

Design Pattern

- **Context:-**

Dbconnection class

- **Problem:-**

How do you create a class whose instances are immutable

- **Forces:-**

There must be no loopholes that would allow “illegal” modification of an immutable object

- **Solution:-**

- Ensure that the constructor of the immutable class is the only place where the values of instance variables are set or modified

- instance methods which access properties must not change instance variables

Example:-

User
-id;
getID()

dbconnection
-host_name; -user_name; -password; -database_name;
connect()