

# Design Pattern Density Defined

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Dirk Riehle

Friedrich-Alexander-University of Erlangen-Nuremberg

dirk@riehle.org - <http://dirkriehle.com> - @dirkriehle

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# Contributions of Paper and Talk

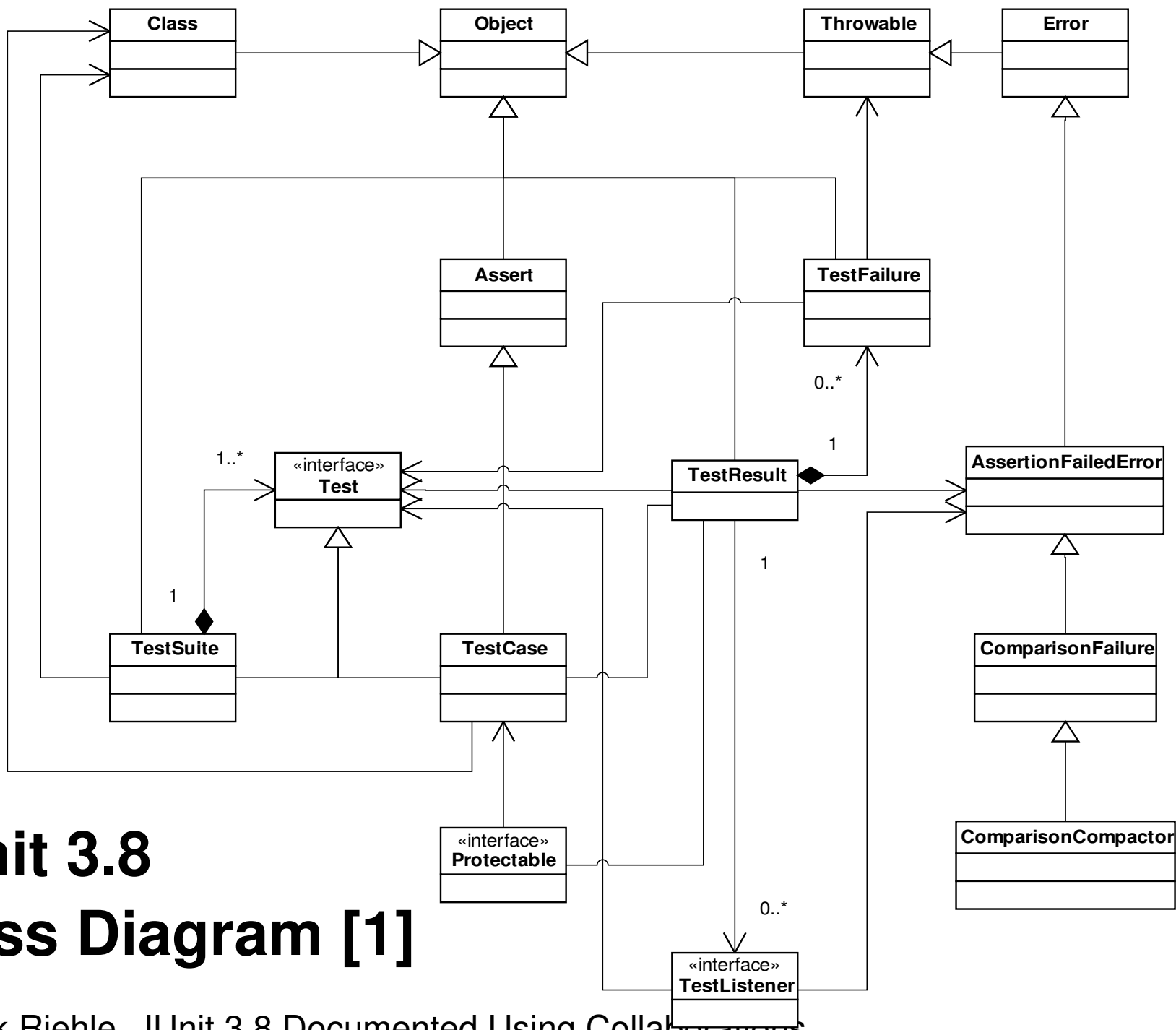
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**Defines “design pattern density” metric**

