Object pool pattern:

Idea:

Consider a lab in a university of 50 computers. If a class of 70 people will be doing some work in the lab.

How to solve it?

* Bad Solution: buy 20 new computers. A crazy solution since this will be expensive.
* Good Solution: make 50 people go in the lab and when anyone finishes, bring one from the other 20

This is the idea of object pool pattern (reusing objects).

When to use:

When you can’t have more than a limited number of instances of an object due to

Memory limitations or this object takes much time to be created like connections to databases

Limitations:

It limits the number of instances of the class we want to deal with.