

Object Analysis and Design (OAD)
Lab Session (TP) 05

Section 1. Mediator Pattern

We want to implement a communication system, between the chairs of sections, and chairs of courses, in which the *Department* plays the role of *Mediator*, who is responsible for exchanging messages. To build this system, we suppose the following: We have the class *Teacher* that has as information (Name, Id and Course), and *TeacherChair* that extends *Teacher*, and he is the only one allowed to exchange messages through the *Department* (Mediator). We have also the class *Student* that has as information (Name, InscNumber and Section), and *StudentChair* that extends *Student*, and he is the only one allowed to exchange messages through the *Department*. In order to send and receive messages, both *TeacherChair* and *StudentChair* implement two essential methods: *Send* and *Receive*, which are defined on the level of an interface called *IColleague*.

1. Given the condition that every *StudentChair* receives only from Teachers (*TeacherChair*), and *TeacherChair* receives only from students (*StudentChair*), Implement the previous scenario that gives the output presented below using the **Mediator pattern**.

Send (From Teacher Debbi): A seesion of ACO is palanned on Tuesday at 08:00,
please ack SIGL students

Elbar received from Teacher Debbi: A seesion of ACO is palanned on Tuesday at 08:00,
please ack SIGL students

Send (From Teacher Amroaui): A seesion of Algo is palanned on Monday at 09:30,
please ack SIGL students

Elbar received from Teacher Amroaui: A seesion of Algo is palanned on Monday at 09:30,
please ack SIGL students

Send (From the Student Elbar): Well received,
All SIGL students are acknowledged
Debbi received from Student Elbar: Well received,
All SIGL students are acknowledged
Amroaui received from Student Elbar: Well received,
All SIGL students are acknowledged

Figure 1: Mediator Pattern output

Answer Key for Exam A

Section 1. Mediator Pattern

We want to implement a communication system, between the chairs of sections, and chairs of courses, in which the *Department* plays the role of *Mediator*, who is responsible for exchanging messages. To build this system, we suppose the following: We have the class *Teacher* that has as information (Name, Id and Course), and *TeacherChair* that extends *Teacher*, and he is the only one allowed to exchange messages through the *Department* (Mediator). We have also the class *Student* that has as information (Name, InscNumber and Section), and *StudentChair* that extends *Student*, and he is the only one allowed to exchange messages through the *Department*. In order to send and receive messages, both *TeacherChair* and *StudentChair* implement two essential methods: *Send* and *Receive*, which are defined on the level of an interface called *IColleague*.

1. Given the condition that every *StudentChair* receives only from Teachers (*TeacherChair*), and *TeacherChair* receives only from students (*StudentChair*), Implement the previous scenario that gives the output presented below using the **Mediator pattern**.

```
Send (From Teacher Debbi): A seesion of ACO is palanned on Tuesday at 08:00,
please ack SIGL students
Elbar received from Teacher Debbi: A seesion of ACO is palanned on Tuesday at 08:00,
please ack SIGL students
```

```
Send (From Teacher Amroaui): A seesion of Algo is palanned on Monday at 09:30,
please ack SIGL students
```

```
Elbar received from Teacher Amroaui: A seesion of Algo is palanned on Monday at 09:30,
please ack SIGL students
```

```
Send (From the Student Elbar): Well received,
All SIGL students are acknowledged
Debbi received from Student Elbar: Well received,
All SIGL students are acknowledged
Amroaui received from Student Elbar: Well received,
All SIGL students are acknowledged
```

Figure 2: Mediator Pattern output

Answer:

```

1 using System;
2 using System.Collections.Generic;
3 using System.Linq;
4 using System.Text;
5 using System.Threading.Tasks;
6
7 namespace Mediatore_Exam
8 {
9     class Program
10     {
11
12         class Department
13         {
14
15             public delegate void Callback(string message, string from, string Role);
16             Callback respond;
17
18             public void SignOn(Callback method)
19             {
20                 respond += method;
21             }
22             // Send is implemented as a broadcast
23             public void Send(string message, string from, string Role)
24             {
25                 respond(message, from, Role);
26                 Console.WriteLine();
27             }
28         }
29
30         public interface Icolleague
31         {
32             void Send(string message);
33             void Receive(string message, string from, string Role);
34         }
35
36         public class Student
37         {
38             protected string Name;
39             protected string InscNumber;
40             protected string Section;
41         }
42
43         class StudentChair: Student, Icolleague
44         {
45             Department mediator;
46             string Role = "Student";
47             public StudentChair(Department mediator, string name, string
inscNumber, string section)

```

```

48     {
49         this.mediator = mediator;
50         mediator.SignOn(Receive);
51         this.Name = name;
52         this.InscNumber = inscNumber;
53         this.Section = section;
54     }
55
56     public void Receive(string message, string from, string role)
57     {
58         if (Role!=role)
59             Console.WriteLine(Name + " received from " + role + " " + from + ": " + message);
60     }
61
62     public void Send(string message)
63     {
64         Console.WriteLine("Send (From " + "the " + Role + " " + Name + ": " + message);
65         mediator.Send(message, Name, Role);
66     }
67 }
68
69 public class Teacher
70 {
71     protected string Name;
72     protected string Id;
73     public string Course;
74 }
75
76 class TeacherChair : Teacher, Icolleague
77 {
78     Department mediator;
79     string Role = "Teacher";
80     public TeacherChair(Department mediator, string name, string id, string course)
81     {
82         this.mediator = mediator;
83         mediator.SignOn(Receive);
84         this.Name = name;
85         this.Id = id;
86         this.Course = course;
87     }
88
89     public void Receive(string message, string from, string role)
90     {
91         if (Role != role)
92             Console.WriteLine(Name + " received from " + role + " " + from + ": " + message);

```

```

93     }
94
95     public void Send(string message)
96     {
97         Console.WriteLine("Send (From " + Role + " " + Name + "): " + message);
98         mediator.Send(message, Name, Role);
99     }
100 }
101
102 static void Main()
103 {
104     Department m = new Department();
105     // Two from head office and one from a branch office
106     StudentChair stdnt = new StudentChair(m, "Elbar", "2022_1", "SIGL_1");
107     TeacherChair tchr1 = new TeacherChair(m, "Debbi", "0000", "ACO");
108     TeacherChair tchr2 = new TeacherChair(m, "Amroaui", "1111", "Algo");
109
110     tchr1.Send("A seesion of " + tchr1.Course + " is palanned on Tuesday at 08:00, " +
111         "\nplease ack SIGL students");
112     tchr2.Send("A seesion of " + tchr2.Course + " is palanned on Monday at 09:30, " +
113         "\nplease ack SIGL students\n");
114     stdnt.Send("Well received,\nAll SIGL students are acknowledged");
115     Console.ReadKey();
116 }
117 }
118 }
119

```