

```
public class FlyweightFactory{
  //定义一个池容器
  private static HashMap<String,Flyweight> pool = new HashMap<String,Flyweight>();
  public static Flyweight getFlyweight(String Extrinsic){
    //需要返回的对象
    Flyweight flyweight=null;
    //在池中没有改对象
    if(pool.containsKey(Extrinsic)){
      flyweight=pool.get(Extrinsic);
    }else{
      //根据外部状态创建享元对象
      flyweight=new ConcreteFlyweight1(Extrinsic);
      //放置到池中
      pool.put(Extrinsic,flyweight);
    return flyweight;
}
```

```
FlyweightFactory
+GetFlyweight(key)

ConcreteFlyweight

unsharedConcreteFlyweight

Client
```

```
public abstract class Flyweight{
  //内部状态
  private String intrinsic;
  //外部状态
  protected final String Extrinsic;
  //要求享元角色必须接受外部状态
  public Flyweight(String _Extrinsic){
    this.Extrinsic = _Extrinsic;
  //定义业务操作
  public abstract void operate();
  //内部状态的getter/setter
  public String getIntrinsic(){
    return intrinsic;
  public void setIntrinsic(String intrinsic){
    this.intrinsic=intrinsic;
}
```

```
//接受外部状态
public ConcreteFlyweight1(String _Extrinsic){
    super(_Extrinsic);
}
//根据外部状态进行逻辑处理
public void operate(){
    //业务逻辑
}

public class ConcreteFlyweight2 extends Flyweight{
    //接受外部状态
    public ConcreteFlyweight2(String _Extrinsic){
        super(_Extrinsic);
    }
    //根据外部状态进行逻辑处理
    public void operate(){
        //业务逻辑
    }
}
```

public class ConcreteFlyweight1 extends Flyweight{