Prototype & Registry

- given with an object of a class
- { need to create the copy of the object.

Student (st) = new Student();

Student st2 = st;
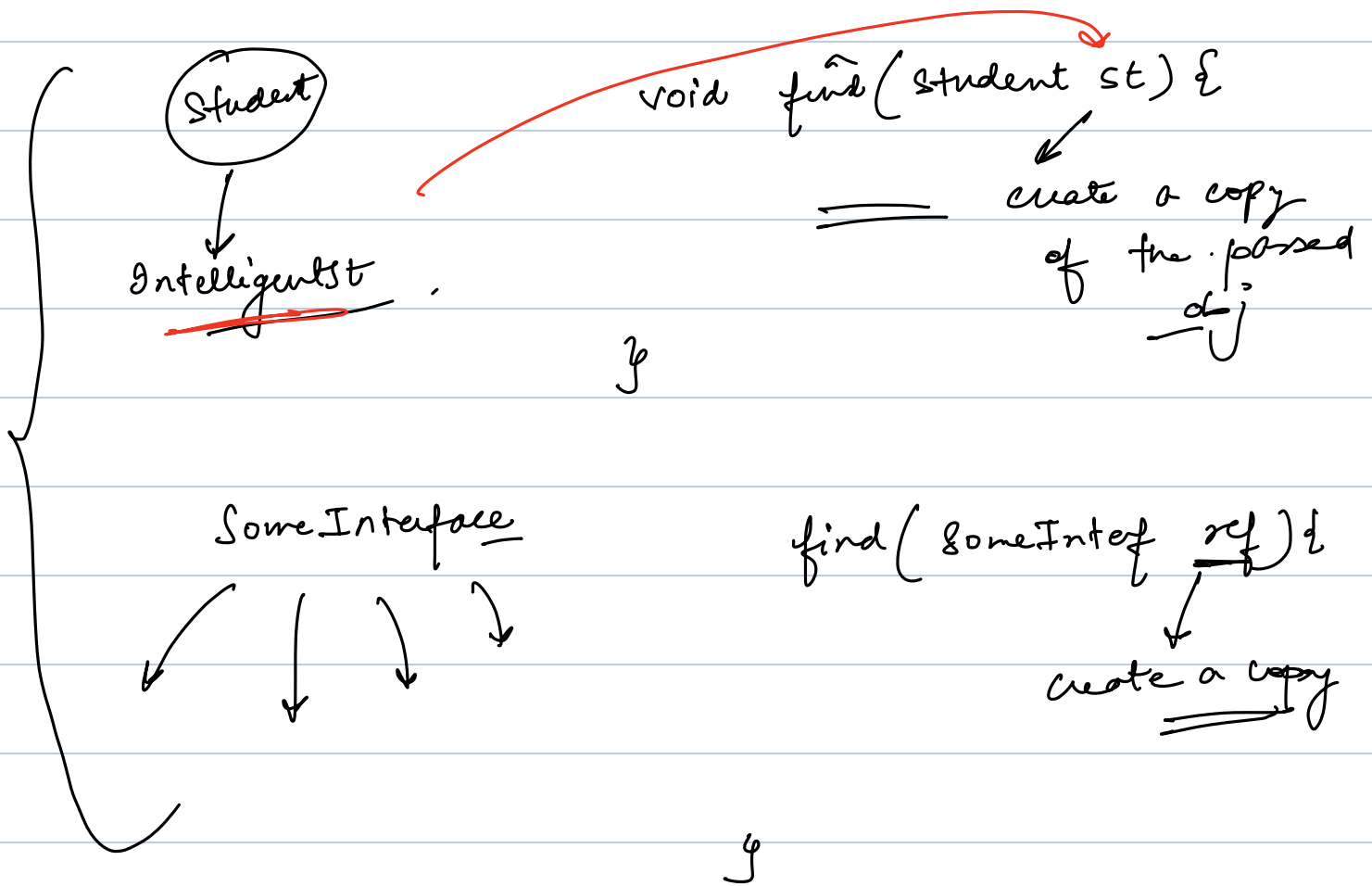
↳ reference copy.

Student st2 = new Student(); =

st2. nome = st1.nome;

st2. age = st1.age;

① not reusable

② private attributes
↓
some attributes doesn't have setters.

③ client will need to know complete detail of the class!

