

Advanced OO Patterns

PHP UK Conference 2011

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Outline

Introduction

Dependency injection

Lazy initialization

Data storage



About me

- ▶ Degree in computer science

More than 10 years of
experience with PHP

PHP enthusiast
and OO Data Components

Senior Consultant

at Qafoo

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Enthusiast
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- ▶ Degree in computer science
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- ▶ Open source enthusiast
 - ▶ Apache Zeta Components
 - ▶ Arbit
 - ▶ PHPUnit
 - ▶ ...



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<http://qafoo.com>



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We help people to produce
high quality PHP code.

Disclaimer

- ▶ This talk cannot be in depth

This talk shall inspire you

This talk will not show UML diagrams

This talk will show you quite some code

This talk can seriously harm your coding habits

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Patterns are ...

- ▶ ... universal solutions.

... good habits.

... reusable templates.



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Patterns are ...

- ▶ ~~... universal solutions.~~
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- ▶ ~~... coding templates.~~

... names for proven ideas how a certain class of problems can be solved.

Patterns are not ...

- ▶ ... applicable to every problem.
- ▶ ... directly transferable to code.
- ▶ ... always the best solution.



Pattern classification

- ▶ Creational
- ▶ Structural
- ▶ Behavioural
- ▶ Architectural



Well known patterns

Signal / Observer

Iterator

Visitor

Adapter

Singleton

Factory

Well known patterns

Signal / Observer

Iterator

Visitor

Adapter

Singleton

Factory

Outline

Introduction

Dependency injection

Lazy initialization

Data storage



Goals of good OO design

- ▶ Modular

 - Module

 - Interface

 - Package

 - Class

 - Object

 - Method

 - Attribute

 - Field

 - Constructor

 - Destructor

<http://unclebob.com/ArticleS.UncleBob.PrinciplesOfOod>

Goals of good OO design

- ▶ Modular
- ▶ Flexible

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- ▶ Modular
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- ▶ Testable
- ▶ S.O.L.I.D.

(<http://butunclebob.com/ArticleS.UncleBob.PrinciplesOfOod>)

What's the problem here?

```
1 <?php
2
3 class MessageDispatcher
4 {
5     public function __construct()
6     {
7         $this->messengers [] = new
8             JabberMessenger();
9         $this->messengers [] = new
10            MailMessenger();
11     }
12 }
13
14 class MailMessenger implements Messenger
15 {
16     public function sendMessage( $text )
17     {
18         myLogger::getInstance()->log( $text
19             );
20         $this->sendMail( /*...*/ );
21     }
22 }
```

- ▶ Inflexible
- ▶ Not reusable
- ▶ Hardly testable



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Injecting dependencies

```
1 <?php
2
3 $messenger = new MessageDispatcher(
4     array(
5         new JabberMessenger( 'jabber.example.org', 'user', 'pass' ),
6         new MailMessenger(
7             new MailSmtptTransport( 'mail.example.org', 'user', 'pass' ),
8             $logger = new Logger(
9                 new LoggingDispatcher(
10                    array(
11                        new SyslogLogger(),
12                        new FileSystemLogger( 'log/errors.log' )
13                    )
14                )
15            )
16        )
17    ),
18    $logger
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Dependency injection

- ▶ Pros
 - ▶ Flexibility
 - ▶ Reusability
 - ▶ Modularity
 - ▶ Testability
- ▶ Cons
 - ▶ Complex object graphs
 - ▶ Long parameter lists
 - ▶ Object ballast



Dependency injection container

```
1 <?php
2
3 class DependencyInjectionContainer
4 {
5     protected $messageDispatcher;
6     protected $logger;
7
8     public function __construct(
9         MessageDispatcher $messageDispatcher,
10        Logger $logger
11    )
12    {
13        $this->messageDispatcher;
14        $this->logger;
15    }
16
17    public function getMessageDispatcher()
18    {
19        return $this->messageDispatcher;
20    }
21
22    public function getLogger()
23    {
24        return $this->logger;
25    }
26 }
```

Outline

Introduction

Dependency injection

Lazy initialization

Data storage



Motivation

- ▶ Building the full object graph is
 - ▶ Complex
 - ▶ Time consuming
 - ▶ Memory consuming

Do we need all objects in every request?

Can we create and size object when needed for the first time?

Motivation

- ▶ Building the full object graph is
 - ▶ Complex
 - ▶ Time consuming
 - ▶ Memory consuming
- ▶ Do you use all objects in every request?

create object when needed for the first time

Motivation

- ▶ Building the full object graph is
 - ▶ Complex
 - ▶ Time consuming
 - ▶ Memory consuming
- ▶ Do you use all objects in every request?
- ▶ Idea: Initialize object when needed for the first time

Simple lazy initialization

