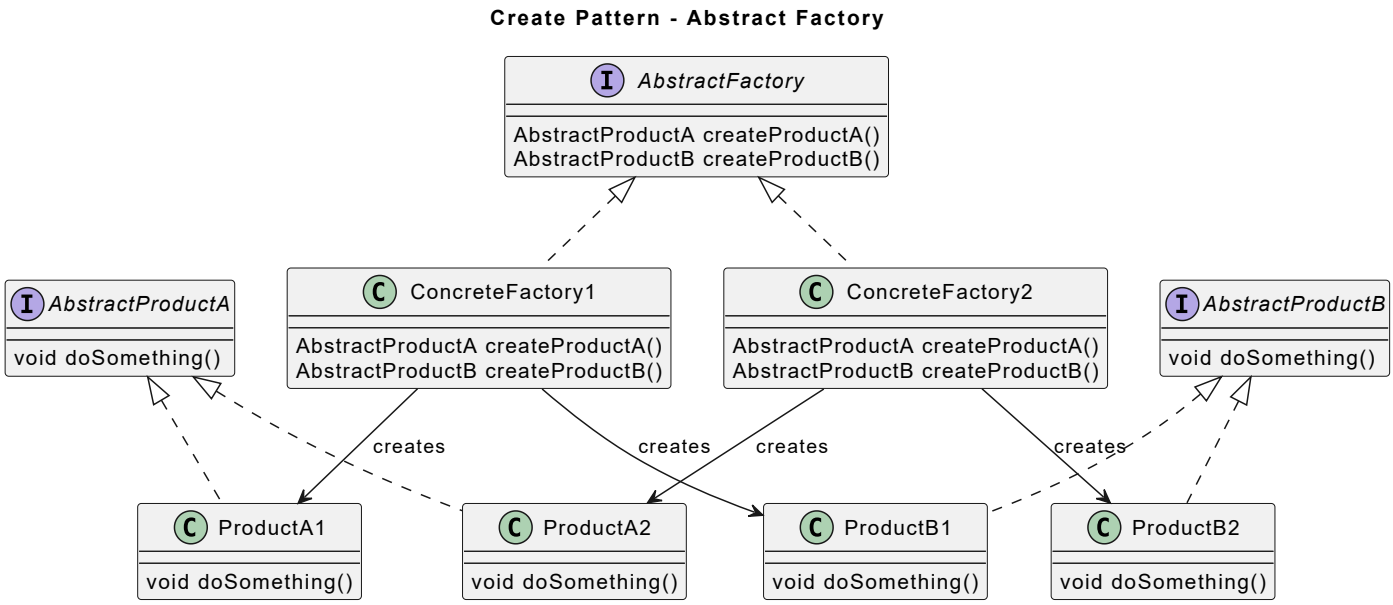
Creation Patterns

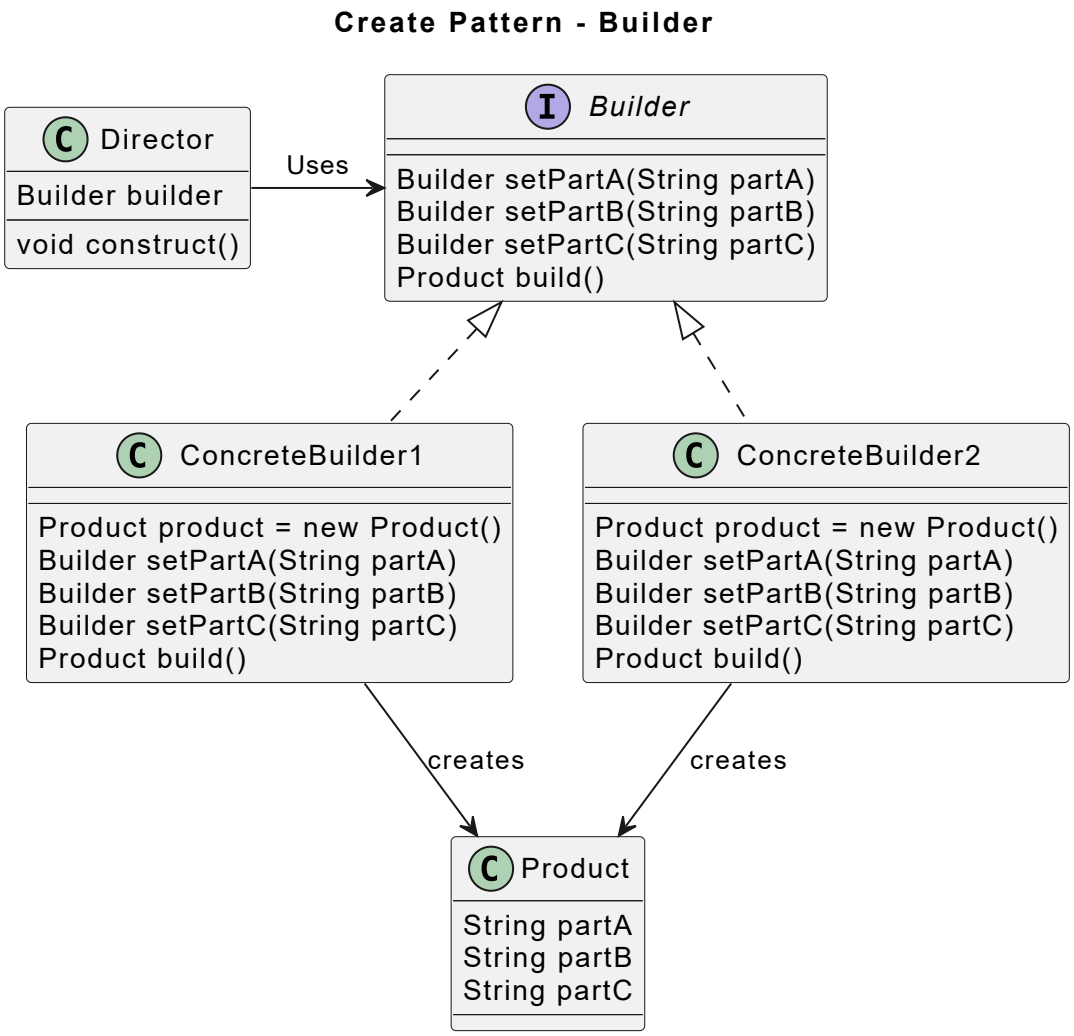
Abstract Factory

Abstract factories are used to create a set of