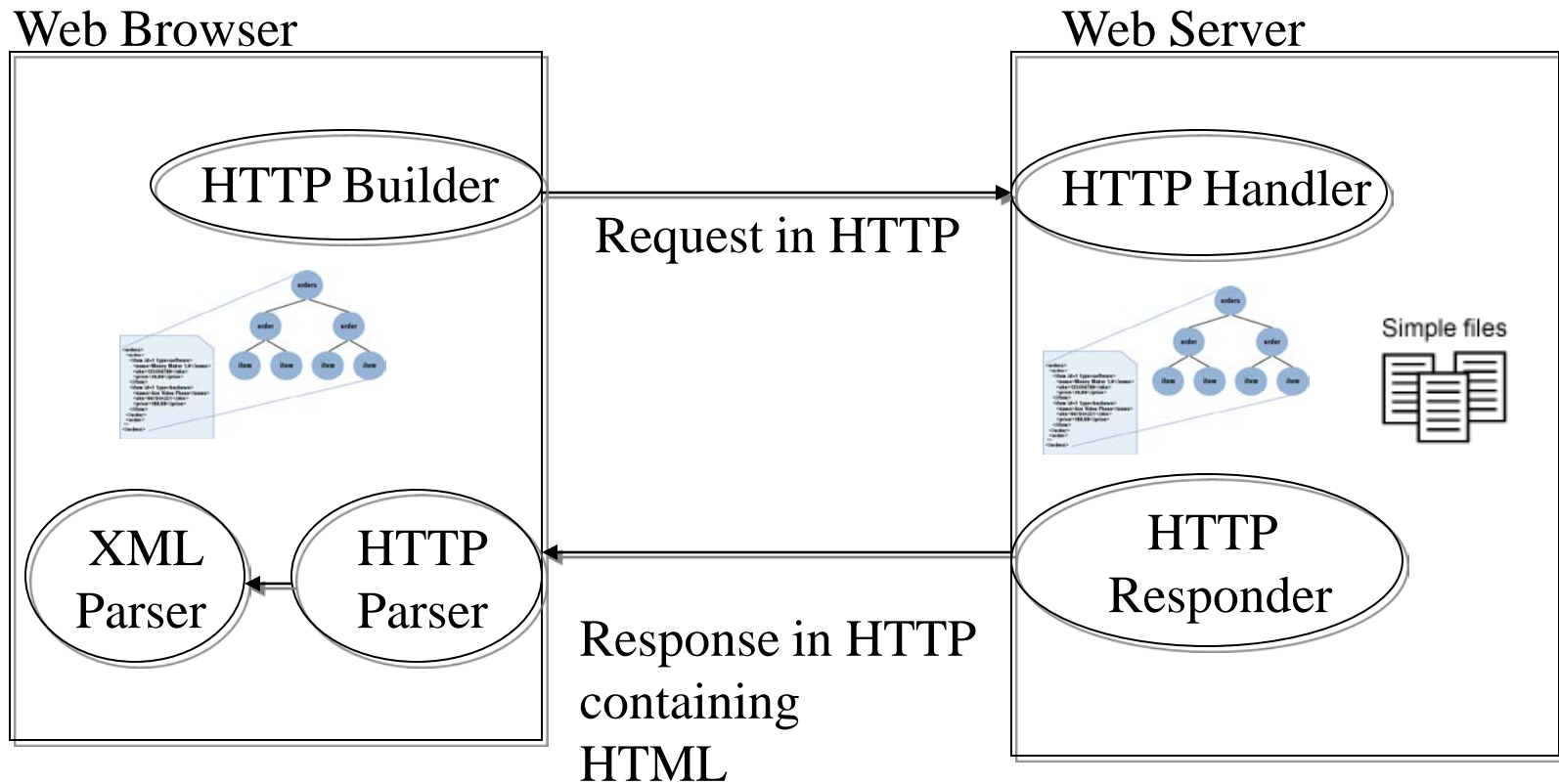
Two Applications Communicating



Two Applications Communicating



(X)HTML Case

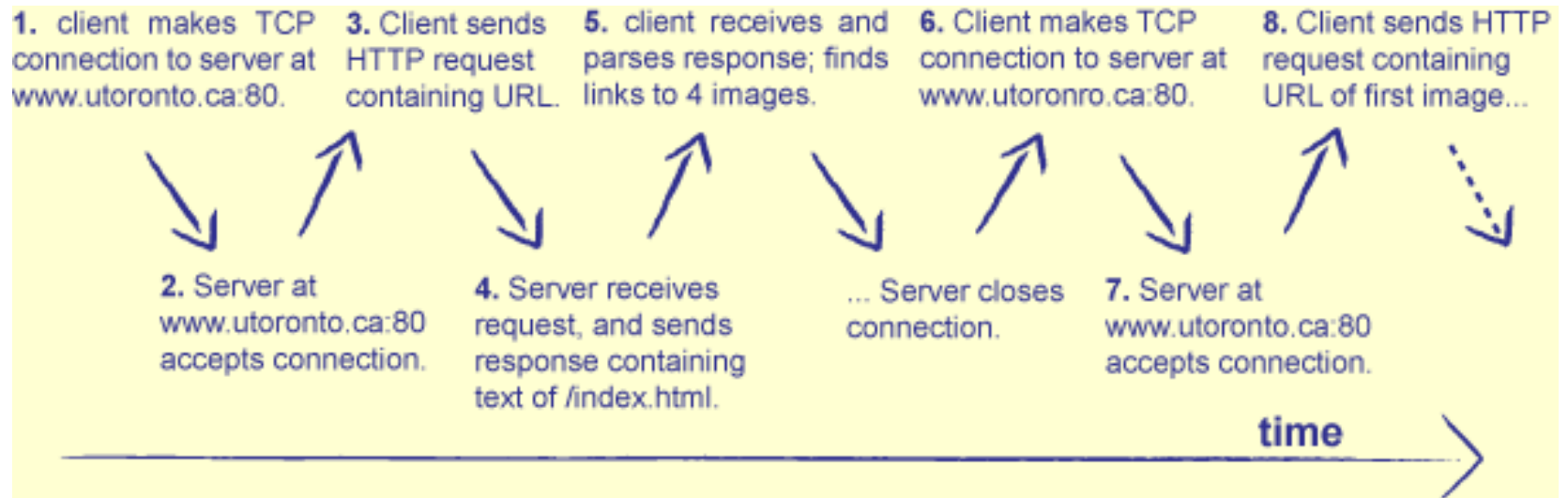


Http is a carrier for HTML

HTTP

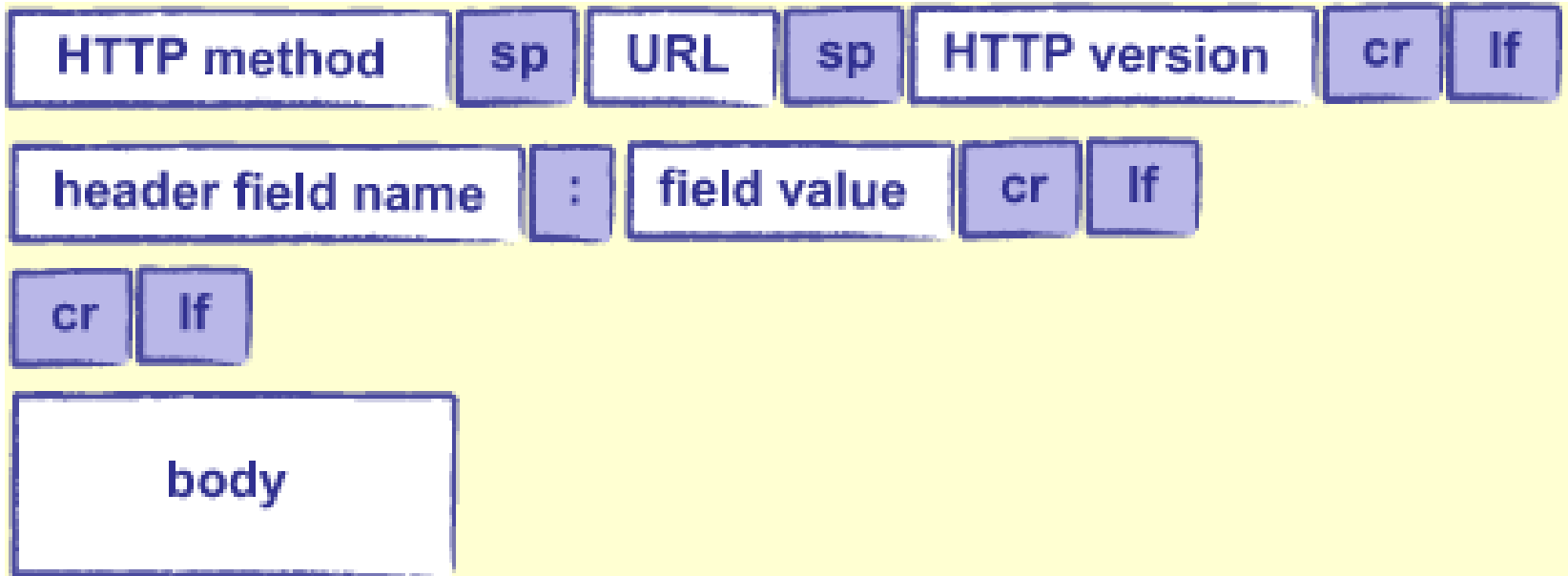
- The HyperText Transfer Protocol (HTTP) describes the kinds of messages web servers can receive and send
- HTTP is a *stateless* protocol
 - Each connection is made on its own
 - The web server doesn't automatically remember anything between connections
- Every transaction is a *request* followed by a *response*