```
1 <?php
2
3 class DatabaseInitializer
4 {
5     protected $dsn;
6
7     protected $db;
8
9     public function __construct( $dsn )
10    {
11        $this->dsn = $dsn;
12    }
13
14    public function getDatabase()
15    {
16        if ( $this->db == null )
17        {
18            $this->db = new Database( $this->dsn );
19        }
20        return $this->db;
21    }
22 }
```

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```


Combining DIC and lazy initialization

- ▶ Inject everything
- ▶ Initialize only when needed
- ▶ Resolve dependencies automatically



The Arbit DIC

- ▶ Exemplary for a high-end DIC
 - ▶ Shared objects (initialized once)
 - ▶ Closures for lazy initialization
 - ▶ Inherent dependency resolution

▶ Custom DICs

▶ Interceptors

▶ Implementation details,

▶ <http://bit.ly/arbitDIC>

The Arbit DIC

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Using the Arbit DIC

```
3  class arbitEnvironmentDIC extends arbitDependencyInjectionContainer
4  {
13     public function initialize()
14     {
38     }
39 }
```

Using the Arbit DIC

```
3 class arbitEnvironmentDIC extends arbitDependencyInjectionContainer
4 {
13     public function initialize()
14     {
15         $this->cache = function( $dic )
16         {
17             return new arbitFilesystemCache( $dic->request->controller );
18         };
38     }
39 }
```

Using the Arbit DIC

```
3 class arbitEnvironmentDIC extends arbitDependencyInjectionContainer
4 {
13     public function initialize()
14     {
20         $this->messenger = function( $dic )
21         {
22             return new arbitMessenger( array(
23                 'email' => $dic->mailMessenger,
24             ) );
25         };
38     }
39 }
```


Using the Arbit DIC

```
3 class arbitEnvironmentDIC extends arbitDependencyInjectionContainer
4 {
13     public function initialize()
14     {
27         $this->mailMessenger = function( $dic )
28         {
29             return new arbitMailMessenger(
30                 $dic->mailTransport ,
31                 $dic->configuration->main ,
32                 $dic->configuration->project( $dic->request->controller ) ,
33                 $dic->views->decorator
34             );
35         };
38     }
39 }
```

More about DIC

- ▶ Pimple - A small PHP 5.3 dependency injection container
<https://github.com/fabpot/Pimple>
- ▶ Bucket - Basic di-container for php
<https://github.com/troelskn/bucket>
- ▶ Symfony Dependency Injection <http://components.symfony-project.org/dependency-injection/>
- ▶ **Martin Fowler on Dependency Injection**
<http://martinfowler.com/articles/injection.html>

Outline

Introduction

Dependency injection

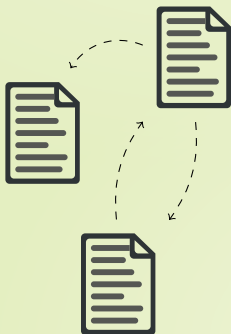
Lazy initialization

Data storage



The situation

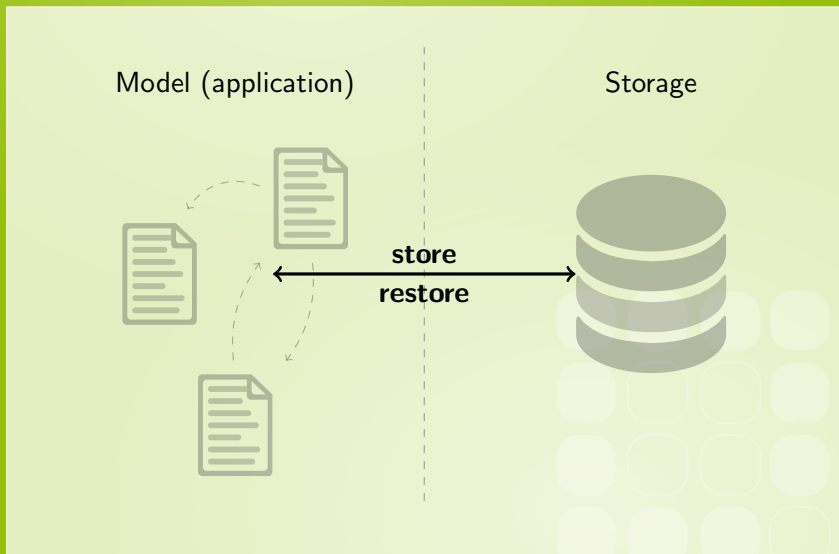
Model (application)



Storage



The situation



Challenges

- ▶ Model and storage structure differ
 - ▶ Object-relational impedance mismatch
 - ▶ Different access approaches
 - ▶ Different language differences
 - ▶ Model and storage might change
 - ▶ Model and storage could even be mixed



Challenges

- ▶ Model and storage structure differ
 - ▶ Object relational impedance mismatch

Different access approaches

different language differences

different data types and might change

different data types could even be mixed



Challenges

- ▶ Model and storage structure differ
 - ▶ Object relational impedance mismatch
- ▶ Different access approaches

Storage differences
Access methods might change
Access methods could even be mixed



Challenges

- ▶ Model and storage structure differ
 - ▶ Object relational impedance mismatch
- ▶ Different access approaches
 - ▶ Query language differences

Model and storage structure might change
Access approaches could even be mixed



Challenges

- ▶ Model and storage structure differ
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- ▶ Storage back end might change
- ▶ Back ends could even be mixed
- ▶ ...



Active Record