related objects without specifying their type.



Builder

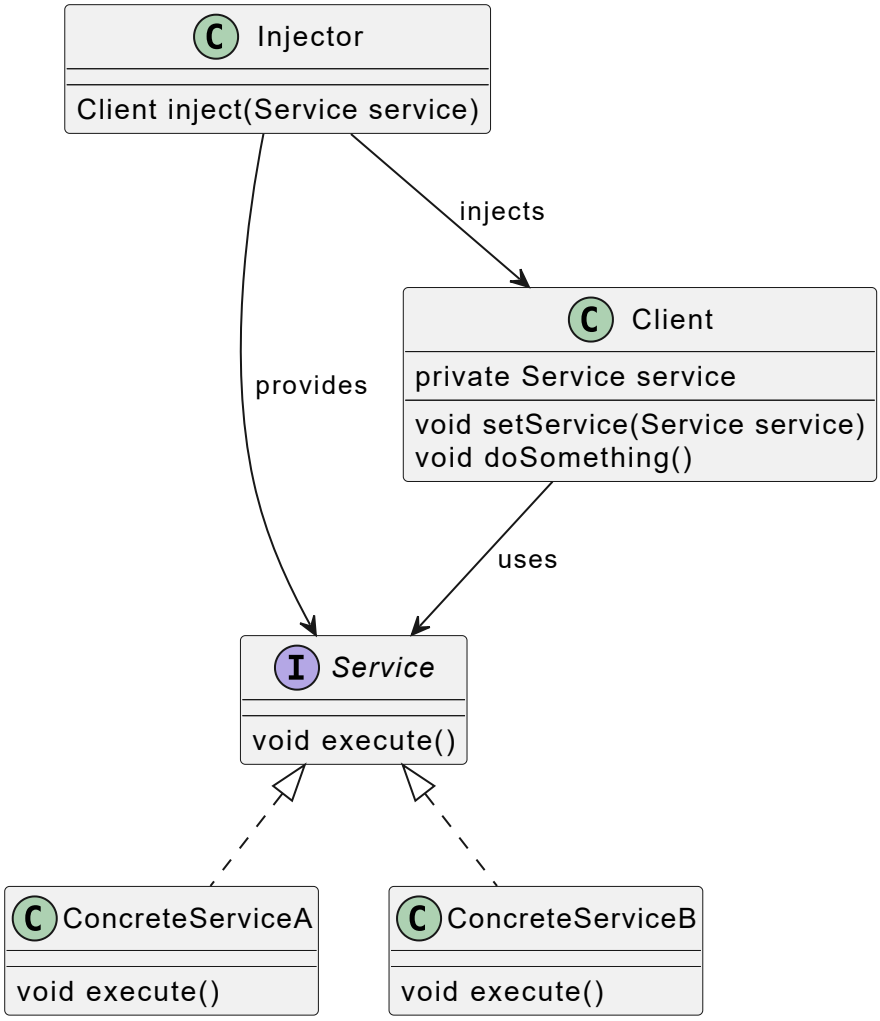
Builder is used to construct an object instance with control flow