Student

void find (student st) {

create a copy
of the passed
obj

IntelligentSt

}

Some Interface

find (SomeInterf ref) {

create a copy

}

Sol^n ⟶ outsource the creation of the
copy of object to object itself.

st = new Student();
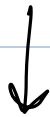Student st2 = st.copy(); }

① reusable
② private
③ details X

Student {

    copy () {
        Student st = new Student();
        :
        :
    }

}

↓

{ IntelligentSt
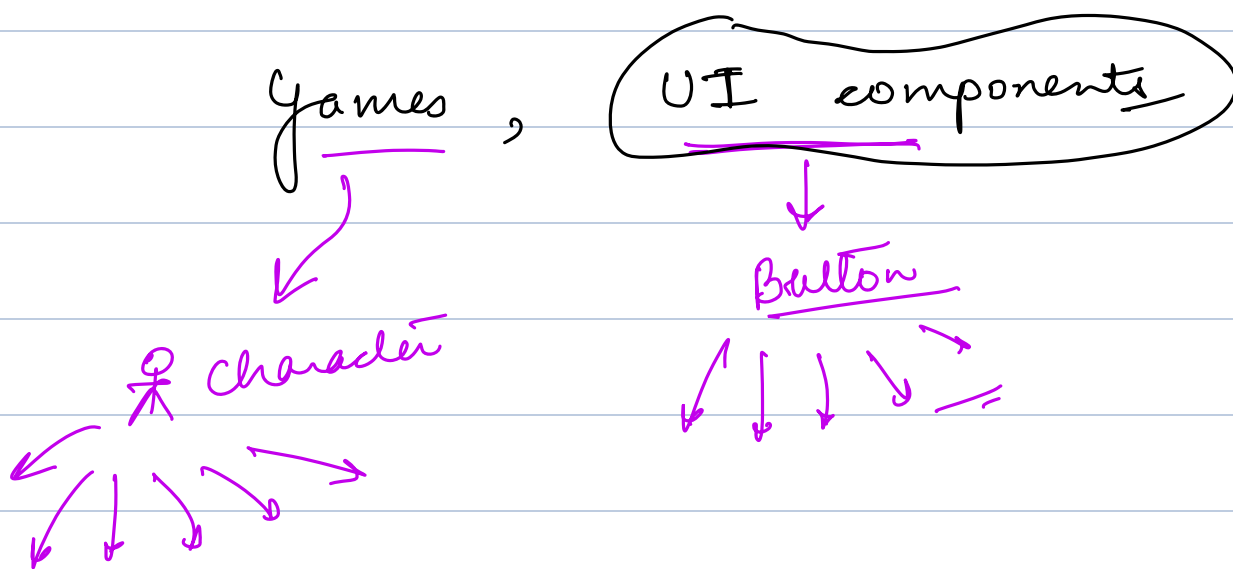
    overriding

    copy () {
        new IS();
        :
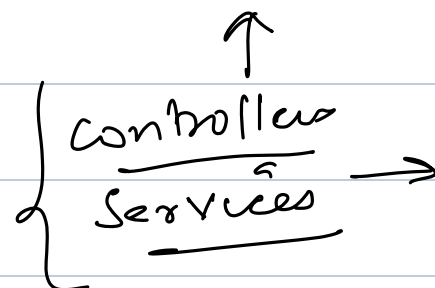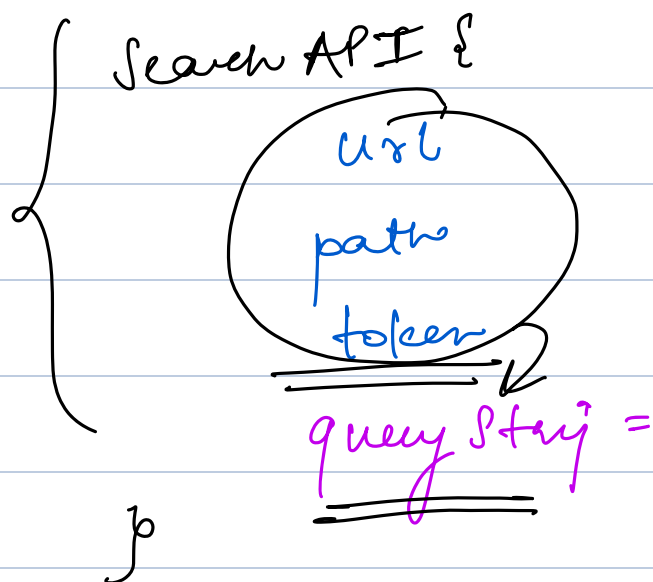   }

                ↓ IS

    find (Student st) {

        (St.copy();)

    }

}

Games , UI components

→ character

Button

produce a copy
+
custom

Search API {
url
path
token
query string =
}

controller
services →

create a prototype & store it
in registry

hashmap

10:36 ⟶ I will solve
one problem .