```
1 <?php
2
3 class Invoice extends ActiveRecord
4 {
5     protected $id;
6     protected $positions;
7     protected $vat;
8     // ...
9
10    public function calculateValue()
11    { /* business logic */ }
12 }
13
14 class ActiveRecord
15 {
16     public function insert()
17     { /* ... */ }
18     public function update()
19     { /* ... */ }
20 }
```



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Active Record

- ▶ Combines storage and business logic
- ▶ Commonly storage logic in base class
- ▶ Model class corresponds to database record

Evaluation

Pros

- ▶ Very easy to use
- ▶ Very few code to write

Cons

- ▶ Model structure ≠ storage structure
- ▶ Classes become complex
 - ▶ Business logic
 - ▶ Storage logic
- ▶ Broken object semantics
- ▶ Changes ripple over
- ▶ Hard to exchange storage logic
- ▶ Really hard to test!

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Lesson learned ...

De-couple business and storage logic!



Row Data Gateway

```
1 <?php
2
3 class Invoice
4 {
5     protected $data;
6     // ...
7
8     public function __construct( InvoiceGateway $data )
9     { $this->data = $data; }
10
11     public function calculateValue()
12     { /* business logic */ }
13 }
14
15 class InvoiceGateway
16 {
17     protected $id;
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Row Data Gateway

- ▶ Decouples storage from business logic
- ▶ Still convenient OO interface for storage
- ▶ Still some objects coupled to storage

(Row Data Gateway is a somewhat similar approach)

Row Data Gateway

- ▶ Decouples storage from business logic
- ▶ Still convenient OO interface for storage
- ▶ Still some objects coupled to storage
- ▶ (Table Data Gateway is a somewhat similar approach)

Evaluation

Pros

- ▶ Easy to use
- ▶ Few code to write
 - ▶ Gateways can be generated

Cons

- ▶ Some objects model DB structure
- ▶ Changes still ripple over
- ▶ Still hard to exchange storage logic

Evaluation

Pros

- ▶ Easy to use
- ▶ Few code to write
 - ▶ Gateways can be generated
- ▶ Easier to test

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- ▶ Some objects model DB structure
- ▶ Changes still ripple over
- ▶ Still hard to exchange storage logic

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- ▶ Easy to use
- ▶ Few code to write
 - ▶ Gateways can be generated
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3 class Invoice
4 {
5     protected $id;
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7     protected $vat;
8     // ...
9
10    public function calculateValue()
11    { /* business logic */ }
12 }
13
14 interface InvoiceMapper
15 {
16     public function store( Invoice $invoice );
17     public function update( Invoice $invoice );
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19
20 class DbInvoiceMapper implements InvoiceMapper
21 {
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Data Mapper

- ▶ Decouple storage from model
- ▶ No OO modelling of DB structure
- ▶ Model does not even know a database exists

Evaluation

Pros

- ▶ Complete decoupling
 - ▶ Client is not aware of storage
 - ▶ Single interface
 - ▶ Can use different storages!
 - ▶ Changes only affect storage layer
 - ▶ Changes only affect storage layer
 - ▶ Easier testing

Cons

- ▶ Quite simple to write
- ▶ Mapping can become complex

Evaluation

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- ▶ Complete decoupling
- ▶ Model is not aware of storage
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Attribution

The ideas behind the storage patterns are from
Patterns of Enterprise Application Architecture
by Martin Fowler

Highly recommended!

Conclusion

- ▶ Patterns are not the holy grail!

- ▶ Patterns are just design names to good ideas
- ▶ Patterns are just names to talk about concepts
- ▶ Patterns are just names to save you



Conclusion

- ▶ Patterns are not the holy grail!
- ▶ They assign names to good ideas
- ▶ They help you to talk about concepts
- ▶ They can inspire you



Thanks for listening

Are there any questions left?



Thanks for listening

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and / or give me some feedback right now!

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Stay in touch

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<http://qafoo.com>