**Defines instrument to assess metric**

**Allows for formalizing hypotheses**

**Allows for evaluating hypotheses**

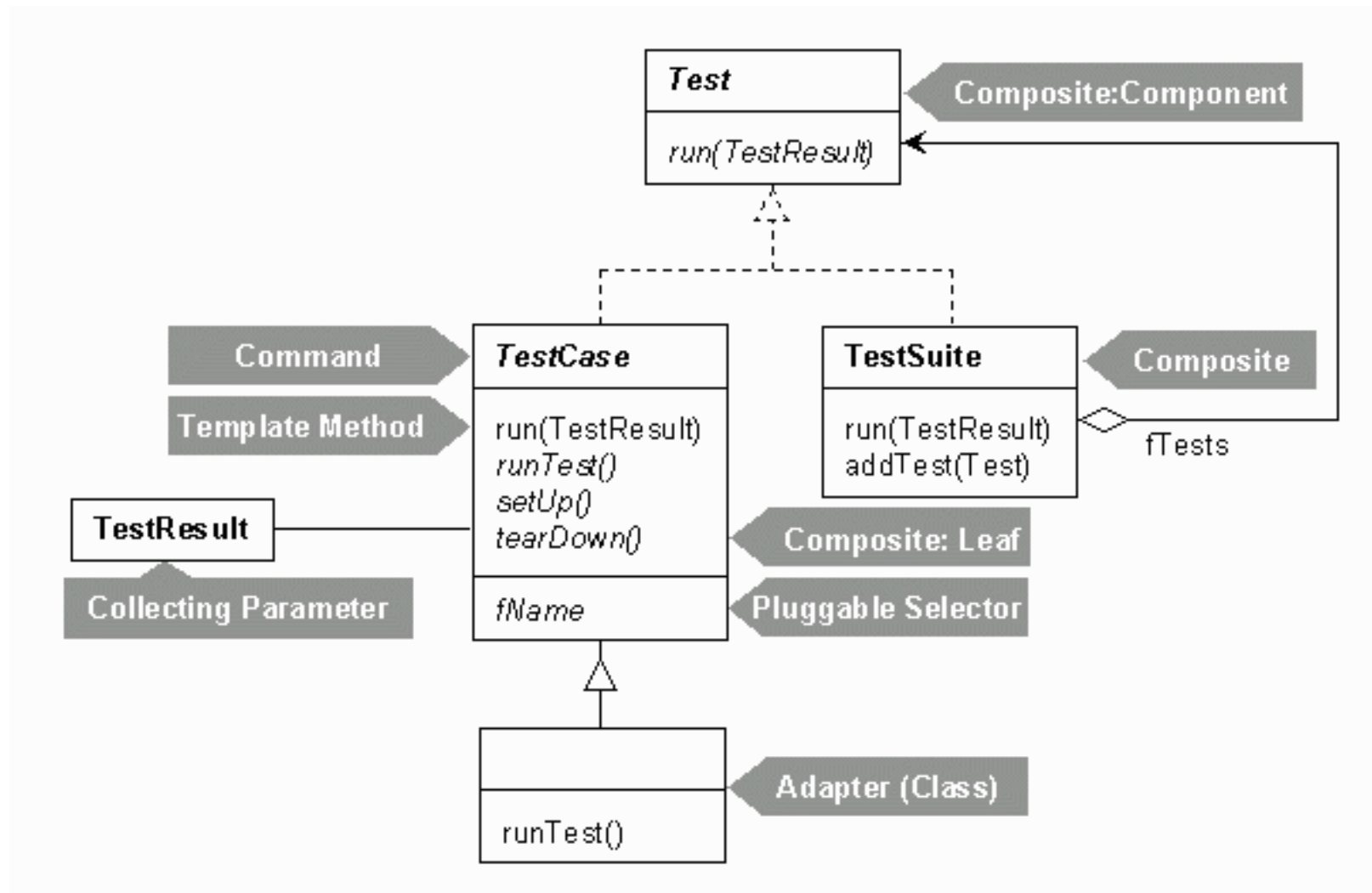


# JUnit 3.8

## Class Diagram [1]

[1] Dirk Riehle. JUnit 3.8 Documented Using Collaborations. In Software Engineering Notes (March 2008). ACM Press, 2008. Article 5.