HTTP



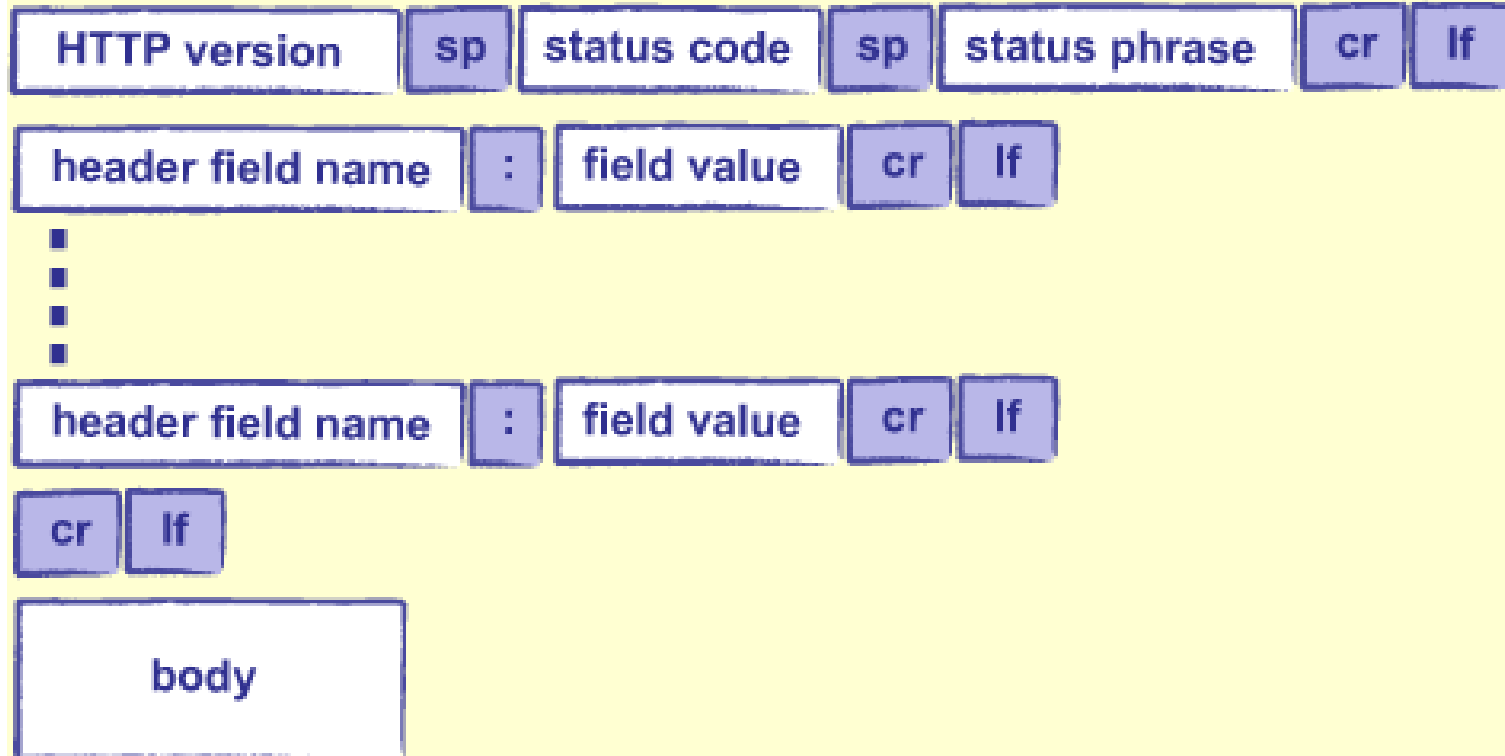
~f 2006

HTTP Request



~f 2005

HTTP Response



~f 2006

HTTP Contents

- HTTP method is usually either:
 - GET (to fetch data)
 - POST (to submit data)
- URL identifies what the client wants
 - Typically a path to a file
 - But the server can interpret however it wants

Headers

- An HTTP header is a key/value pair
 - Accept: text/html
 - Accept-Language: en, fr
 - If-Modified-Since: 16-May-2005
- Unlike a dictionary, a key may appear any number of times
 - So that a request can specify that it's willing to accept many different kinds of content
- Must be a blank line between the headers and the body!

HTTP Example

- <http://www.rexswain.com/httpview.html>

HTML: Historical perspective

- 1989 - Tim Berners-Lee proposed a hypertext system for CERN including HTML and HTTP
- 1993 - Marc Andreessen unleashed the alpha version of Mosaic
- 1993 - (Sept) WWW traffic is 1% of the NFS backbone
- 1994 - more than 200,000 web servers
- 2002 - more than 30,000,000 web servers

Document Object Model (DOM)

- Cross-language API for representing XML documents as trees
 - Easier to manipulate than strings or streams
 - But may require a lot of memory
- Several implementations in Java
 - This course uses `org.jdom`

Tree Structure

- The document:

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0
  Strict//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-
  strict.dtd">
<html>
  <body>
    <h1>Title</h1>
    <p>A <em>word</em></p>
  </body>
</html>
```

DOM rules

- Every document's root is an object of type `Document`
- This has a single child of type `Element`
 - The root element of the document
- Its children may be:
 - Other elements
 - Text objects
 - Other things that we won't worry about
- Note: white space is preserved
 - Like the new lines in the previous slide
- But comments are not

Using JDom

```
public static void main(String[] args) {
    try {
        String filename = args[0];
        // Build document tree
        SAXBuilder builder = new SAXBuilder();
        Document doc = builder.build(filename);

        // Show top-level elements (next slide)

    } catch (Exception e) {
        System.err.println(e);
    }
}
```

JDom: Iterate over children

```
// Show top-level elements
Element root = doc.getRootElement();
Iterator ic   = root.getChildren().iterator();

while (ic.hasNext()) {
    Element elt = (Element)ic.next();
    System.out.println(elt.getName());
}
```

Jdom: input and output e.g.

- Input

