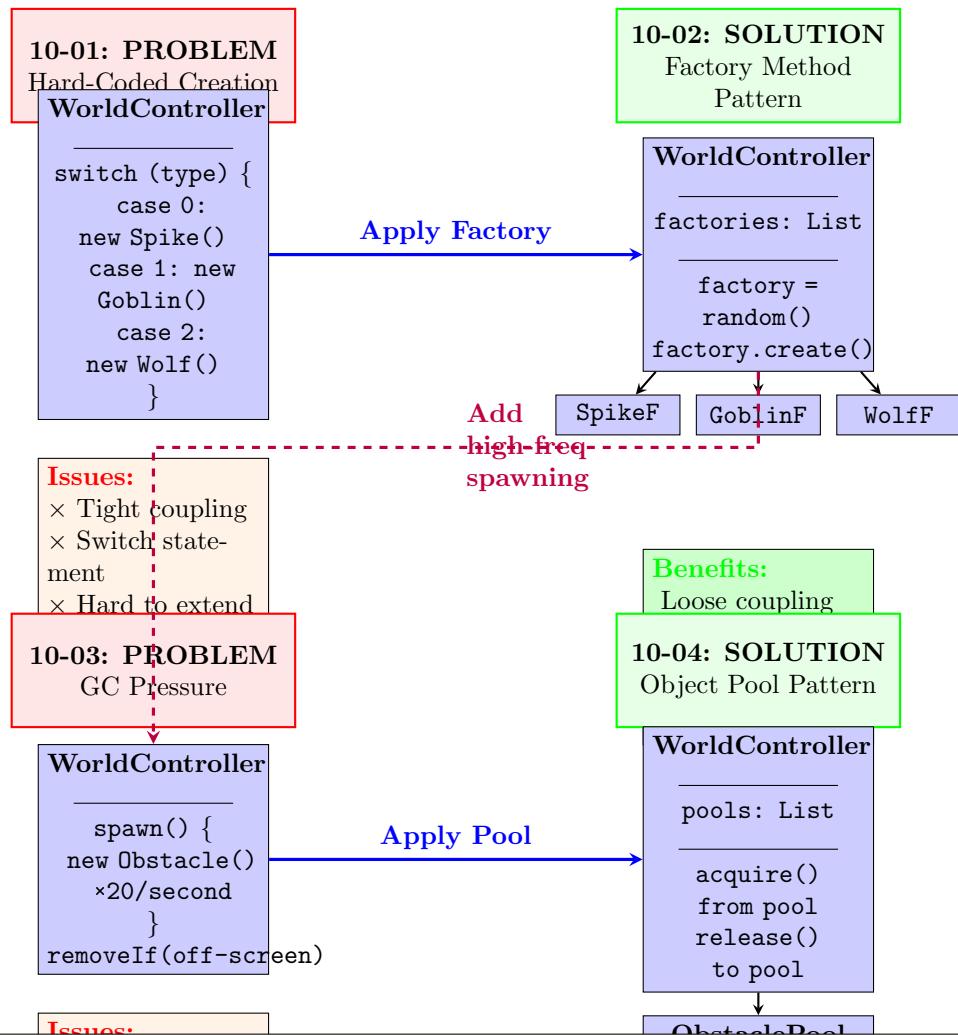


Architecture Evolution: Week 10



Evolution Path:

- **10-01:** Hard-coded creation (switch statement) → tight coupling, hard to extend
- **10-02:** Factory Method (polymorphic creation) → loose coupling, Open/Closed Principle
- **10-03:** High-frequency spawning → GC pressure from continuous allocation
- **10-04:** Object Pool (reuse strategy) → minimal allocation, stable performance

860+ reuses
Minimal GC
Stable perf