

Package org.apache.commons.pool2

Object pooling API. 对象池接口

See: [Description](#)

Interface Summary	
KeyedObjectPool<K, V>	A "keyed" pooling interface.
KeyedPooledObjectFactory<K, V>	An interface defining life-cycle methods for instances to be served by a KeyedObjectPool .
ObjectPool<T>	A pooling simple interface. 一个池的简单接口
PooledObject<T>	Defines the wrapper that is used to track the additional information, such as state, for the pooled objects. 定义池对象包装者，用于追踪池对象的其他信息，如状态
PooledObjectFactory<T>	An interface defining life-cycle methods for instances to be served by an ObjectPool . 定义对象池中的实例的生命周期方法
SwallowedExceptionListener	Pools that unavoidably swallow exceptions may be configured with an instance of this listener so the user may receive notification of when this happens.
TrackedUse	This interface allows pooled objects to make information available about when and how they were used available to the object pool.
UsageTracking<T>	This interface may be implemented by an object pool to enable clients (primarily those clients that wrap pools to provide pools with extended features) to provide additional information to the pool relating to object using allowing more informed decisions and reporting to be made regarding abandoned objects.

使客户端能提供其他信息给对象池

Class Summary	
BaseKeyedPooledObjectFactory<K, V>	A base implementation of KeyedPooledObjectFactory .
BaseObjectPool<T>	A simple base implementation of ObjectPool .
BasePooledObjectFactory<T>	A base implementation of PooledObjectFactory .
PoolUtils	This class consists exclusively of static methods that operate on or return ObjectPool or KeyedObjectPool related interfaces.

Enum Summary	
PooledObjectState	Provides the possible states that a PooledObject may be in. 提供池对象可能的状态

Package org.apache.commons.pool2 Description 包描述

Object pooling API.

The org.apache.commons.pool2 package defines a simple interface for a pool of object instances, and a handful of base classes that may be useful when creating pool implementations.

pool包本身并未定义一个特殊的对象池实现，而是提供一个桥梁

The pool package itself doesn't define a specific object pooling implementation, but rather a contract that implementations may support in order to be fully interchangeable.

The pool package separates the way in which instances are pooled from the way in which they are created, resulting in a pair of interfaces:

- [ObjectPool](#)

定义一个简单的对象池接口

defines a simple object pooling interface, with methods for borrowing instances from and returning them to the pool.
- [PooledObjectFactory](#)

定义一个池中包含的对象实例的生命周期方法。
通过关联一个工厂和一个池，这样池就可以在必要时创建新的对象实例。

defines lifecycle methods for object instances contained within a pool. By associating a factory with a
- 从池借实例，用完返还

pool, the pool can create new object instances as needed.

多种类型的池实例

The pool package also provides a `keyed` pool interface, which pools instances of multiple types, accessed according to an arbitrary key. See [KeyedObjectPool](#) and [KeyedPooledObjectFactory](#).

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