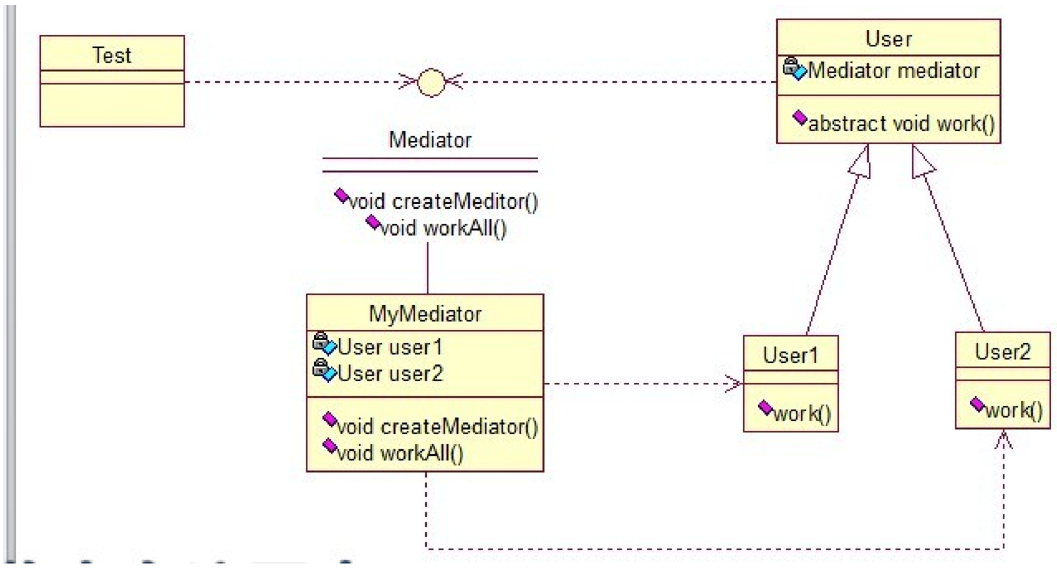
中介者模式也是用来降低类类之间的耦合的，因为如果类类之间有依赖关系的话，不利于功能的拓展和维护，因为只要修改一个对象，其它关联的对象都得进行修改。如果使用中介者模式，只需关心和Mediator类的关系，具体类类之间的关系及调度交给Mediator就行，这有点像spring容器的作用。先看看图：



User类统一接口，User1和User2分别是不同的对象，二者之间有关联，如果不采用中介者模式，则需要二者相互持有引用，这样二者的耦合度很高，为了解耦，引入了Mediator类，提供统一接口，MyMediator为其实现类，里面持有User1和User2的实例，用来实现对User1和User2的控制。这样User1和User2两个对象相互独立，他们只需要保持好和Mediator之间的关系就行，剩下的全由MyMediator类来维护！基本实现：

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```java
public interface Mediator {
    public void createMediator();
    public void workAll();
}
```

[java] view plaincopy

```java
public class MyMediator implements Mediator {

    private User user1;
    private User user2;
    public User getUser1() {
        return user1;
    }

    public User getUser2() {
        return user2;
    }

    @Override
    public void createMediator() {
        user1 = new User1(this);
        user2 = new User2(this);
    }

    @Override
    public void workAll() {
        user1.work();
        user2.work();
    }
}
```

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```java
public abstract class User {

    private Mediator mediator;

    public Mediator getMediator(){
        return mediator;
    }

    public User(Mediator mediator) {
        this.mediator = mediator;
    }
    public abstract void work();
}
```

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```
public class User1 extends User {

    public User1(Mediator mediator){
        super(mediator);
    }

    @Override
    public void work() {
        System.out.println("user1 exe!");
    }
}
```

[java] view plaincopy

```
public class User2 extends User {

    public User2(Mediator mediator){
        super(mediator);
    }

    @Override
    public void work() {
        System.out.println("user2 exe!");
    }
}
```

测试类：

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```java
public class Test {

    public static void main(String[] args) {
        Mediator mediator = new MyMediator();
        mediator.createMediator();
        mediator.workAll();
    }
}
```

输出：

```
user1 exe!

user2 exe!
```