# JUnit 3.8 Core Design with Patterns [2]



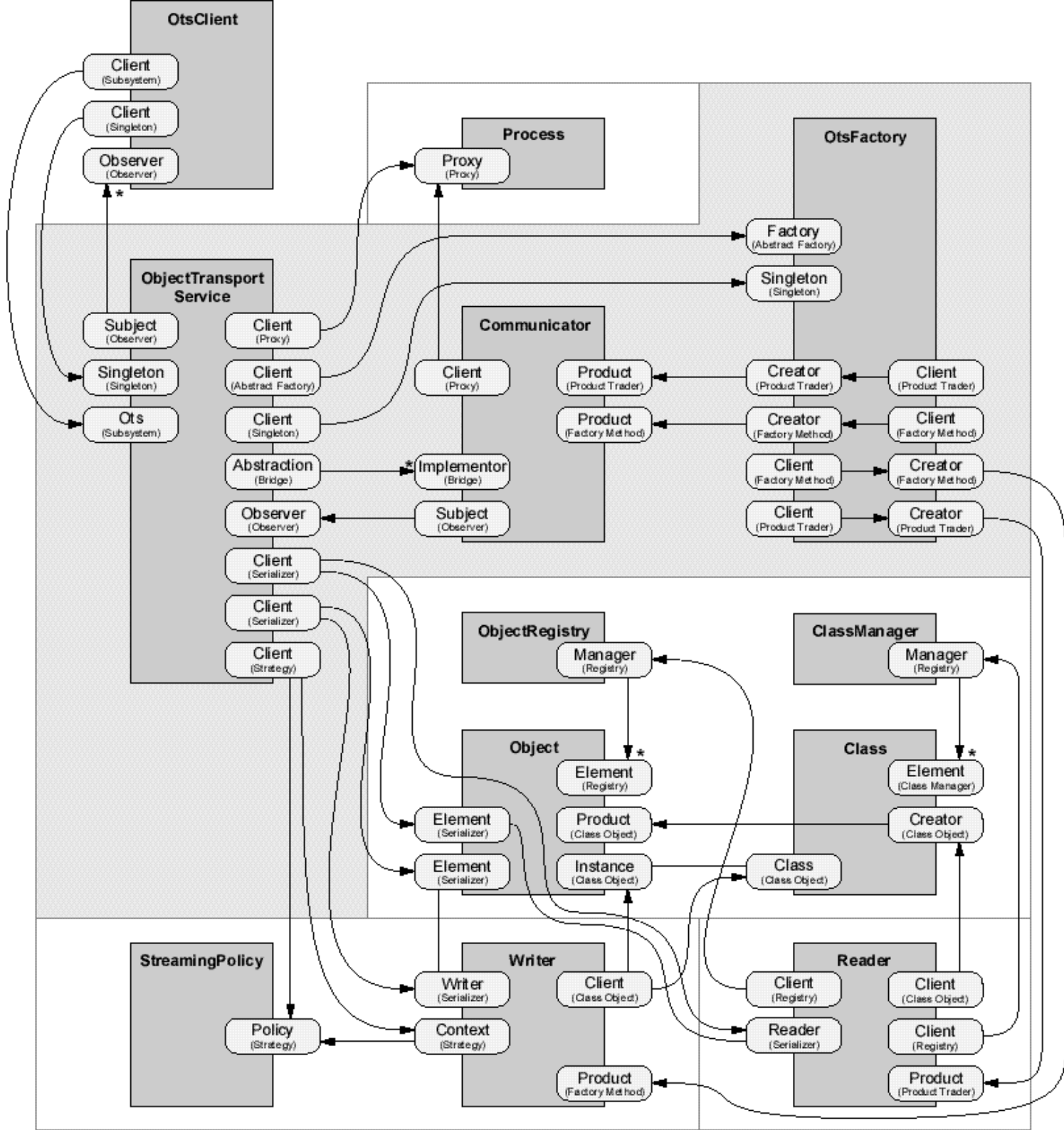
[2] Kent Beck and Erich Gamma. JUnit: A Cook's Tour. Available from <http://junit.sourceforge.net/doc/cookstour/cooks-tour.htm>

# Beck and Gamma on JUnit's Design

“Notice how TestCase, the central abstraction in the framework, is involved in four patterns. Pictures of *mature object designs show this same ‘pattern density’*. The star of the design has a rich set of relationships with the supporting players.” [2]



