Prototype design pattern:

Introduction:

Before learning about the prototype design pattern, you must now about copy types

1. Reference copy: here you just make a new pointer to point at your object. Every modification via the second pointer will make the same impact in first
2. Shallow copy: you make a new object having new pointers to the same values in the original one this is okay if you use clone method with ArrayList<Integer> as the values are not objects so modification in the first List won’t affect the other but what about ArrayList<A class you created>
3. Deep copy is what address the last issue as it creates a totally new object and only copy values from the first object to the second object

Idea:

Prototype pattern is just the deep copy

When to use:

When in your business logic you need to create similar objects to previously created ones

Think of copying shapes in drawing apps