```
<?xml version="1.0" ?>
<doc>
<h1>First heading</h1>
<p>
  <em> First paragraph</em>
</p>
<p>
  <em>Second paragraph</em>
</p>
</doc>
```

- Output

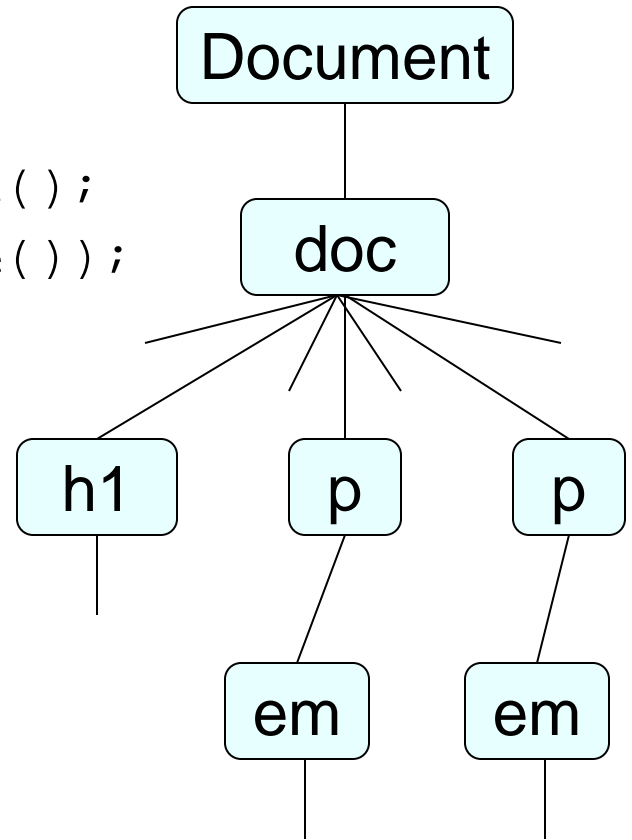
Jdom: input and output e.g.

```
// Show top-level elements
```

```
Element root = doc.getRootElement();
```

```
Iterator ic = root.getChildren().iterator();
```

```
while (ic.hasNext()) {  
    Element elt = (Element)ic.next();  
    System.out.println(elt.getName());  
}
```



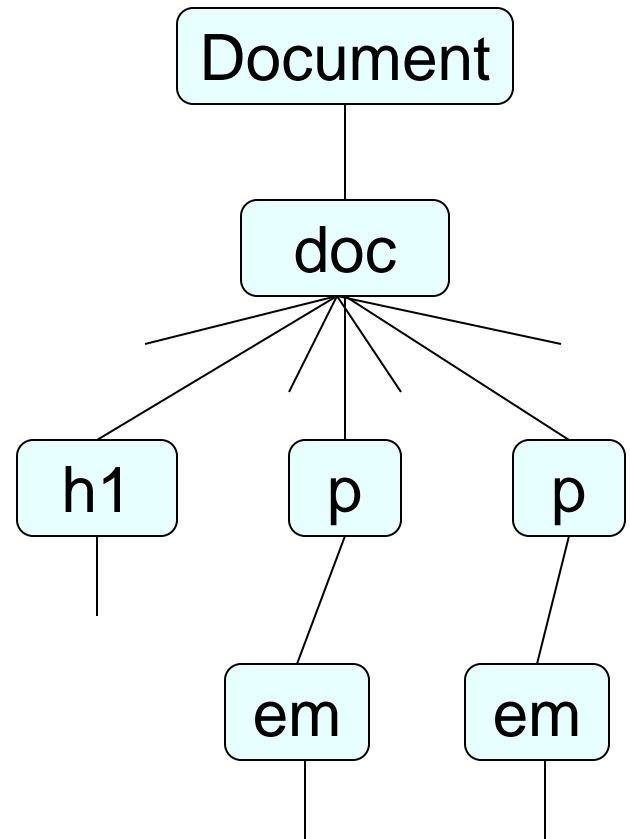
Jdom: input and output e.g.

- Input

```
<?xml version="1.0" ?>
<doc>
<h1>First heading</h1>
<p>
  <em> First paragraph</em>
</p>
<p>
  <em>Second paragraph</em>
</p>
</doc>
```

- Output

