

# Prototype Pattern

- **Intent**
  - Specify the kind of objects to create using a prototypical instance, and create a new instance by copying this prototype
- **Motivation**
  - Copy & Paste function in the editor
  - Tool palette with prototype objects which can be copied

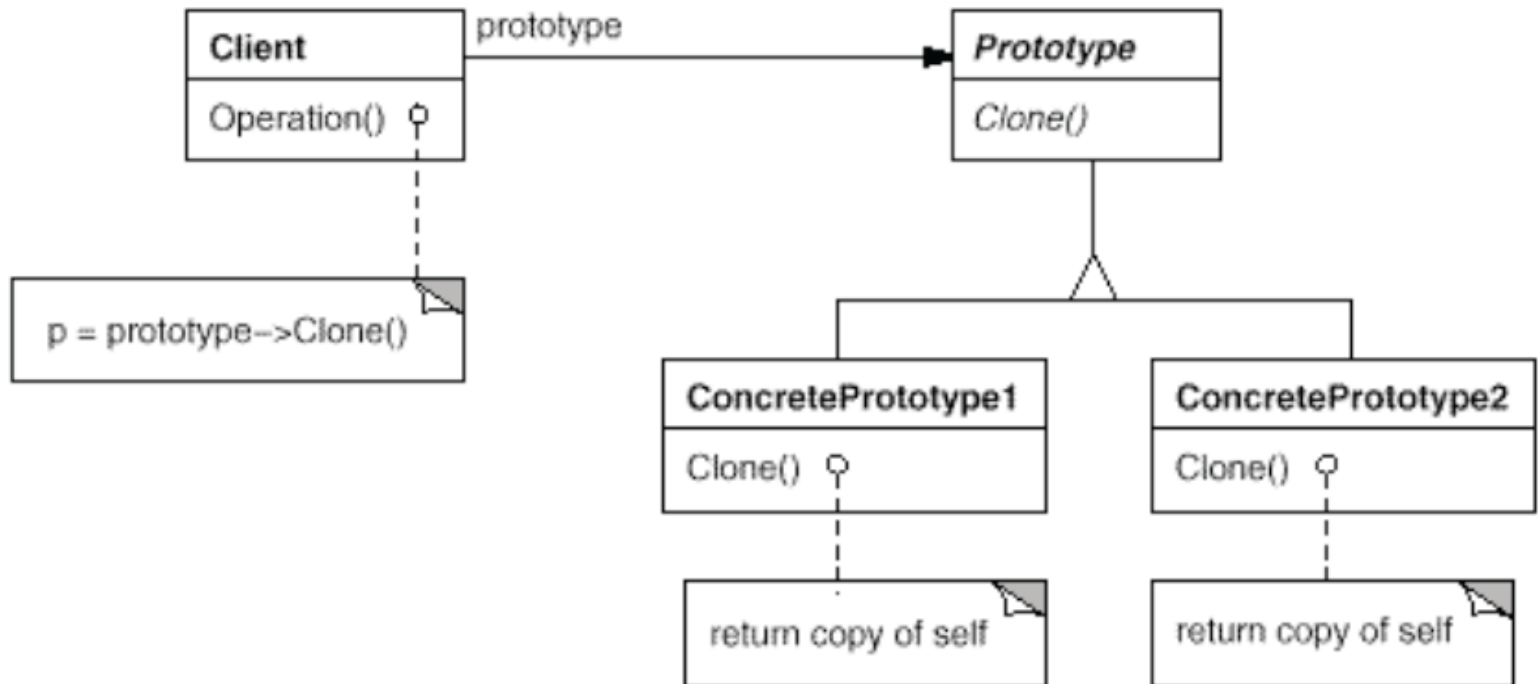
# Prototype Pattern

- **Problem: Copy & Paste in JDraw**

```
Figure copyFigure(Figure f) {  
    Rectangle r = f.getBounds();  
    if(f instanceof RectangleFigure) {  
        return new RectangleFigure(r.x, r.y, r.w, r.h);  
    } else if(f instanceof OvalFigure) {  
        return new Ovalfigure(r.x, r.y, r.w, r.h);  
    } else if(f instanceof LineFigure) {  
        Line line = (LineFigure) f;  
        return new LineFigure(line.getFrom(), line.getTo());  
    } else {  
        ...  
    }  
}
```

- Violates open-closed principle
- Solution: delegate copying to instance itself

# Prototype Pattern: Structure



# Prototype Pattern

- **Implementation of the clone method**

```
public class Point {  
    private int x, y;  
  
    public Point(int x, int y) {  
        this.x = x; this.y = y;  
    }  
  
    public Object clone() {  
        ...  
    }  
}
```

