

Contents

Author Biographies	ix
Authors' Acknowledgments	xv
Foreword	xvii
Glossary	xix
1 Introduction	1
1.1 About this Book	1
1.2 Who this Book Is For	1
1.3 Which Version of Symbian OS this Book Is For	2
1.4 General Design Patterns	2
1.5 Symbian OS Patterns	4
1.6 Design Pattern Template	10
1.7 Structure of this Book	12
1.8 Conventions	13
1.9 Other Sources of Information	13
2 Error-Handling Strategies	15
Fail Fast	17
Escalate Errors	32
3 Resource Lifetimes	49
Immortal	53

Lazy Allocation	63
Lazy De-allocation	73
4 Event-Driven Programming	87
Event Mixin	93
Request Completion	104
Publish and Subscribe	114
5 Cooperative Multitasking	131
Active Objects	133
Asynchronous Controller	148
6 Providing Services	165
Client-Thread Service	171
Client-Server	182
Coordinator	211
7 Security	233
Secure Agent	240
Buckle	252
Quarantine	260
Cradle	273
8 Optimizing Execution Time	287
Episodes	289
Data Press	309
9 Mapping Well-Known Patterns onto Symbian OS	331
Model-View-Controller	332
Singleton	346
Adapter	372
Handle-Body	385
Appendix: Impact Analysis of Recurring Consequences	397
References	403
Index	407