```
h1
p
p
```



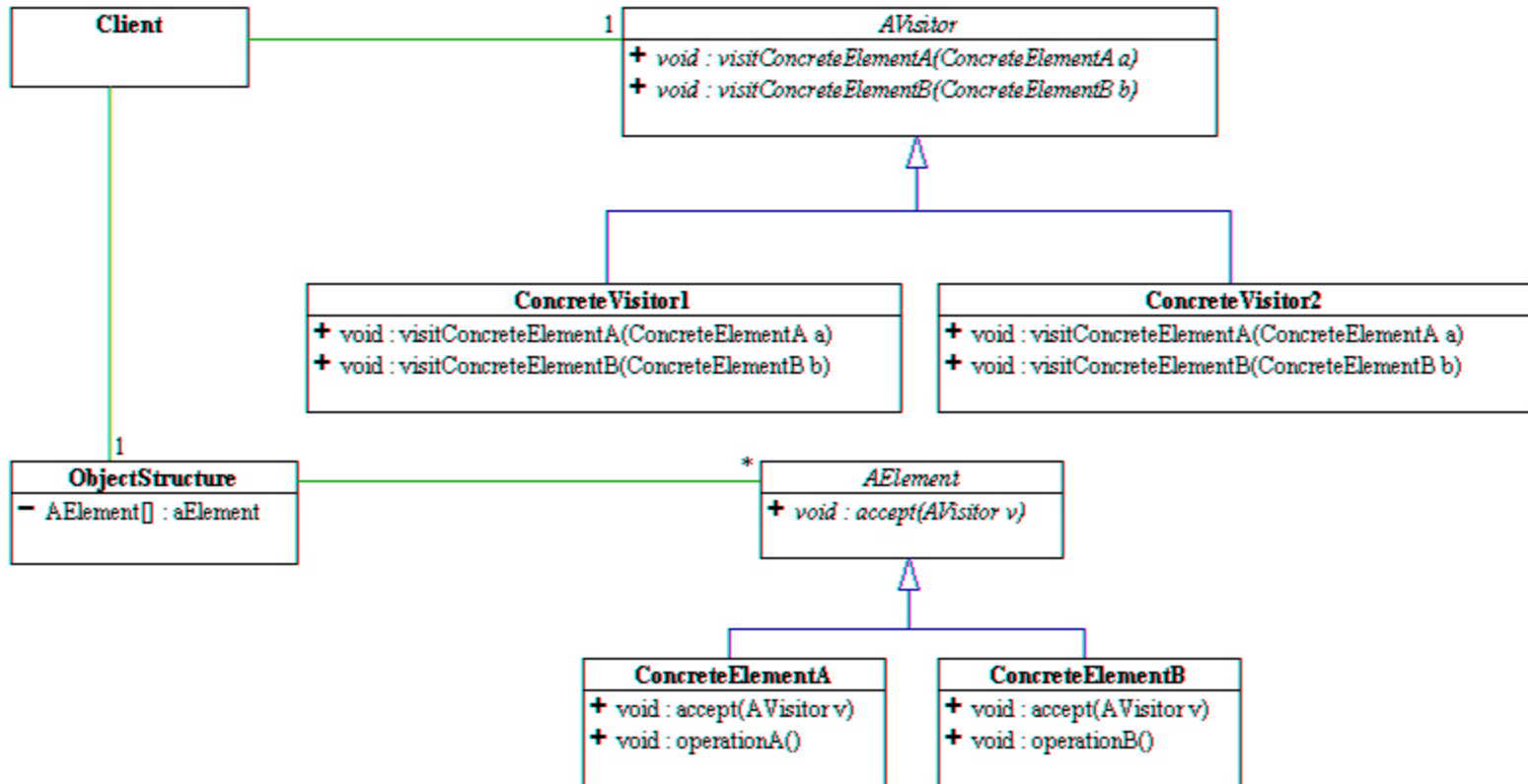
Jdom: showing structure recursively

```
public static void descend(Element current, int depth) {  
  
    for (int i = 0; i < depth; ++i) {  
        System.out.print("  ");  
    }  
    Element elt = (Element) current;  
    System.out.println(elt.getName());  
    Iterator ic = elt.getChildren().iterator();  
    while (ic.hasNext()) {  
        descend((Element) ic.next(), depth+1);  
    }  
}
```

Design Pattern: Visitor

- Often want to operate on a tree recursively
 - Count elements, search for text that matches a pattern, etc.
- Mechanics of traversing is the same every time
- So build a generic visitor that knows how to traverse the tree
 - Give it do-nothing methods that are invoked at specific times during traversal
 - Users derive from this class and override the methods they're interested in

Design Pattern: Visitor



A DOM Visitor

