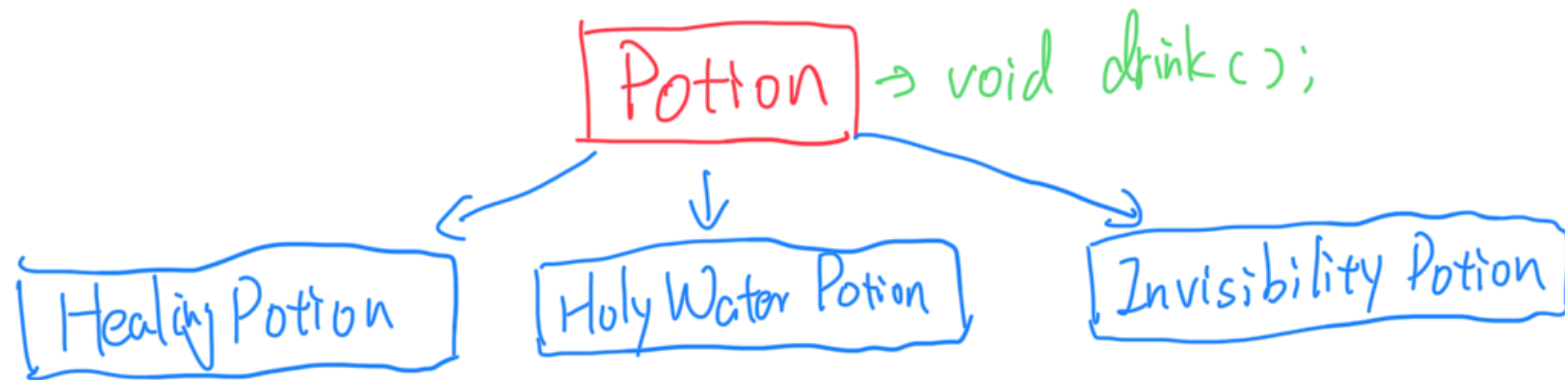


Fly weight



Potion Factory

{ Map < type, potion >
if type doesn't exist, creat one
and store into Map
if type exists, return map.get(type)

Note:

- ① use Map to store objects
- ② Each type of object only be created once
- ③ Many users can use the shared objects.

