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Pros/Cons of Proxy Design Patterns

Pros:

* Can make as many proxies as you want without changing the code for the class getting a proxy.
* Can protect sensitive parts of the main object that you don’t want clients to have access to.
* Some different types of proxies:
  + Protective proxy: Controls access to a sensitive object.
  + Virtual proxy: The proxy is a “placeholder” for expensive to create objects. The real object is only created the first time a client requests access to it.
  + Remote proxy: Provides a local representation for an object that exists somewhere else.
  + Smart proxy: Executes additional actions when the object being proxied is being accessed.
    - Logging proxy: Keep a history of requests to the object being proxied.
    - Caching proxy: Caches results of client requests.

Cons:

* The code can look a little complicated as you may need to introduce many new classes.
* Depending on the proxy you are using, output may be delayed.