- ```
public abstract class DomVisitor {
 public DomVisitor() {}
 public void visit(Element root) {
 m_depth = 0;
 preRoot(root);
 atElement(root);
 recurse(root);
 postRoot(root);
 }
}
```

# ...A DOM Visitor

```
protected void preRoot(Element root) {
}
```

```
protected void postRoot(Element root) {
}
```

```
protected void atElement(Element elt) {
}
```

```
protected void atText(Text text) {
}
```

```
protected void recurse(Element elt) {
 m_depth += 1;
 Iterator ic = elt.getContent().iterator();
 while (ic.hasNext()) {
 Object node = ic.next();
 if (node instanceof Element) {
 Element child = (Element) node;
 atElement(child);
 recurse(child);
 } else if (node instanceof Text) {
 atText((Text) node);
 }
 }
 m_depth -= 1;
}
```



# Building an attribute inventory

- Want to find out which attributes appear with which elements in an XML file
- Create a DOM visitor that inspects each element's attributes
- Result is a map in which
  - Keys are element names (e.g. "h1 ")
  - Values are sets of attribute names (e.g. "align ")
- Here we do not record the attribute values
  - Exercise: extend this visitor to inventory them as well

# The Inventory Visitor

```
public class Inventory extends DomVisitor {

 public Inventory() {
 m_seen = new HashMap();
 }
 protected void preRoot(Element root) {
 m_seen.clear();
 }
 protected void atElement(Element elt) {
 ...
 }
 protected Map m_seen;
}
```

```
protected void atElement(Element elt) {
 String eltName = elt.getName();
 Set seen = (Set) m_seen.get(eltName);
 if (seen == null) {
 seen = new HashSet();
 m_seen.put(eltName, seen);
 }
 Iterator ia = elt.getAttributes().iterator();
 while (ia.hasNext()) {
 String attrName =
 ((Attribute) ia.next()).getName();
 seen.add(attrName);
 }
}
```

# Input and output

```
<doc>
<p align="left" role="lead">First.</p>
<p align="center">Second </p>
<p align="right" font="em">Third.</p>
</doc>
```

- doc
- p
  - align
  - role
  - font

# Trimming the tree

- Can add or remove nodes in DOM tree
  - Be careful about deleting items in a list while iterating over that list
- Pattern: delete or move on
  - When an item is deleted, items above it bump down
  - So either delete *or* increment loop index

```
protected void atElement(Element elt) {
 List content = elt.getContent();
 int i = 0;
 while (i < content.size()) {
 Object node = content.get(i);
 boolean keep = true;
 if (node instanceof Text) {
 Text text = (Text) node;
 if (text.getText().trim().length() == 0) {
 keep = false;
 }
 }
 if (keep) {
 i += 1;
 } else {
 content.remove(i);
 }
 }
}
```

# Python

- Like JDOM, Python's DOM library is derived from the W3C standard
- In fact, Python has two DOM libraries
  - `xml.minidom` doesn't have everything

# Example

```
import sys, xml.dom.minidom

def showTree(node, indent=0):
 print ' ' * indent + node.nodeName
 for child in node.childNodes:
 if child.nodeType == child.ELEMENT_NODE:
 showTree(child, indent+1)

for filename in sys.argv[1:]:
 doc = xml.dom.minidom.parse(filename)
 root = doc.documentElement
 showTree(root)
```



# Python: urllib

- Python's urllib hides most of these details

```
import urllib
url = "http://www.thirdbit.com/greeting.html"
instream = urllib.urlopen(url)
lines = instream.readlines()
instream.close()
for line in lines:
 print line
```

# Building a Spider

- A *spider* is a program that can explore the web on its own
  - Download a page
  - Use regular expressions to find links
  - Download those pages
  - Repeat
- Oh, and watch out for cycles...

# ...Building a Spider

```
import sys, urllib, re
url = sys.argv[1]
instream = urllib.urlopen(url)
page = instream.read()
instream.close()
links = re.findall('href=\\"[^\\"]+\\\"', page)
temp = set()
for x in links:
 x = x[6:-1] # get rid of href=" and "
 if x.startswith('http://'):
 temp.add(x)
links = list(temp)
links.sort()
for x in links:
 print x
```