Many times you would like to group objects of similar functionality within each other. But if these objects are entangled and are tightly coupled or too tightly coupled to each other you can rename these objects to the means of a Mediator. By inster each object and having the mediator object and having each object communicate to the other. This way, if the mediator instances can be easily substituted and will be able to communicate without having to change the code.

Problem: Many objects communicate directly, and some cannot easily communicate to the other

We start this problem by having some mediator object. Right now there is no way to communicate directly. But if we add logic to the window and the chat window, this would quickly:

MessageThread in MessageThread class

SendMessageWindow to ChatWindow class

Figure 3-10. UML for Mediator pattern