## 享元模式 Flyweight 郭嘉

## 模式定义:

运用共享技术有效地支持大量细粒度的对象

```
package com.tuling.designpattern.flyweight;
3 import java.util.Map;
4 import java.util.concurrent.ConcurrentHashMap;
5
6 /**
  * @author 腾讯课堂-图灵学院 郭嘉
   * @Slogan 致敬大师, 致敬未来的你
10 public class FlyWeightTest {
public static void main(String[] args) {
12 TreeNode treeNode1=new TreeNode( 3,4, TreeFactory.getTree("xxx","xxxxxxx
xx" ));
13 TreeNode treeNode2=new TreeNode( 5,4, TreeFactory.getTree("xxx","xxxxxxx
xx" ));
14 TreeNode treeNode3=new TreeNode( 13,24, TreeFactory.getTree("yyy","xxxxx
xxxx" ));
15 TreeNode treeNode4=new TreeNode( 15,24, TreeFactory.getTree("yyy","xxxxx
xxxx" ));
```

```
16 }
17 }
18
19 class TreeNode{
20
21 private int x;
22 private int y;
   private Tree tree;
23
24
   public TreeNode(int x, int y, Tree tree) {
25
26
  this.x=x;
27 this.y=y;
   this.tree=tree;
28
29
30
   public int getX() {
31
   return x;
32
   }
33
34
   public void setX(int x) {
35
   this.x=x;
36
   }
37
38
    public int getY() {
39
   return y;
40
41
42
   public void setY(int y) {
43
44
   this.y=y;
45
   }
46
   public Tree getTree() {
47
   return tree;
48
49
   }
50
  public void setTree(Tree tree) {
51
   this.tree=tree;
   }
53
54 }
55
56 class TreeFactory{
```

```
private static Map<String,Tree> map=new ConcurrentHashMap<>( );
58
59
    public static Tree getTree(String name, String data){
60
    if (map.containsKey( name )){
61
    return map.get( name );
62
   }
63
   Tree tree=new Tree( name, data );
64
    map.put( name, tree );
    return tree;
66
67
68
69
70 //
71 class Tree{
    private final String name;
72
    private final String data;
73
74
    public Tree(String name, String data) {
    System.out.println(" name: "+name +" tree created. ");
76
   this.name=name;
77
    this.data=data;
78
79
80
    public String getName() {
    return name;
81
82
    public String getData() {
83
    return data;
84
85
86
87 }
88
```

## 优点:

如果系统有大量类似的对象,可以节省大量的内存及CPU资源

## JDK源码中的应用

- 1 String, Integer, Long...
- 2 com.sun.org.apache.bcel.internal.generic.InstructionConstants