Dependency Injection

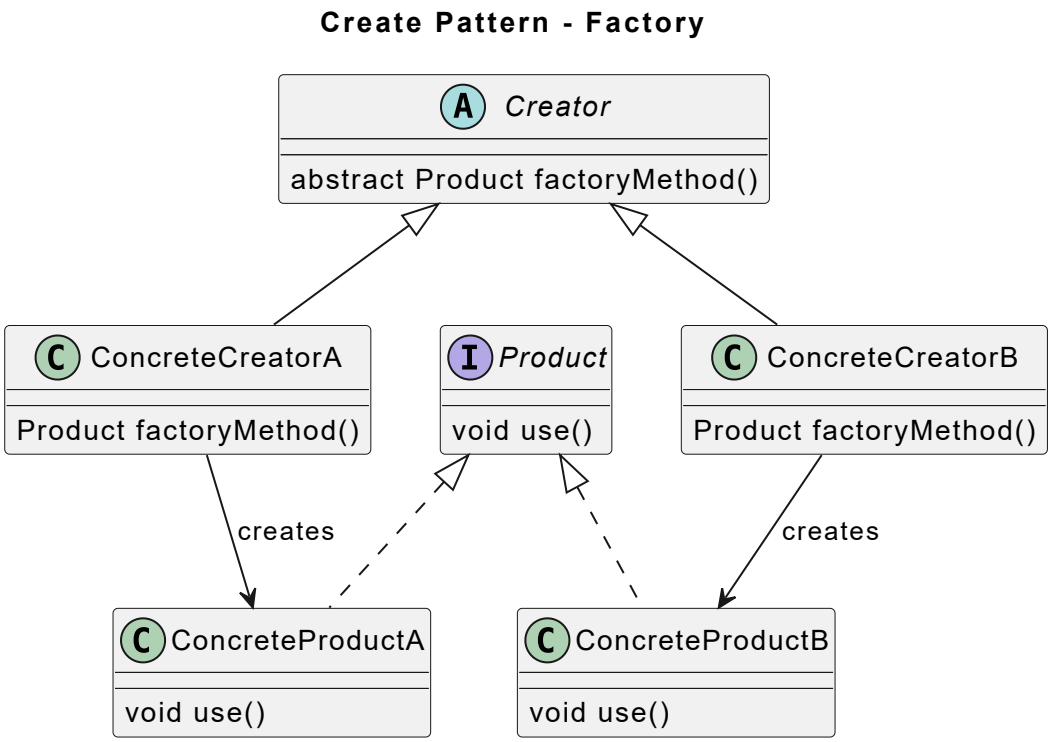
Dependency Injection is a means to control/provide dependent functionality to a class

