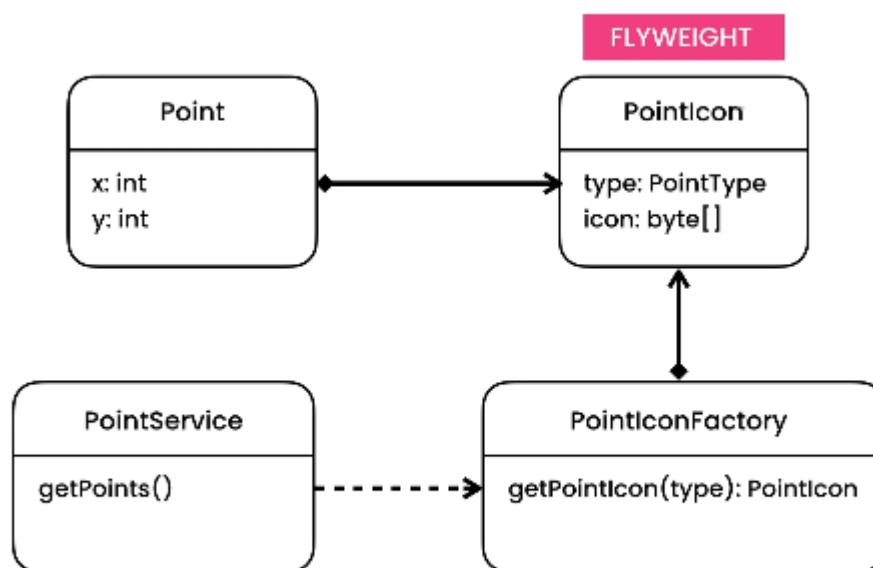


Flyweight Design Pattern

This pattern is used where we have a large number of objects and these objects get its significant amount of memory. with this pattern, we can reduce the amount of memory consumed by these objects.

Class Diagrams



Explanation

In this example, we want to create a mobile app like Google map. The **Point** class represents a point of interest (like a hospital, cafe, and so on). The **PointIcon** class is responsible for storing the icon information of a point. We separate **PointIcon** and **Point** classes because the icon information of a point use a lot of memory and we don't want to save different icon for points of the same kind. The **PointIconFactory** class is responsible for producing point icon objects. The **PointService** class is responsible for returning a list of points.