

Prototype design pattern - Adding books

Adding books is one of the principle operations of our bookstore management system. Whenever new titles are added, a new book object is also created. Starting from scratch every time we need a new book object, as in adding new books with similar attributes (title, author, genre), but with different values, seems rather repetitive, time consuming and inefficient.

The Prototype Pattern is a creational design pattern that serves as a blueprint that instead of creating objects by instantiating a class directly, involves cloning an existing object and customizing it as needed. This pattern is useful when creating new objects is more efficient by copying an existing instance.

The use of the Prototype Pattern is very suitable in this case, since it allows us to clone an existing prototype book object and customize it as needed. This means we can create new book instances quickly and effortlessly, simply by changing a few attributes of the prototype. This approach makes the system faster and easier to manage.