Create Pattern - Dependency Injection



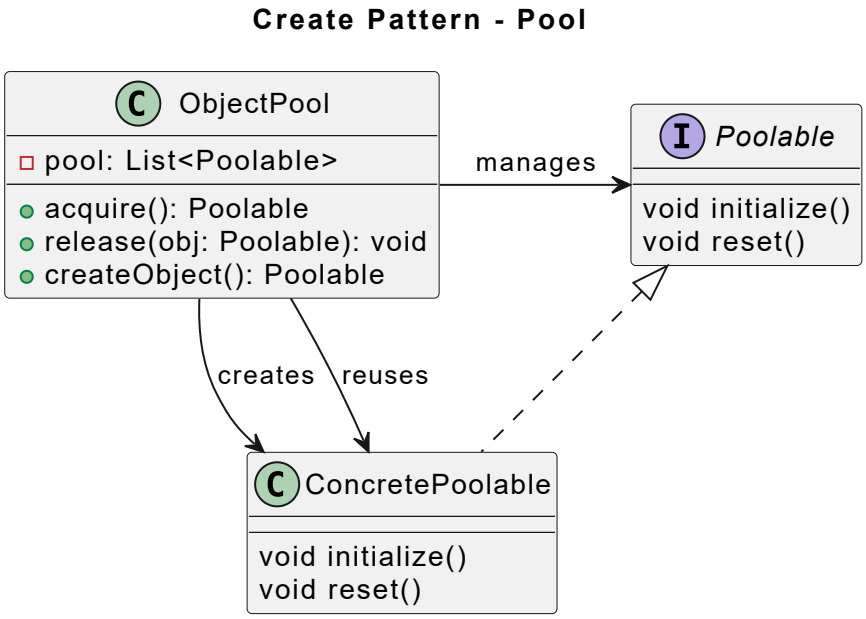
Factory

Factories are used to create the particular type of class instance



Pool

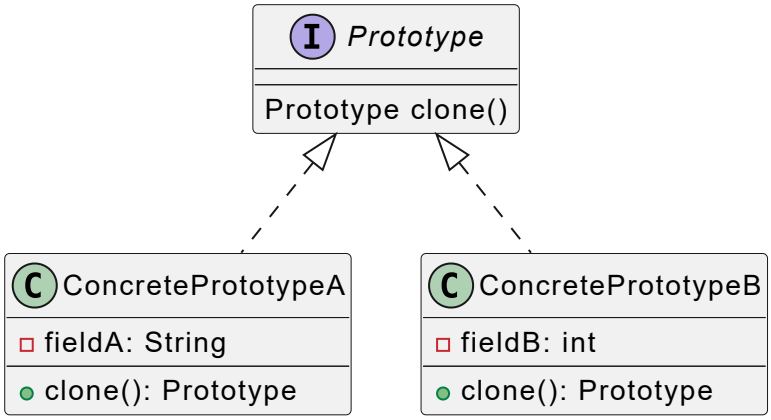
Object pools provide a means to reuse object instances that are expensive to create. Examples may include data service connection or threads.



Prototype

Prototypes create instances by copying an existing object

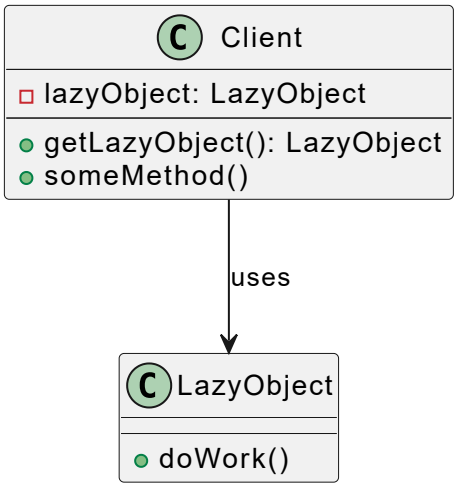
Create Pattern - Prototype



Lazy Initialization

Proxies or Lazy Initialized objects may be used for objects that are expensive to create. The actual creation of the object is not called until the first time the object is required.

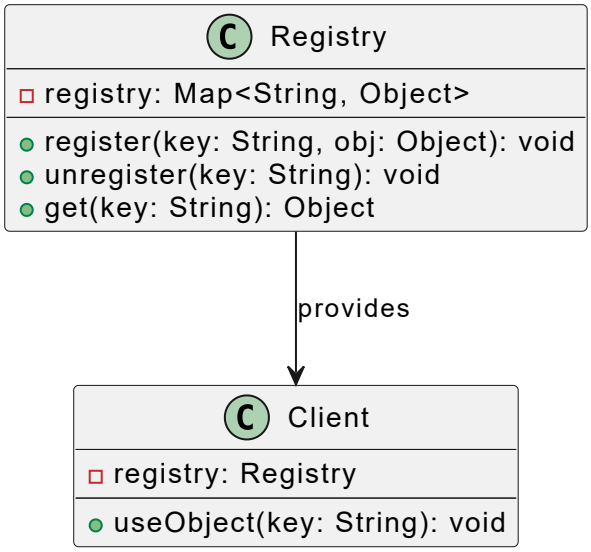
Create Pattern - Lazy Initialization



Registry (Multiton)

A registry allowed for storing/re-using a collect of named instances of an object.

Create Pattern - Registry



Singleton

Singletons are used to ensure only a single instance of an object is created in the lifetime of the application.

Create Pattern - Singleton