

Prototype

簡述

透過複製現有物件來建構新物件

優點

避免建構物件時重複昂貴的初始化動作

實作

```
import Foundation

struct ReferenceTypeShop {
    var name:String
    var place:String

    init(name:String, place:String) {
        self.name = name
        self.place = place
    }

    func printDetails() {
        print("\(name) is at \(place)")
    }
}

let referenceShopC = ReferenceTypeShop(name: "Shop C", place: "West")

var referenceShopD = referenceShopC
referenceShopD.name = "Shop D"
referenceShopD.place = "East"

referenceShopC.printDetails()
referenceShopD.printDetails()
```

```
Shop C is at West
Shop D is at East
Program ended with exit code: 0
```