

# Mediator

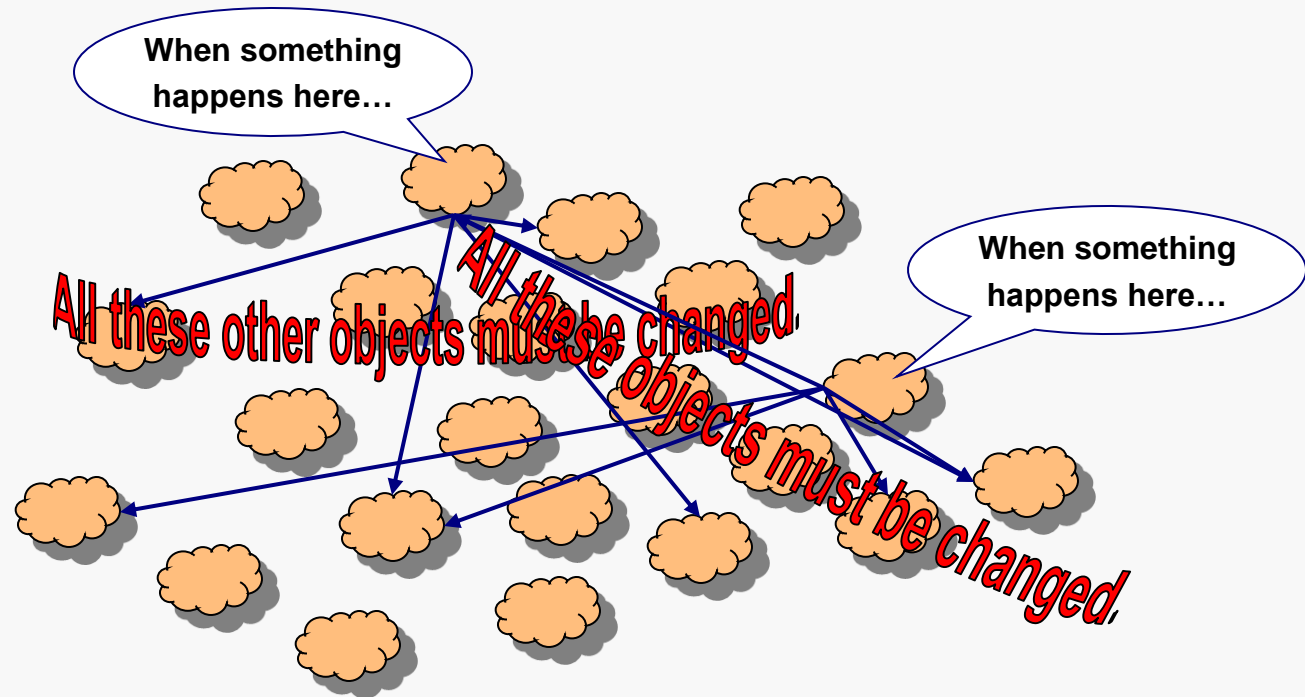


# Mediator Intent

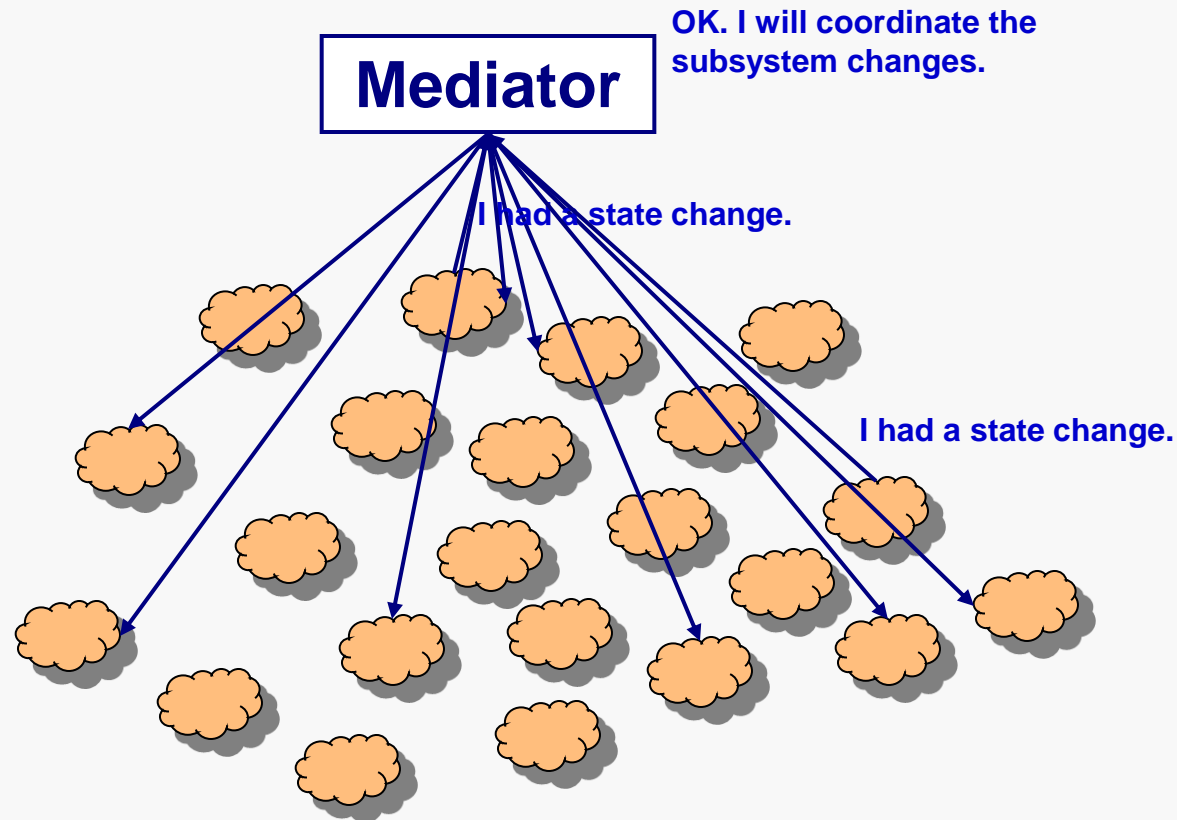
Define an object that encapsulates how a set of objects interact. Mediator promotes loose coupling by keeping objects