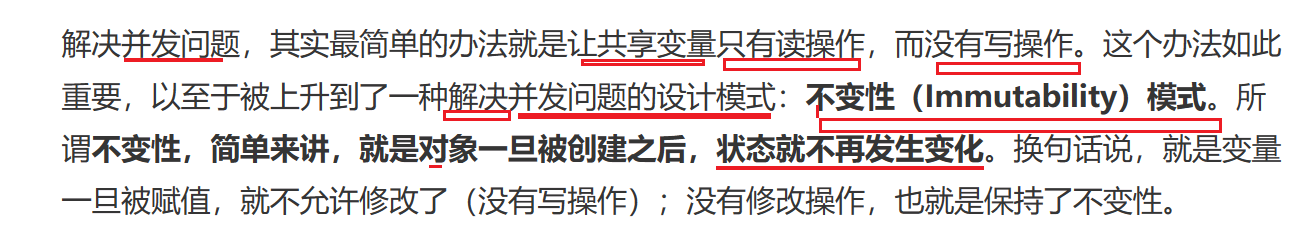
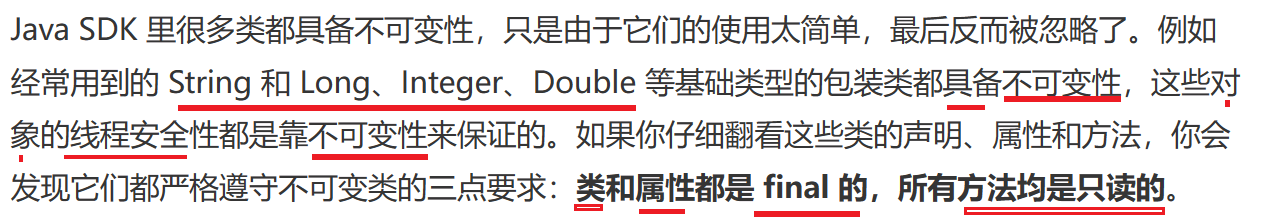
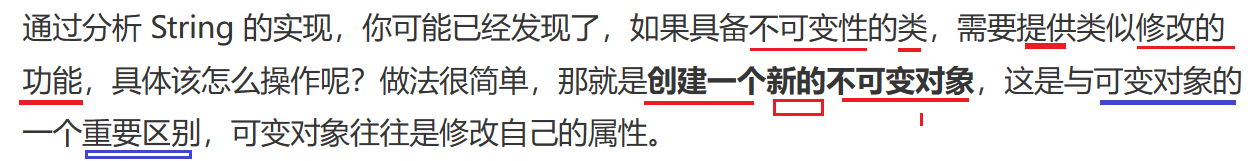
# 不可变模式



