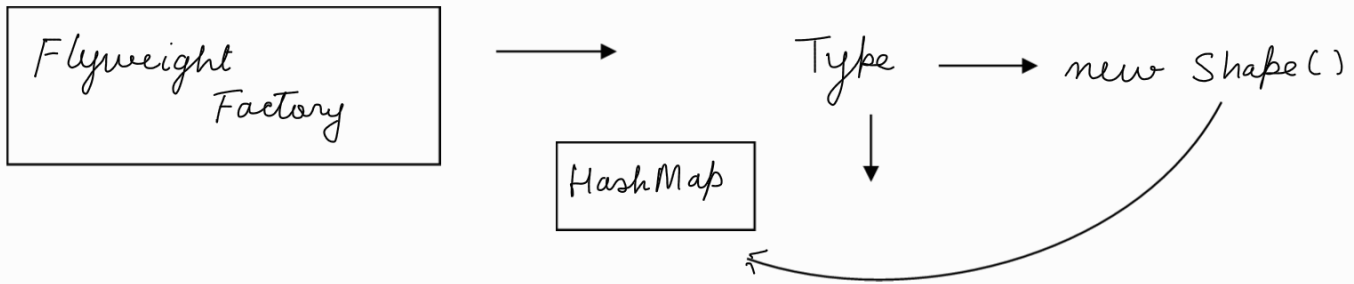– when number of object creation is huge.
– object creation is heavy on memory.
– object has intrinsic and extrinsic properties.

object has
unique properties

properties added
by client

Flyweight Factory $\longrightarrow$ Type $\longrightarrow$ new Shape()

HashMap

+ it is a structural pattern used to minimize memory usage or computational expenses by sharing as much data as possible with similar objects. It is especially useful when you need to create a large number of objects that share common state.

– Flyweight : the shared object that contains intrinsic state
– Content : contains extrinsic state passed into the flyweight when it's used.
– Flyweight Factory : manages the pool of flyweights and returns shared instances.