

```
package com.sxt.flyweight;

public class Client {
    public static void main(String[] args) {
        ChessFlyWeight chess1=ChessFlyWeightFactory.getChess("黑色");
        ChessFlyWeight chess2=ChessFlyWeightFactory.getChess("黑色");

        System.err.println(chess1);
        System.err.println(chess2);

        System.err.println("-----增加外部状态的处理-----
--");

        chess1.display(new Coordinate(10,10));
        chess1.display(new Coordinate(20,20));

    }
}
```