# Geo Transport Service Design With Object Collaborations and Design Patterns

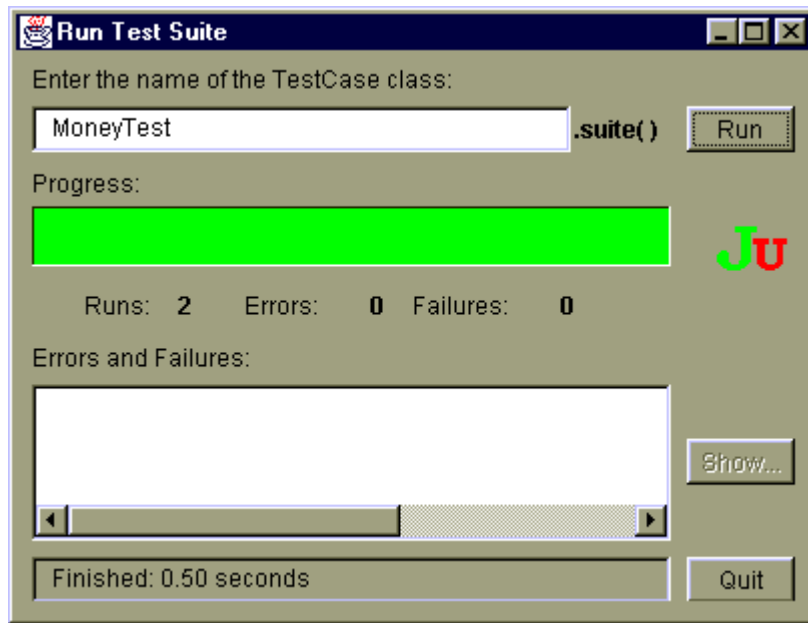


# Design Pattern Density **Intuition**

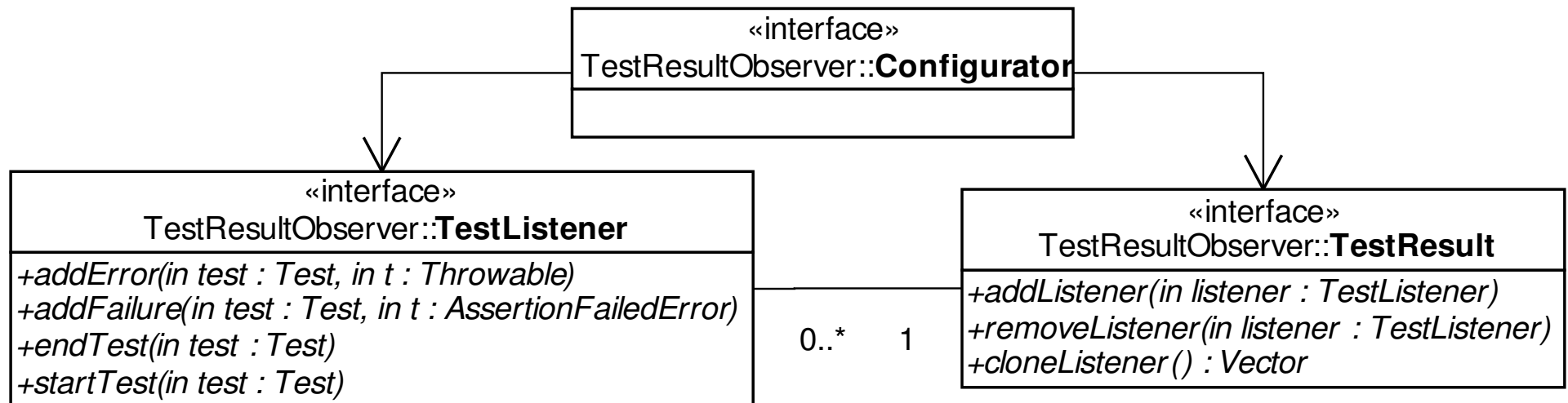
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The **pattern density** of an object-oriented design is the *percentage of functionality* in the design defined and explained by design patterns.

