

Flyweight



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Overview



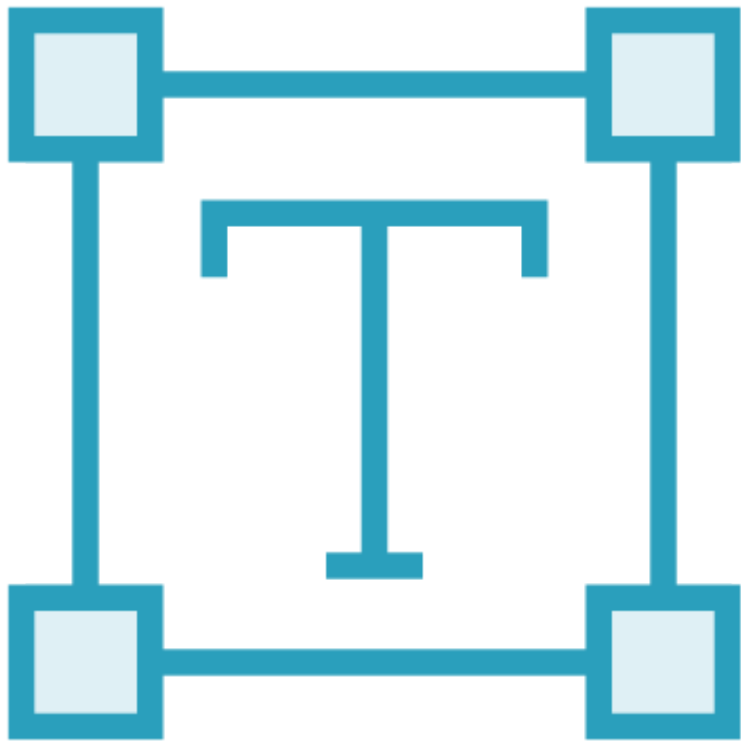
Motivation

MMORPG Scenario

- Home-made Flyweight
- Boost.Flyweight

Console Scenario

- Formatting Flyweight



Avoiding redundancy when storing data

E.g., MMORPG

- Plenty of users with identical first/last names
- No sense in storing same first/last name over and over again
- Store a list of names and pointers to them

E.g., bold or italic text in the console

- Don't want each character to have an extra formatting character
- Operate on ranges (e.g., line, start/end)

Flyweight

A space optimization technique that lets us use less memory by storing externally the data associated with similar objects.



Summary



Store common data externally or use a Flyweight library type

Define the idea of 'ranges' on homogeneous collections and store data related to those ranges