from referring to each other explicitly, and it lets you vary their interaction independently.

(Behavioral)

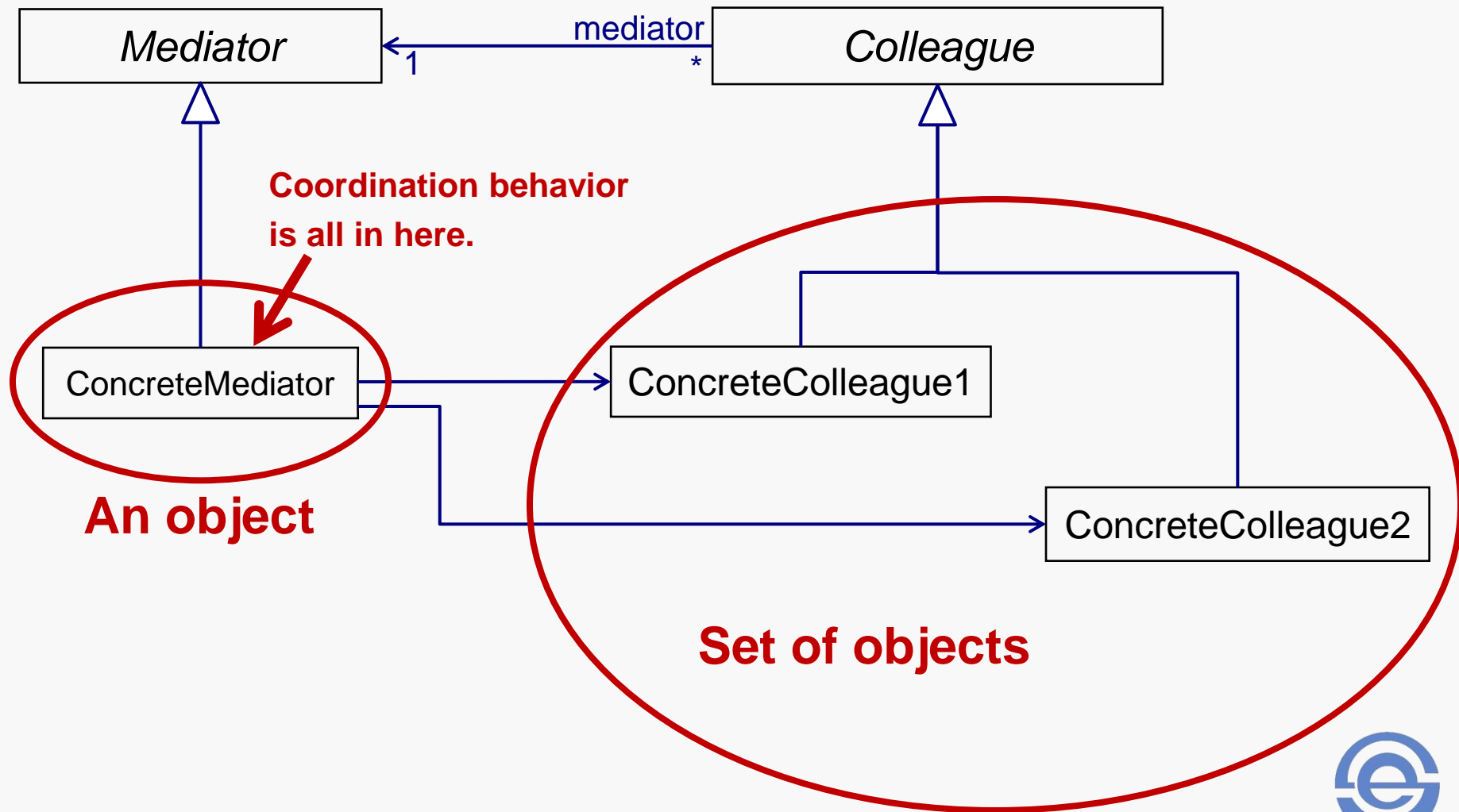
# When objects in a subsystem interact, they often become tightly coupled.