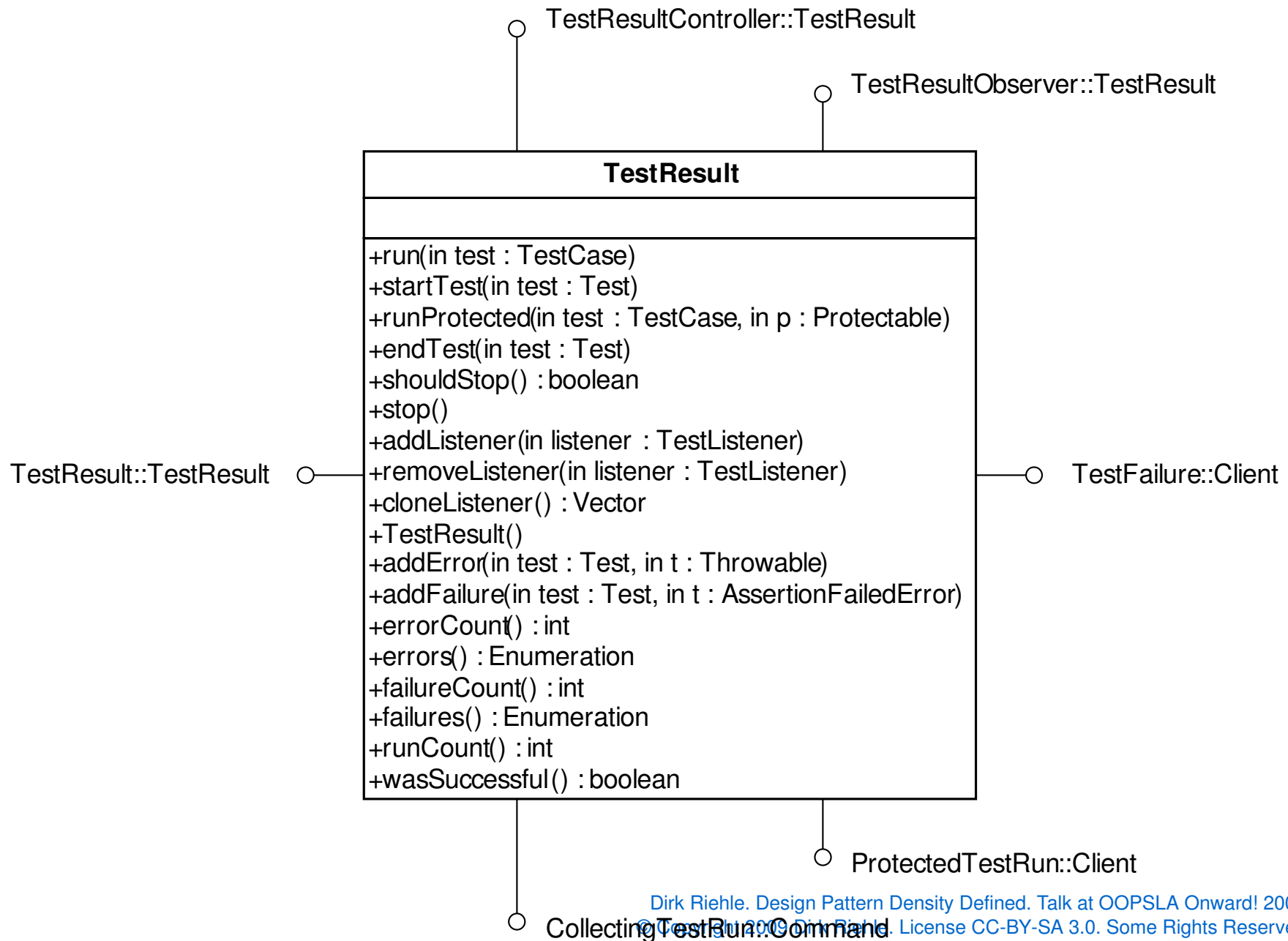
# Object Collaboration: TestResultObserver



As JUnit runs over a complete TestSuite, it collects test results (failures and successes); clients can register their interest in the test progress. One such client is the “green/red” progress bar.

