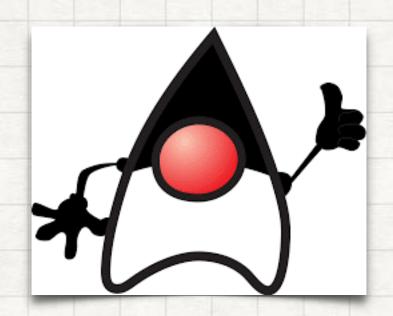
# CLONE METHOD

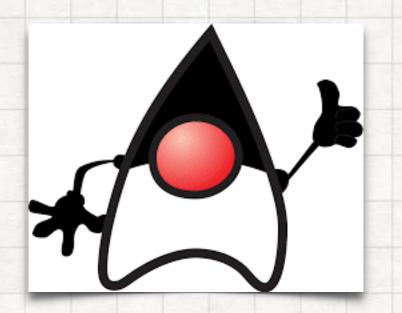


### método Object.clone()

public class Object

protected Object clone() throws CloneNotSupportedException

Crea un nuevo objeto del mismo tipo y copia todos los campos

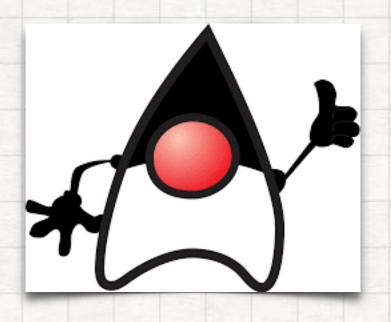


Ampliamos visibilidad –

```
public class Test {
    @Override
    → public Object clone() throws CloneNotSupportedException {
       return super.clone();
    }
}
```

```
Test test = new Test();
test.clone();
```

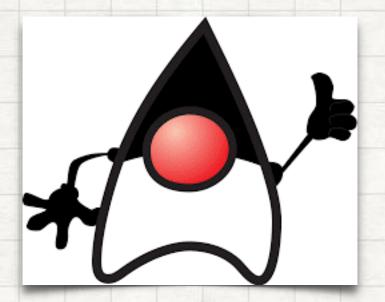
```
Exception in thread "main" java.lang.CloneNotSupportedException: clone.Test
  at java.lang.Object.clone(Native Method)
  at clone.Test.clone(Test.java:7)
  at clone.Main.main(Main.java:8)
```



```
public class Test implements Cloneable {
   @Override
   public Object clone() throws CloneNotSupportedException {
     return super.clone();
   }
}
```

```
Test test = new Test();
test.clone();
```

```
try {
   Test copia = (Test) test.clone();
} catch (CloneNotSupportedException e) {
   // tratar error
}
```

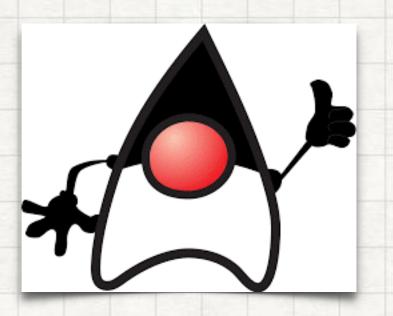


Implementación de la clase más cómoda para el cliente:

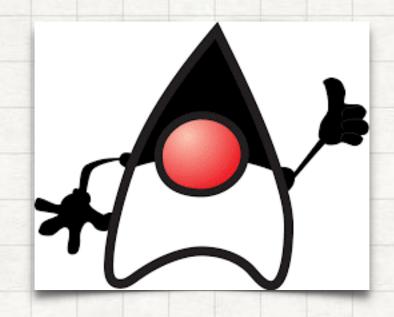
- No necesita hacer cast del resultado
- No necesita tratar la excepción

```
public class Test implements Cloneable {
                                                  Tipo devuelto Test
 @Override
 public Test clone() {
   try {
     return (Test) super.clone();
   } catch (CloneNotSupportedException e) {
     // no es posible
                                                    No exige al cliente
     throw new AssertionError(); ◄
                                                    tratar la excepcion
```

Test copia = test.clone();



```
private static class Configuracion implements Cloneable {
 @Override
 protected Configuracion clone() {
   try {
     return (Configuracion) super.clone();
   } catch (CloneNotSupportedException e) {
     throw new AssertionError();
```



### método Object.clone()

#### **PROBLEMAS**

- Demasiado extra-linguístico:
  - clone() no es de la interface Cloneable
  - Invocar a super.clone() no es obligatorio, como si sucede con los constructores
- Sigue siendo necesario propagar el clone (deep copy)
- Puede ser problemático no invocar al constructor:
  - No podemos sustituir una variable final
- => Algunos expertos recomiendan usar un "factory method" en lugar de clone

# CLONE METHOD