**Name:** Null Object

**Problem:**
Checking to see if an instance of my class is null before calling a method can add a lot of complexity, and must be handled in many locations in the code.

The Null Object pattern can be used when you want to provide “do nothing” functionality for a class in a single place.

This can also be used to create a stub of a class for unit testing purposes.

**Solution:**
Create a NullObject class that implements all of the methods by either doing nothing, or some other default functionality.

**Consequences:**
Allows me to implement a *consistent* response in the case that an object is *null*.

Simplifies code *elsewhere* because *all* instances can be processed without concern of a *null pointer*.

Reduces the *complexity* of code by removing the need for *checking for null values* and responding accordingly.