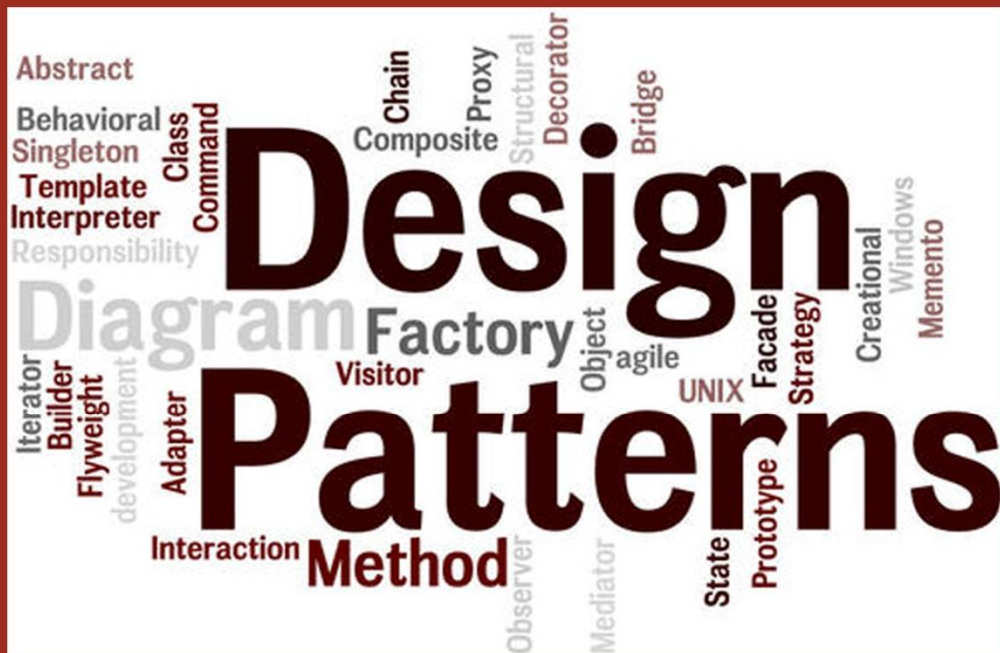


JAVA means DURGA SOFT

Design Patterns

Core Level Design Patterns

7. Prototype Design Pattern



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Prototype Design Pattern

The prototype means making a clone. This implies cloning of an object to avoid creation. If the cost of creating a new object is large and creation is resource intensive, we clone the object. We use the interface Cloneable and call its method clone() to clone the object.

Problem: If you create a new object in regular manner based on the existing objects & its data then it gives much burden to JVM because the new object has to fulfill all the formalities of object creation from scratch level including **constructor execution** also.

Solution: Use Prototype design pattern, Which says create a new object through cloning process which reduces burden on JVM by avoiding some formalities of object creation like constructor execution.

Note: While creating java class object through cloning process the constructor will not be executed in order to avoid the initialization again by the programmer.

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Usage:

When creating an object is time consuming and a costly affair and you already have a most similar object instance in hand, then you go for prototype pattern. Instead of going through a time consuming process to create a complex object, just copy the existing similar object and modify it according to your needs.

Rules to Follow To perform Cloning on Java Class Object: You can make a copy of any Java object using the clone method.

E.g. JObj j1 = (JObj)j0.clone();

The clone method always returns an object declared to have a return type of Object. Thus you must cast it to the actual type of the object that you are cloning. Three other significant Restrictions apply to this method:

- ✓ It is a protected method and can be called only from within the same class or a subclass.
- ✓ You can clone only objects that are declared to implement the Cloneable interface. All arrays are considered to implement the Cloneable interface.
- ✓ Any object whose class is Object does not implement Cloneable and throws the CloneNotSupportedException.

Sample Code

```
// PrototypeTest.java
import java.lang.*;

class Test implements Cloneable
{
    int x;
    String s;
    public Test(int y,String r)
    {
        this.x=y;
        this.s=r;
        System.out.println("Test: 2- arg Constructor");
    }
}
```

```
public Object clone()
{
    try
    {
        //ProtoType Pattern Logic
        return super.clone();
    }
    catch(Exception e)
    {
        e.printStackTrace();
        return null;
    }
}

//Normal method to display Values
public String display()
{
    return "Value of X =" + x + " & S =" + s;
}
}

public class PrototypeTest
{
    public static void main(String[] args) throws Exception
```



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```
{  
    Test t1=new Test(10,"Durga");// Object creation in Normal Way  
    System.out.println("Hadscode of T1 Object is : "+t1.hashCode());  
    System.out.println(t1.display());  
    Test t2=(Test)t1.clone();// Object through Cloning Process  
    System.out.println("Hadscode of T2 Object is : "+t2.hashCode());  
    System.out.println(t2.display());
```

```
    //do some modifications
```

```
    System.out.println("After Performing Modifications:");
```



```
t1.x=20;  
  
System.out.println(t1.display());  
  
System.out.println(t2.display());  
  
}  
  
}
```

Output

```
C:\Design patterns\Programs\Prototype>javac PrototypeTest.java  
C:\Design patterns\Programs\Prototype>java PrototypeTest  
Test: 2- arg Constructor  
HashCode of T1 Object is : 1671711  
Value of X =10 & S =Durga  
  
HashCode of T2 Object is : 11394033  
Value of X =10 & S =Durga  
After Performing Modifications:  
Value of X =20 & S =Durga  
Value of X =10 & S =Durga
```

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