

Object Pool em TypeScript

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Object Pool é um padrão de projeto criacional que consiste no reuso de objetos pré instanciados.

Intenção: Aumento de Desempenho

```
class PooledObject {  
  
    readonly createdAt: Date = new Date()  
    tempData: string = ''  
  
}
```

```
class Pool {  
    private static available: PooledObject[] = []  
    private static inUse: PooledObject[] = []  
    ...  
}
```

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    private static available: PooledObject[] = []  
    private static inUse: PooledObject[] = []  
    ...  
}
```

```
public static getObject(): PooledObject {  
    if (Pool.available.length != 0) {  
        const pooledObject = Pool.available[0]  
        Pool.inUse.push(pooledObject)  
        Pool.available.shift()  
        return pooledObject  
    } else {  
        const pooledObject = new PooledObject()  
        Pool.inUse.push(pooledObject)  
        return pooledObject  
    }  
}
```

```
public static releaseObject(pooledObject: PooledObject) {  
    Pool.cleanUp(pooledObject)  
    Pool.available.push(pooledObject)  
    Pool.inUse.splice(Pool.inUse.indexOf(pooledObject), 1)  
}
```


Executando o código

Perguntas?