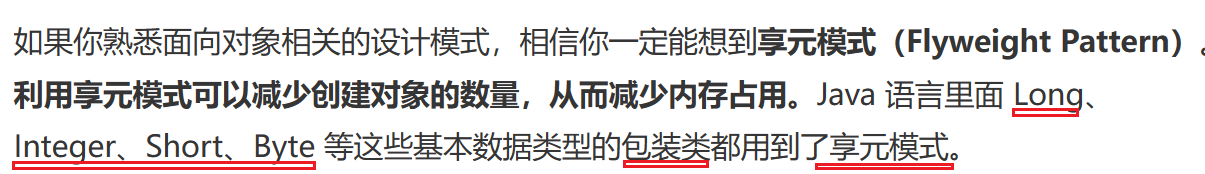
## 实现方式

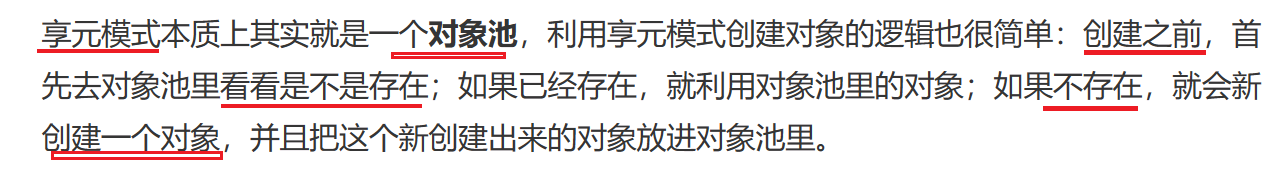


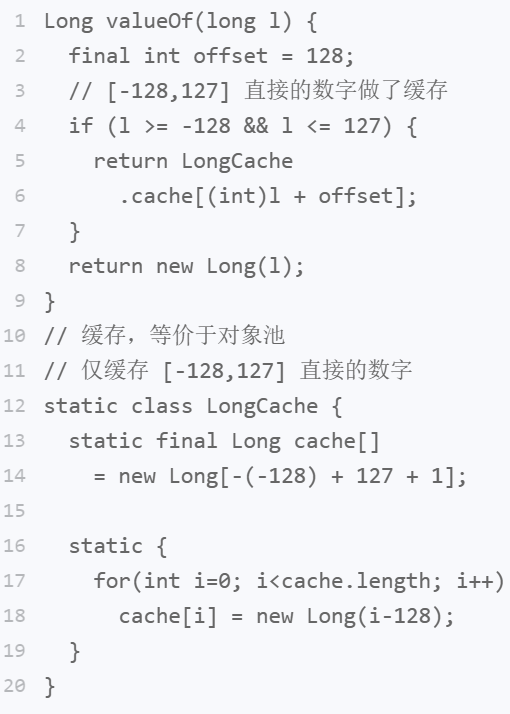
## 修改功能



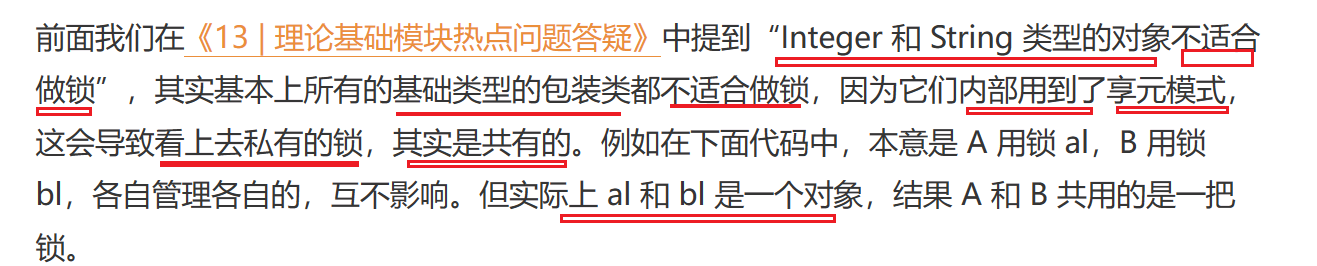
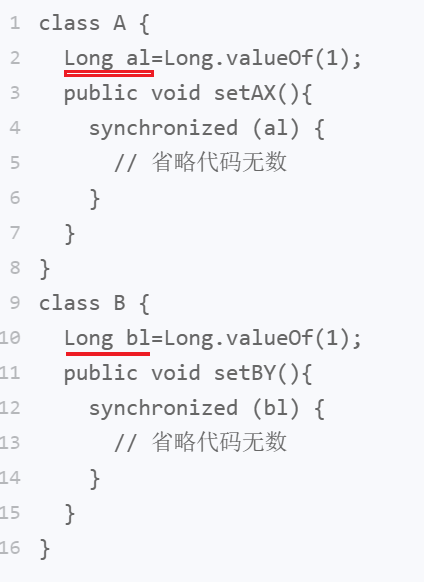
## 享元模式避免创建重复对象



