frame

Design Pattern - Prototype

Intent

Specify the kinds of objects to create using a prototypical instance and create new objects by copying this prototype without making your code dependent on their classes.

Client → **<<Interface>> Prototype**

Client ⋯ copy = existing.Clone()

<<Interface>> Prototype
Clone(): Prototype

ConcretePrototype1
field1
ConcretePrototype1(prototype)
Clone(): Prototype

this.field1 = prototype.field1

return new ConcretePrototype(**this**)

ConcretePrototype2
field1
ConcretePrototype2(prototype)
Clone(): Prototype

SubclassPrototype1
field2
SubclassPrototype1(prototype)
Clone(): Prototype

super(prototype)
this.field2 = prototype.field2

return new SubclassPrototype(**this**)

SubclassPrototype2
field2
SubclassPrototype2(prototype)
Clone(): Prototype