**Prototype Design Pattern**:

We have implemented Protype pattern to create two different kinds of customers.

**Problem**: To have two different customer one with elite abilities who have subscribed and regular one.

**Scenario**: When the customer is registered and logged in, if the customer opts for subscription, they should be given elite abilities, such as discounts, sale, delivery etc. So, every customer has to go through the same normal process from beginning and change the state at the end.

**Solution using Prototype Design Pattern**:

Implemented Prototype design pattern by cloning the Customer Class, here the object is same, but the functionality is different, that has helped us solve this problem using prototype pattern.

**Class Diagram**:

Diagram

Description automatically generated

**Collaboration Diagram**:

Diagram

Description automatically generated