# Object.clone

- **Object.clone**

```
class Object {  
    protected Object clone() throws CloneNotSupportedException {  
        ...  
    }  
}
```

- General intent of this method (not absolute requirements, SHOULD)
  - `x.clone() != x` *new instance*
  - `x.clone().getClass() == x.getClass()` *same dynamic type*
  - `x.clone().equals(x)` *equal*
- Visibility: **protected**
  - Can only be invoked if clone is overridden in a subclass with a method visible by the client
  - Cannot be invoked on objects of static type `Object`

# Object.clone

- **Implementation**

1. Implementation checks whether the class implements the Cloneable interface
  - Cloneable is a marker interface
  - Cloneable is used to declare that a class supports cloning
  - If Object.clone is called on a class without Cloneable  
=> CloneNotSupportedException
2. New instance is created (no constructor invocation!!!)
3. All attributes are copied (memory-copy)

# Object.clone: Harmony Implementation

- **Object**

```
protected Object clone() throws CloneNotSupportedException {  
    if (!(this instanceof Cloneable)) {  
        throw new CloneNotSupportedException(  
            "Doesn't implement Cloneable interface!");  
    }  
    return VMManager.clone(this);  
}
```

- **VMManager**

```
class VMManager {  
    static native Object clone(Object object);  
    ...  
}
```

# Object.clone: Harmony Implementation

- **C-Code (object\_clone, simplified)**

```
jobject object_clone(JNIEnv *jenv, jobject jobj) {  
    ManagedObject *result;  
    ObjectHandle h = (ObjectHandle) jobj;  
    VTable *vt = h->object->vt();  
    size = vt->allocated_size;  
    result = vt->class->allocate_instance();  
  
    memcpy(result, h->object, size);  
    result->set_obj_info(0);  
    ObjectHandle new_handle = oh_allocate_local_handle();  
    new_handle->object = result;  
    return (jobject) new_handle;  
}
```



# Object.clone: Example Point

- **Implementation of the clone method**

```
public class Point implements Cloneable {  
    private int x, y;  
    public Point(int x, int y) {  
        this.x = x; this.y = y;  
    }  
  
    @Override  
    public Object clone() {  
        try {  
            return super.clone();  
        } catch (CloneNotSupportedException e) {  
            throw new InternalError(e.getMessage());  
        }  
    }  
}
```

# Object.clone: Example Point

- **Implementation of the clone method**

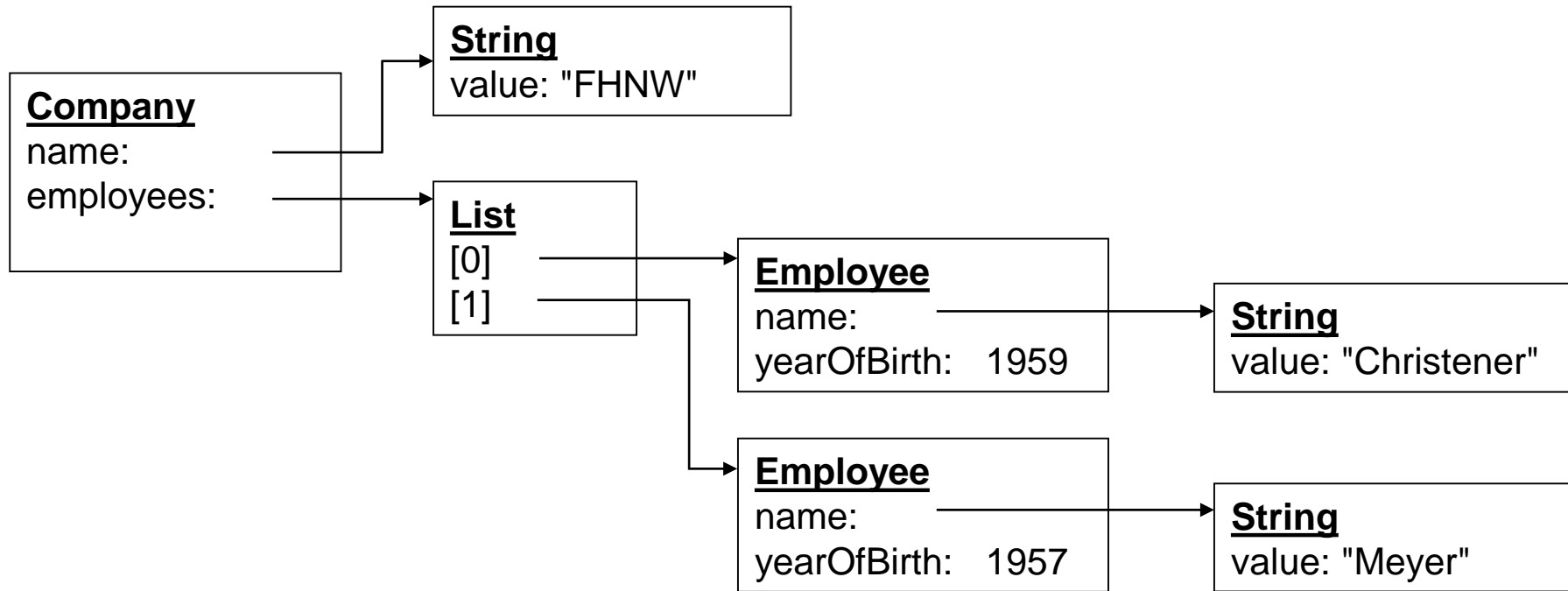
```
class ColorPoint extends Point {  
    private Color c;  
    public ColorPoint(int x, int y, Color c) {  
        super(x, y); this.c = c;  
    }  
  
}
```