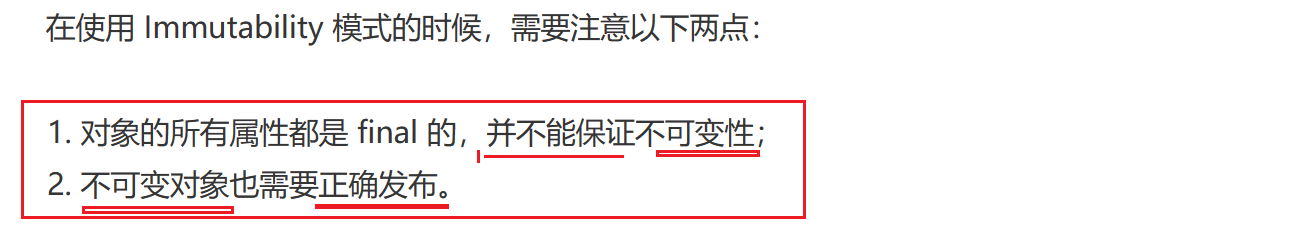


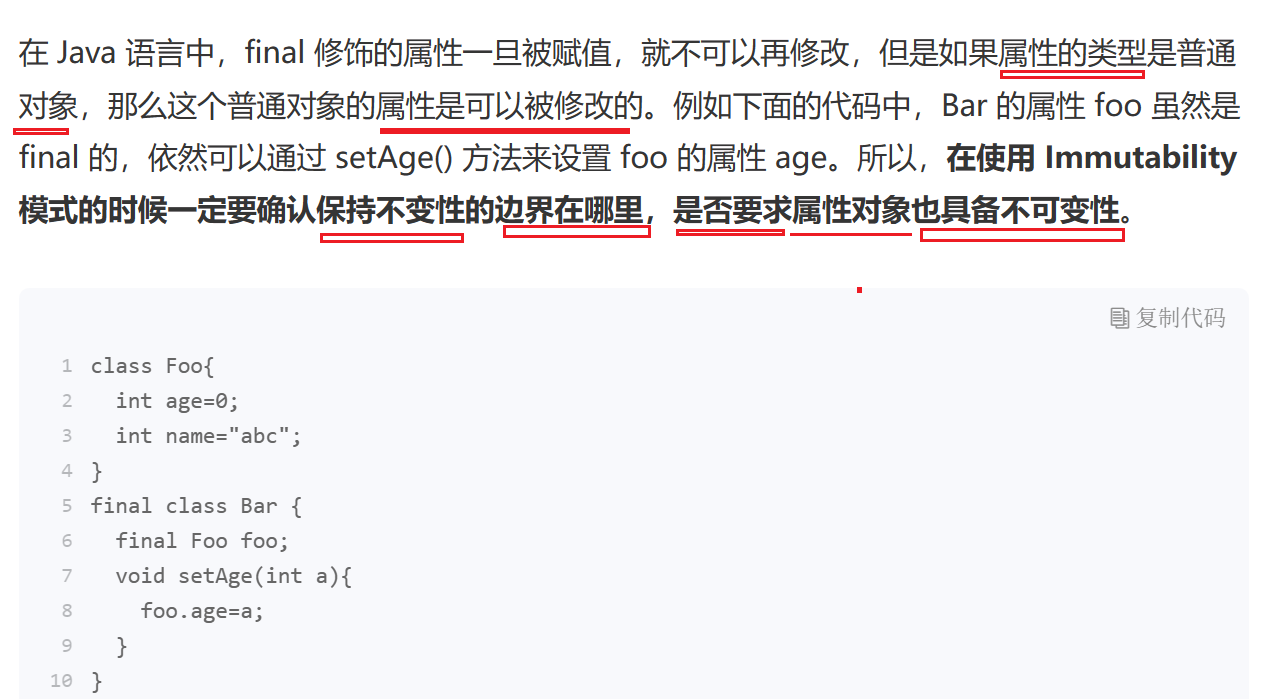


## 基本类型的包装类不适合做锁

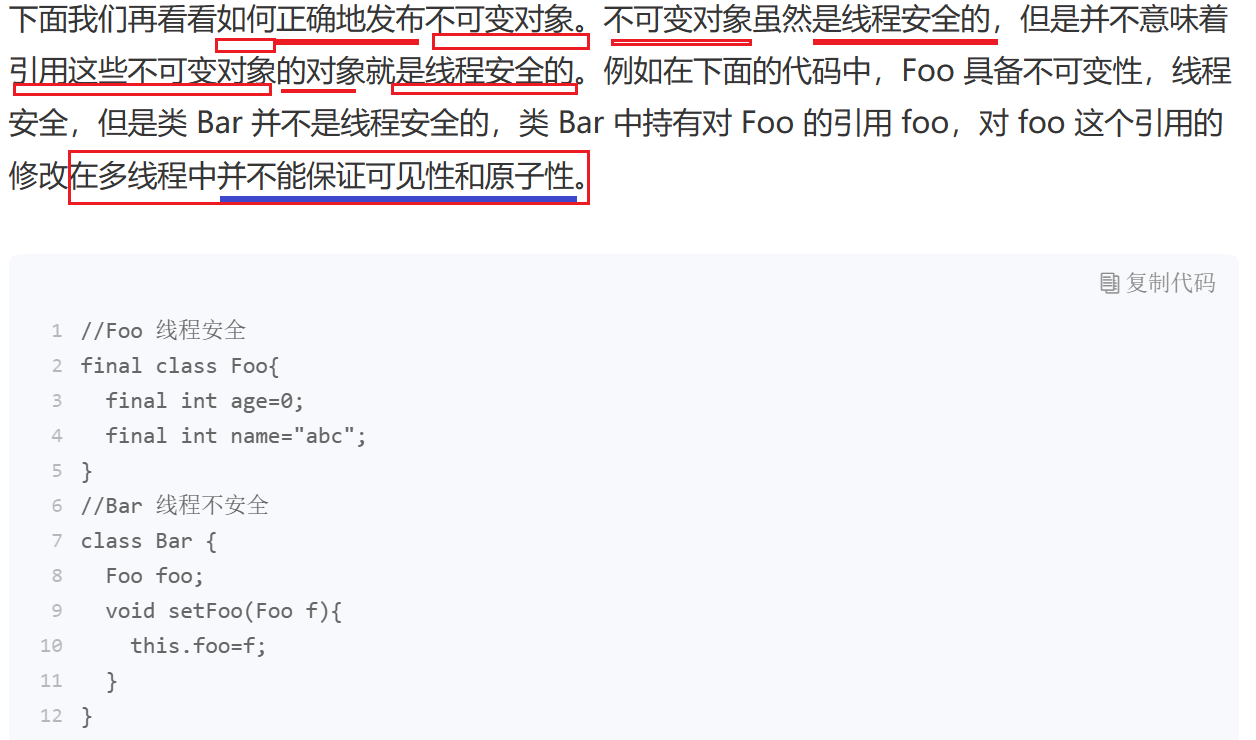


## 使用 Immutability 模式的注意事项



1. 

2.



## 不可变对象原子性问题