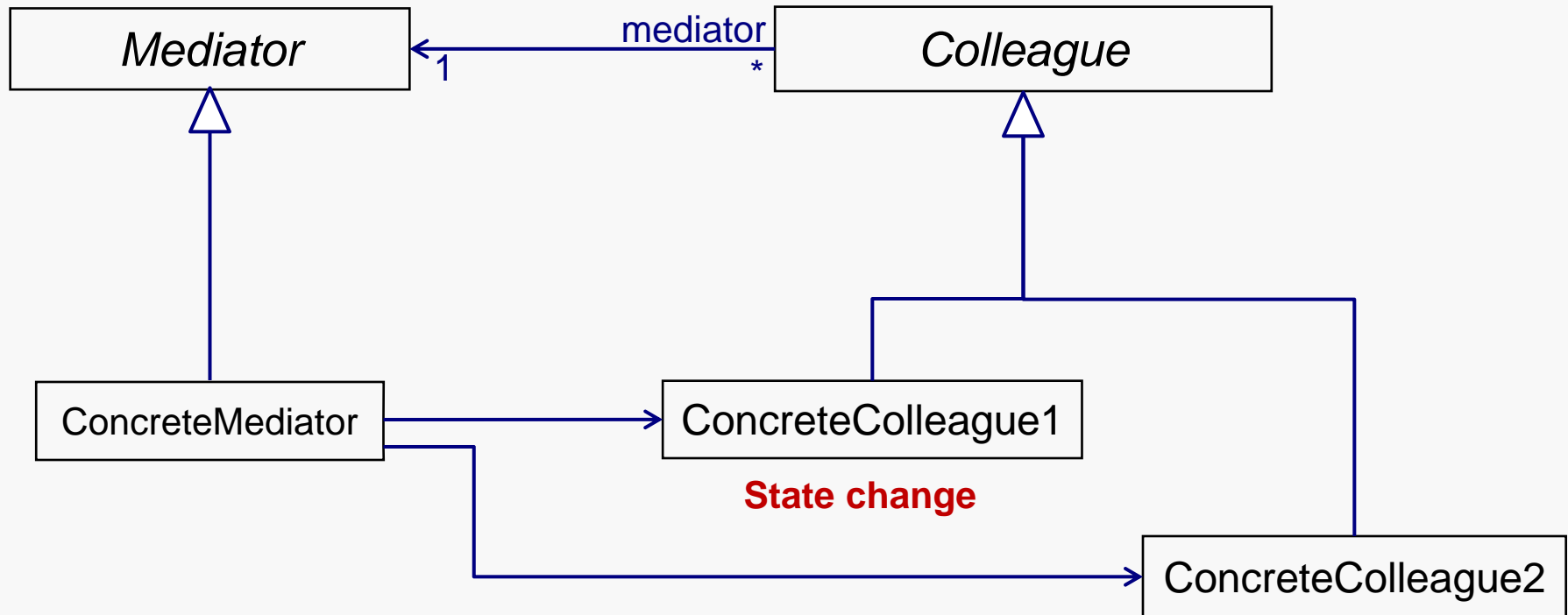
# Mediator lets you separate out the coordination behavior to one location.



