Prototype Design Pattern

TestAnimal

main ()

AnimalRegistry

- sheepPrototype: Sheep
- cowPrototype: Cow
- horsePrototype: Horse

+ createSheep(String name): Animal
+ createCow(): Animal
+ createHorse(): Animal

<<interface>>
Animal

+ clone(): Animal
+ makeSound(): void
+ getType(): String

Clone

Sheep

- legs: Integer
- sound: String
- food: String
- name: String

Cow

- legs: Integer
- sound: String
- food: String

Color

- legs: Integer
- sound: String
- food: String
- color: String