

CSC7203 : Advanced Object Oriented Development

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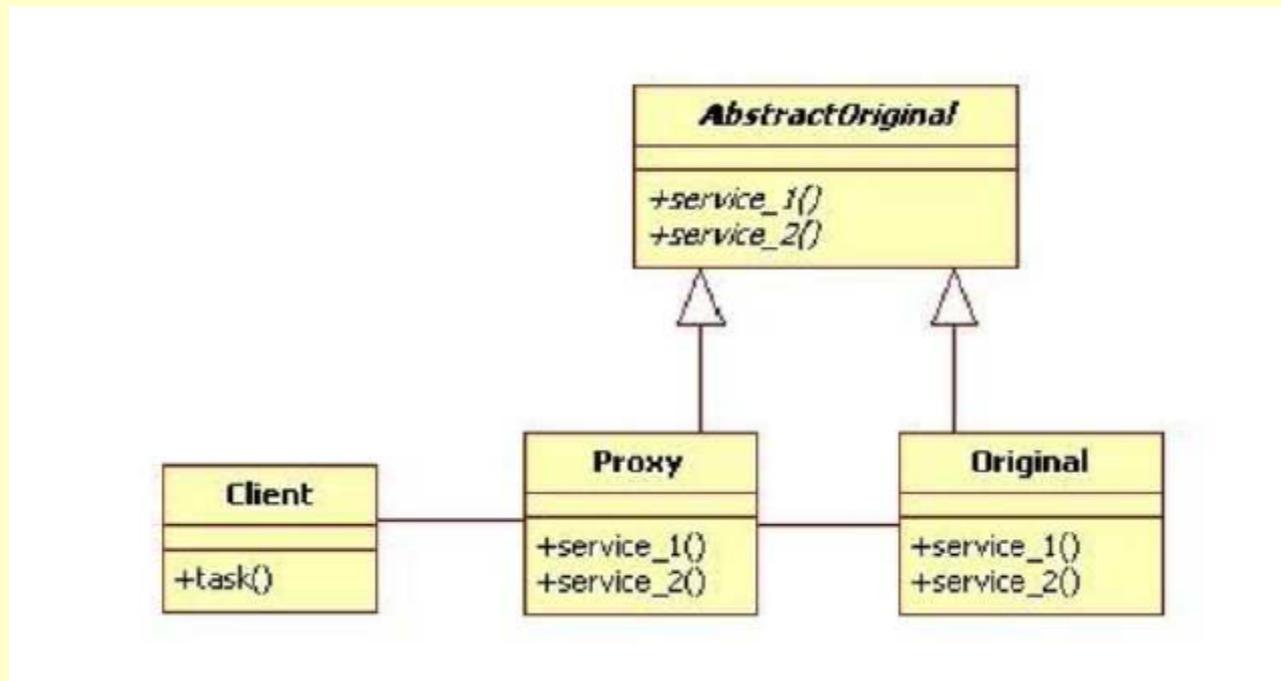
Proxy Design Pattern

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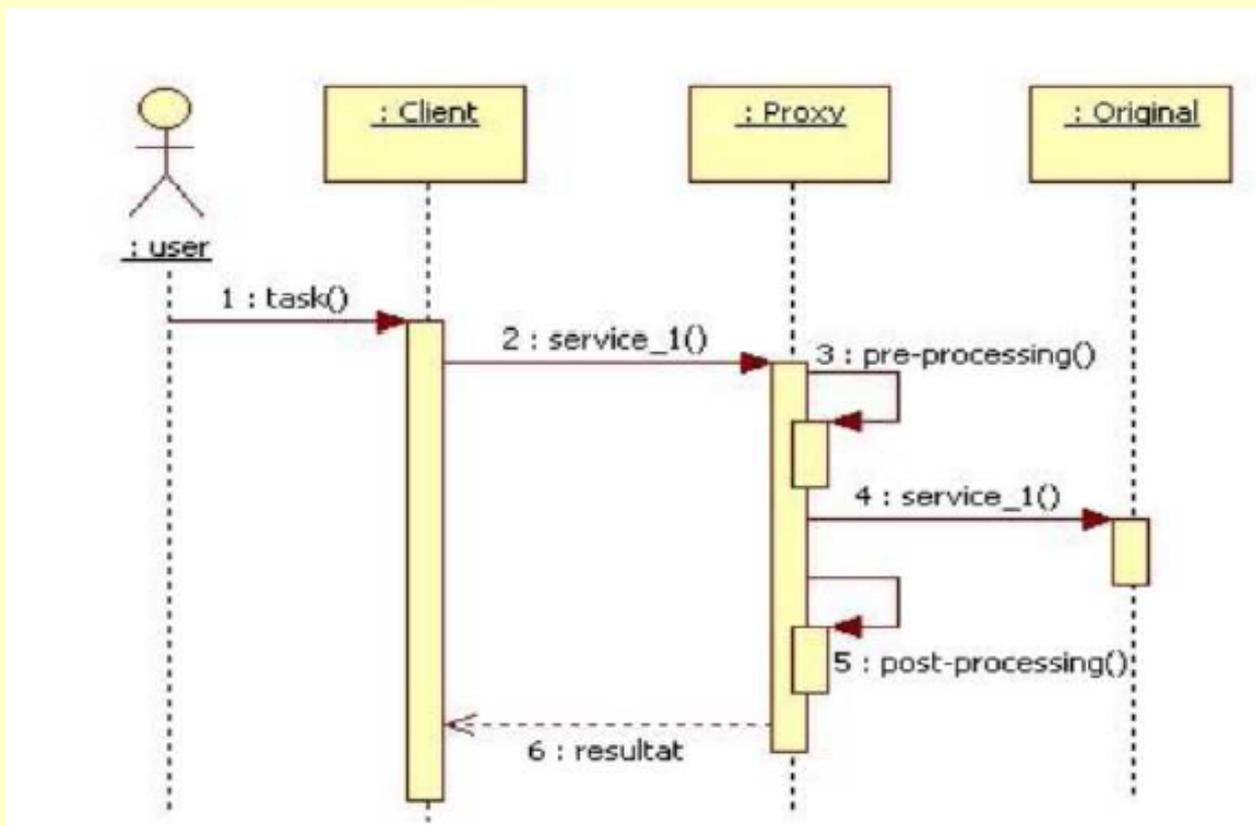
Proxy Pattern

Try to understand the proxy pattern just from the UML diagrams



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Proxy Problem

Create a service that will take an integer and return if it is prime

Write a proxy for the service that will ask for a password before the service is executed

Write a proxy that will count the number of times the service is executed

Implement 2 double proxys:

- 1) Asks a password, then counts
- 2) Counts, then asks a password