# Deep vs Shallow Copy

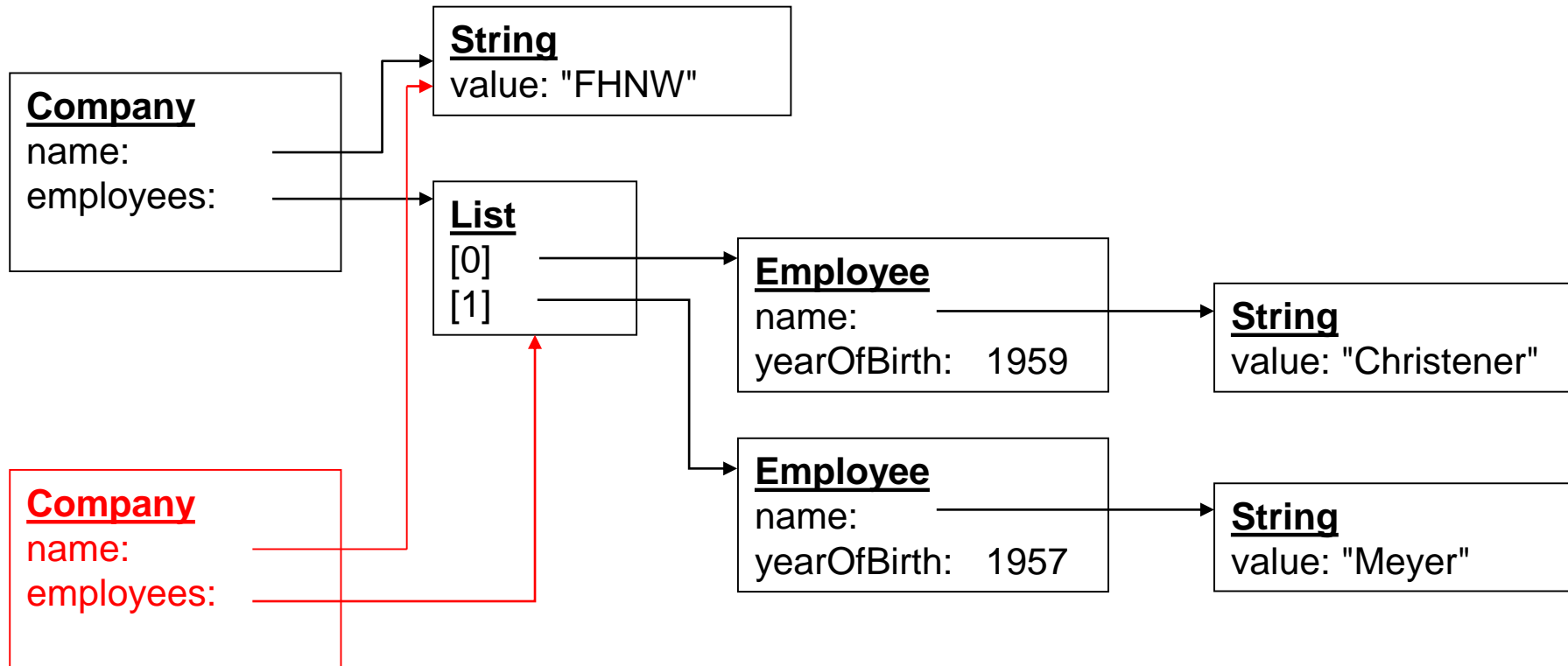
- **Company with Employees**

```
public class Company {  
    private String name;  
    private List<Employee> employees = new ArrayList<>();  
}  
  
public class Employee {  
    private String name;  
    private int yearOfBirth;  
}
```

