1. 思考：模板模式除了继承以外，还有哪些实现方式？

可以用实现接口的方式。JDK1.8中可以用接口定义方法，用default修饰方法。

1.1、JDK1.8的接口介绍

In the Java programming language, an interface is a reference type, similar to a class, that can contain only constants, method signatures, default methods, static methods, and nested types. Method bodies exist only for default methods and static methods. Interfaces cannot be instantiated—they can only be implemented by classes or extended by other interfaces.

Default methods (since 1.8)

Static methods (since 1.8)

1.2、JDK1.7的接口介绍

An interface in Java is similar to a class, but the body of an interface can include only abstract methods and final fields (constants). A class implements an interface by providing code for each method declared by the interface.

Constants (until Java 1.7)

Method signatures (until Java 1.7)

Nested types (until Java 1.7)

扩展JDK1.9接口的变化

Private methods (since 1.9)

Private static methods (since 1.9)

1.3模板模式代码案例演示，请看工程clock包源码；

1. 使用适配模式，重构一段需要升级功能且兼容老系统的业务代码？

请查看工程logistics包源码