# The Mediator pattern has a very simple structure.



# The coordination activity all resides in the mediator relieving subsystem objects of this duty.

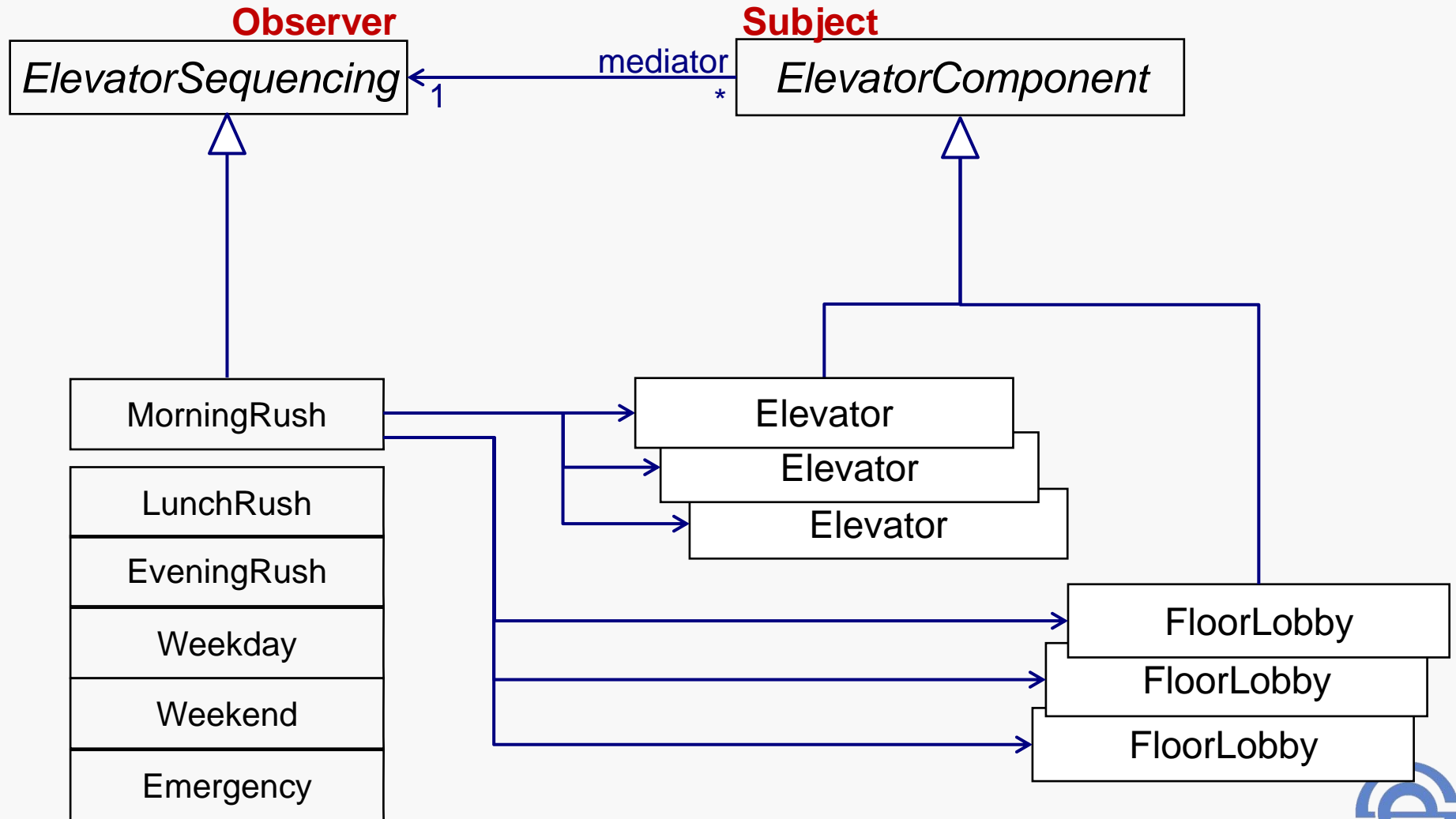


# Controlling a bank of elevators is an application that could benefit from use of the Mediator pattern.



- Set of objects
  - *Elevators, floor buttons*
  - *Floor lobby call signals*
- Coordinating behaviors
  - *Morning rush, lunch, evening*
  - *Weekday*
  - *Weekend*
  - *Emergency*

# You can mediate using the stock pattern with a little help from an observer.





# And maybe if you go up one layer, this is part of something too.

