



- Decouple the senders and receivers by giving multiple objects a chance to the handle the request
- A single reference from the sender to the head of the chain
- Each receiver has a single reference to its immediate successor in the chain
- Java exception handling mechanism
- Cocoa touch







successor Example : ATM Dispenser

<<interface>> Dispenser

- + setNext(Dispenser next) : void
- + dispense(Currency amount) : void

<<Class>> OneHundredDispenser

- + Next : Dispenser
- + setNext(Dispenser next) : void
- + dispense(Currency amount) : void

<<Class>> FiftyDispenser

- + Next : Dispenser
- + setNext(Dispenser next) : void
- + dispense(Currency amount) : void

<<Class>> TwentyDispenser

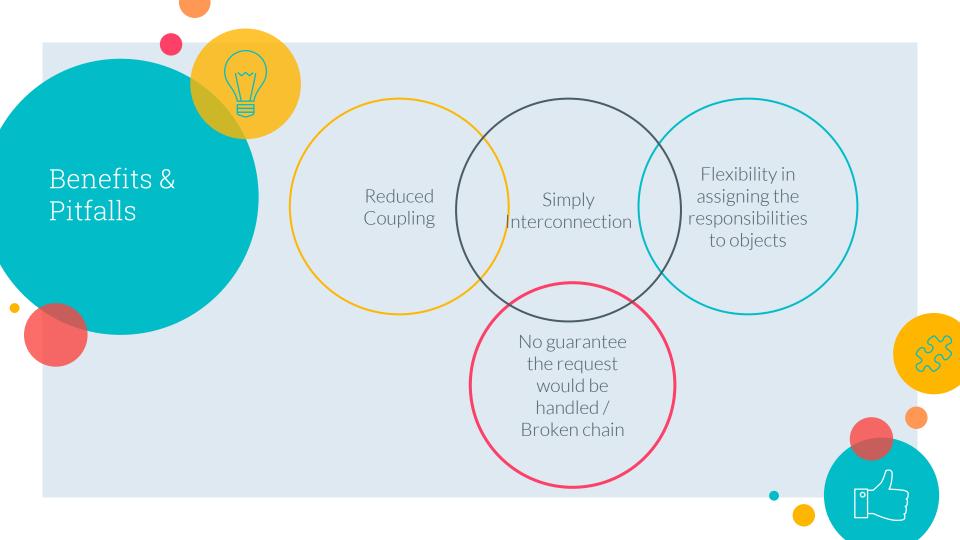
- + Next : Dispenser
- + setNext(Dispenser next) : void
- + dispense(Currency amount) : void

<<Class>> TenDispenser

- + Next : Dispenser
- + setNext(Dispenser next) : void
- + dispense(Currency amount) : void









Thanks!

Any questions?