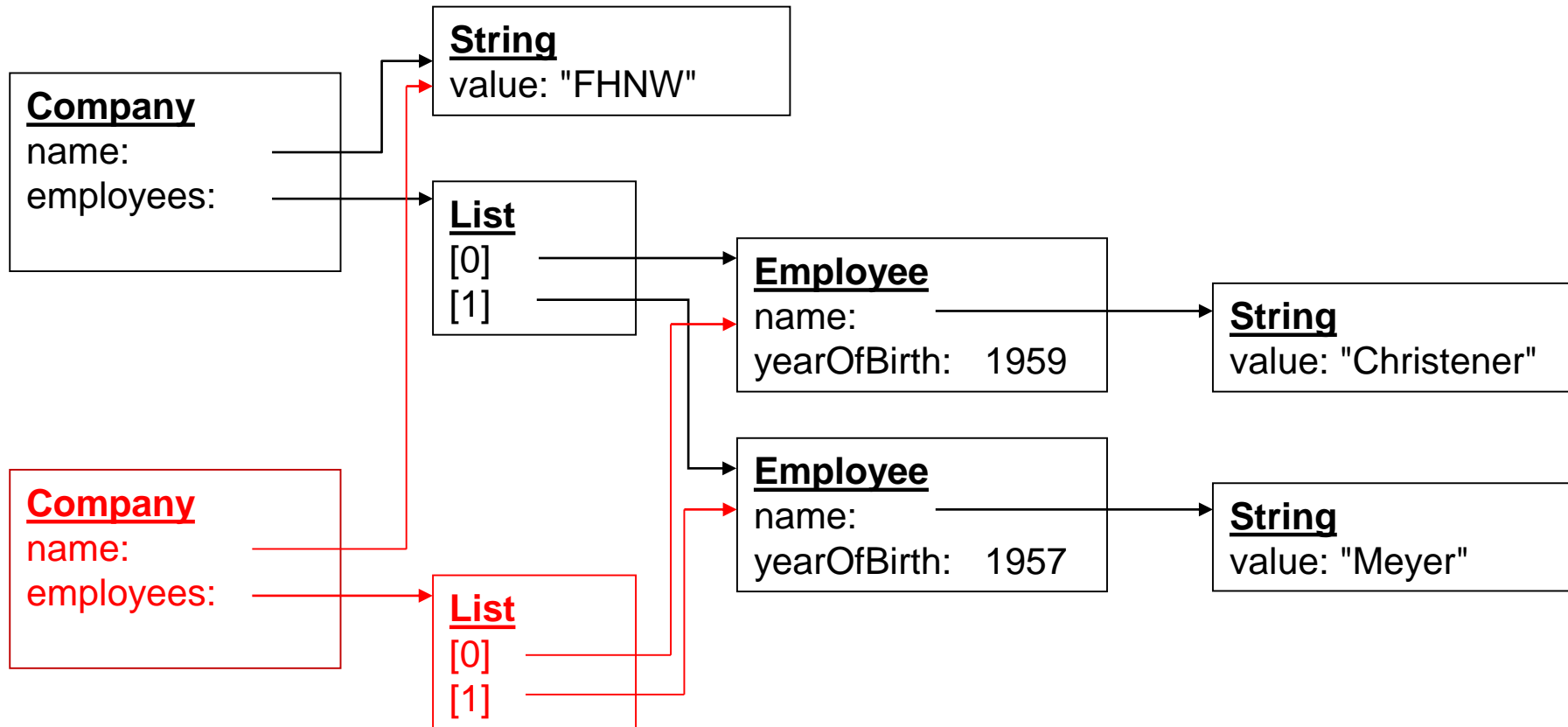
# Deep vs Shallow Copy



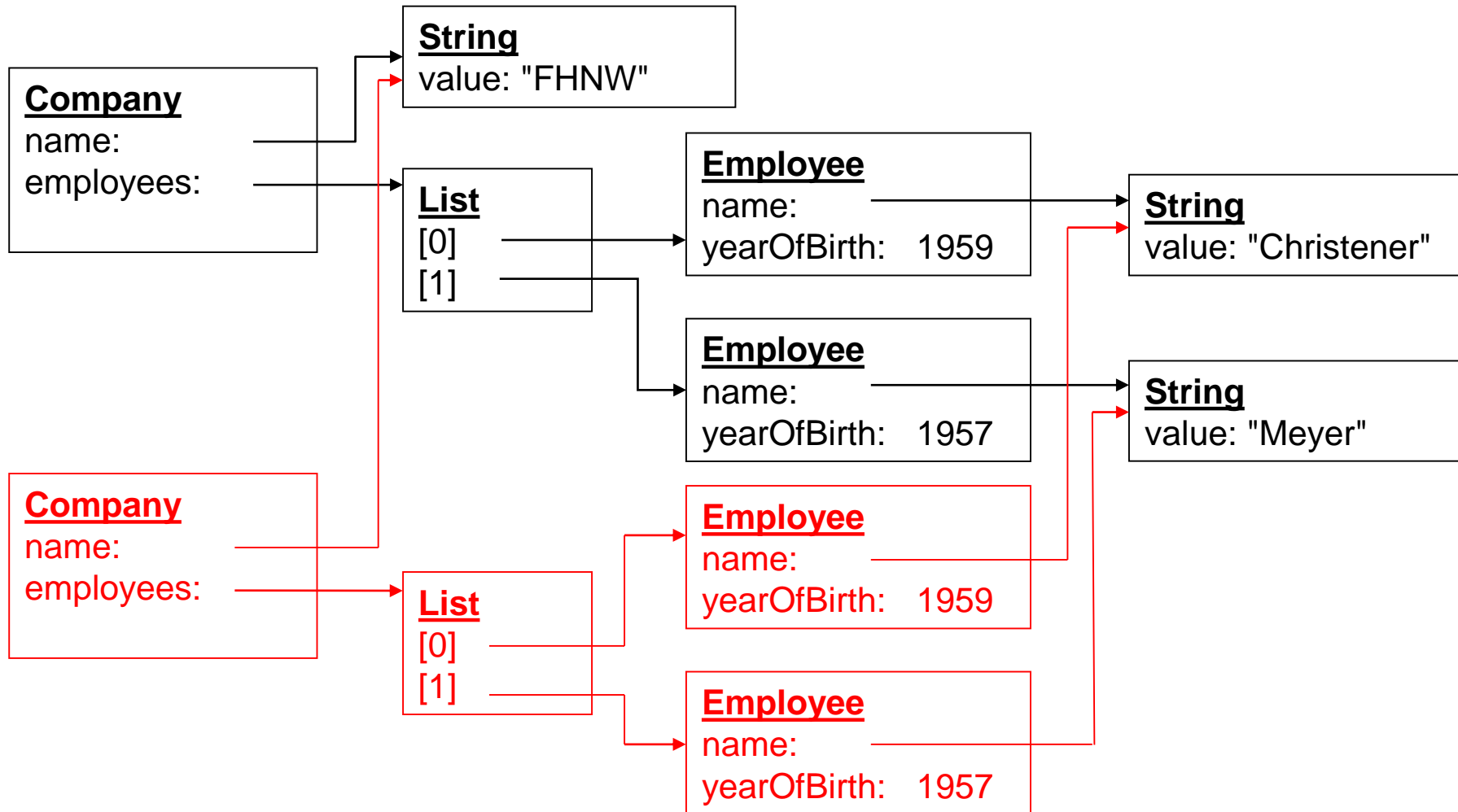
# Deep vs Shallow Copy



# Deep vs Shallow Copy



# Deep vs Shallow Copy



## Remarks

- **References to immutable objects**
  - Immutable objects need not be cloned, as they cannot be changed (and typically cannot be cloned)
- **Final fields**
  - Final fields cannot be changed in the clone method
- **Signature: return type**
  - Java allows covariant typing, e.g. type of result may be strengthened
- **Alias references**
  - Alias references (and cycles) have to be handled manually when implementing a deep-copy



# Clone With Copy Constructor

- **Every cloneable class contains a copy constructor**

```
class Company {  
    public Company(Company c) {  
        if(c==null) throw new IllegalArgumentException();  
        // initialize this with attributes of c  
    }  
    ...  
}
```

- **Method clone invokes this copy constructor**

```
class Company {  
    public Object clone() {  
        return new Company(this);  
    }  
    ...  
}
```

# Clone With Copy Constructor

- **Subclass invokes copy constructor of base class**

```
class SmallBusinessCompany extends Company {  
    public SmallBusinessCompany(SmallBusinessCompany c) {  
        super(c);  
        // initialize this with attributes of c  
    }  
    ...  
}
```

- **Deep-Copy**
  - For a deep copy the attributes need to be copied in the constructor