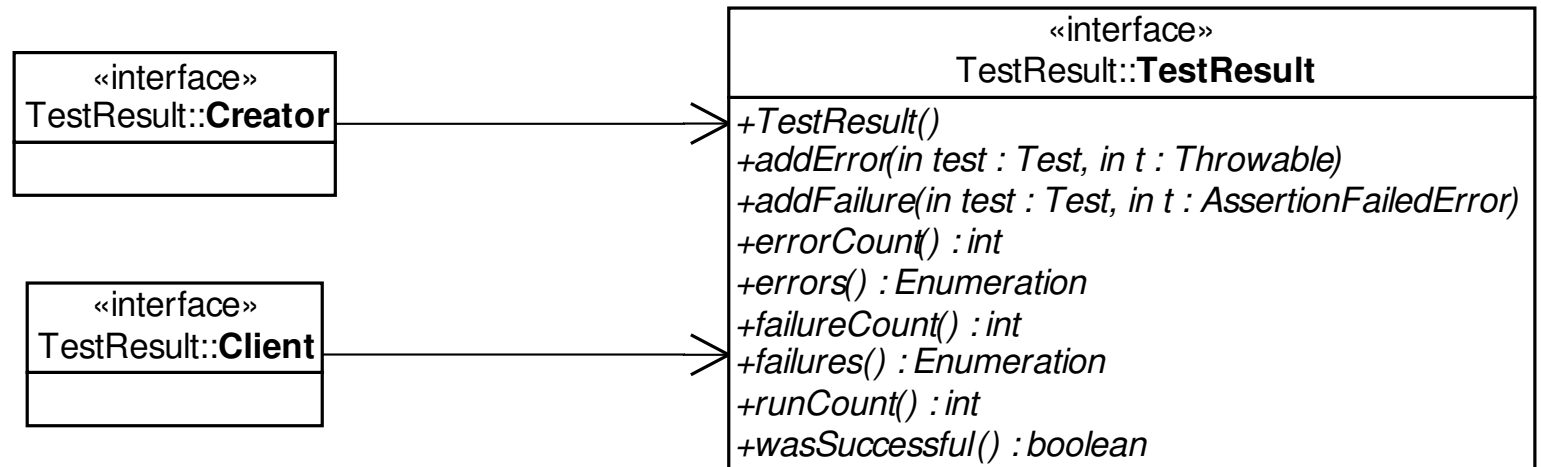


# Class Focus (Complementary View)

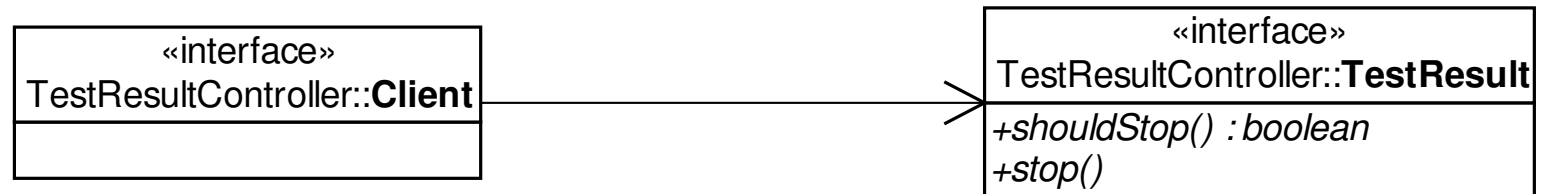


# JUnit 3.8 Documented Using Collaborations

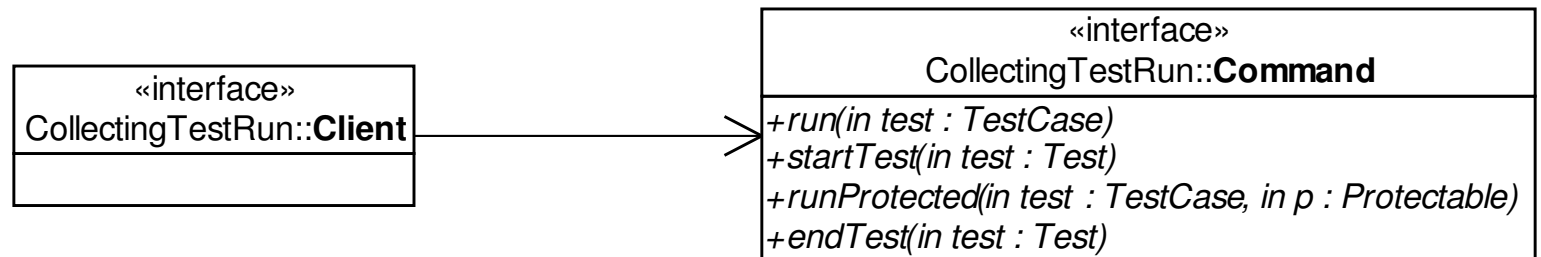
1.



2.



3.



... and many more, see [1]

# Design Pattern Density **Defined** [4]

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The **pattern density** of an object-oriented design is *the percentage of its collaborations* that are design pattern instances.

[4] Dirk Riehle. “Design Pattern Density Defined.” In Proceedings of the 2009 Conference on Object-Oriented Programming Systems, Languages, and Applications (OOPSLA Onward! ‘09). ACM Press, 2009.

# Dealing with the Inheritance Interface

- Intra-object communication
  - In role modeling, is the same as inter-object communication
  - Within collaborations objects frequently talk to themselves!

```
public collaboration TestRunMethod {  
  
    free role Client {  
        // no methods  
    }  
  
    role TemplateMethod {  
        public void runBare() throws Throwable;  
    }  
  
    role PrimitiveMethods {  
        protected void runTest() throws Throwable;  
        protected void setUp() throws Exception;  
        protected void tearDown() throws Exception;  
    }  
}  
  
// role to class assignments  
public class TestCase provides  
    TemplateMethod, PrimitiveMethods ...
```

Name of Collaboration	Number of Collaborations	Number of Roles in Collaboration	Number of Methods in Collaboration	Is it a pattern? If so which?
TestCase	1	2	4	-
TestSuite	1	2	4	-
TestSuiteTestCreation	1	2	4	-
TestRun	1	2	1	Command
TestCaseTestRun	1	2	2	-
TestSuiteTestRun	1	2	1	-
TestHierarchy	1	3	13	Composite
TestResult	1	3	9	Collecting Parameter
TestResultController	1	2	2	-
TestResultObserver	1	3	7	Observer
CollectingTestRun	1	2	4	Command
ProtectedTestRun	1	3	2	Adapter
TestRunMethod	1	2	4	Template Method
Assertions	1	2	38	-
TestFailure	1	2	6	-
AssertionFailedError	1	2	2	-
ComparisonFailure	1	2	3	-
ComparisonCompactor	1	2	2	Strategy
CompactMethod	1	2	6	Composed Method

# JUnit's Design Pattern Density

## JUnit 3.8 Case Study

Number of classes/interfaces	11
Number of collaborations	19
Number of pattern instances	9
Number of roles in total	42
Ratio roles per class/interface	3.8
<b>Design pattern density</b>	<b>47%</b>

The paper [4] presents a few more case studies.

# Some More Case Studies

Case study	[1]	[2]	[3]
Number of interfaces and interface classes	17	13	20
Number of collaborations	34	20	28
Number of pattern instances	20	12	20
Number of roles assigned to classes	75	44	66
Ratio roles per class/inter-face	4.4	3.4	3.3
<b>Design pattern density (interface architecture)</b>	<b>59%</b>	<b>60%</b>	<b>71%</b>

[1] - The Geo framework

[2] - The KMU Desktop framework

[3] - The JHotDraw core framework

# A Step Back: The Big Picture

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**Defined metric “design pattern density”  
Defined instrument to assess metric**

**What does the metric measure?  
What can we predict from the measure?**

# Some Hypotheses Using Design Pattern Density

1. As a framework matures, the design pattern density of a framework increases.
2. As a framework matures, its design pattern density approaches a fixed point value.
- ...
7. The closer a framework version's design pattern density is to its fixed point, the easier on average the framework is to learn and use.

**We can now evaluate these hypotheses**

# Limitations of Metric and Instrument

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- Assessing designs using collaborations and patterns is hard work
- After the fact assessment is even harder given muddled designs
- Some of these assessments are likely to be subjective
- Object collaborations don't fully cover all aspects of a design
- A practical application of the metric may be subject to gaming

# Future Work

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- Extend metric and instrument from collaborations to aspects
- Broadly create more case study material
- Evaluate hypotheses of interest

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# Questions? Feedback!

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dirk@riehle.org - <http://dirkriehle.com> - @dirkriehle