

OBJECT ORIENTED DESIGN PATTERNS 2

EX-10

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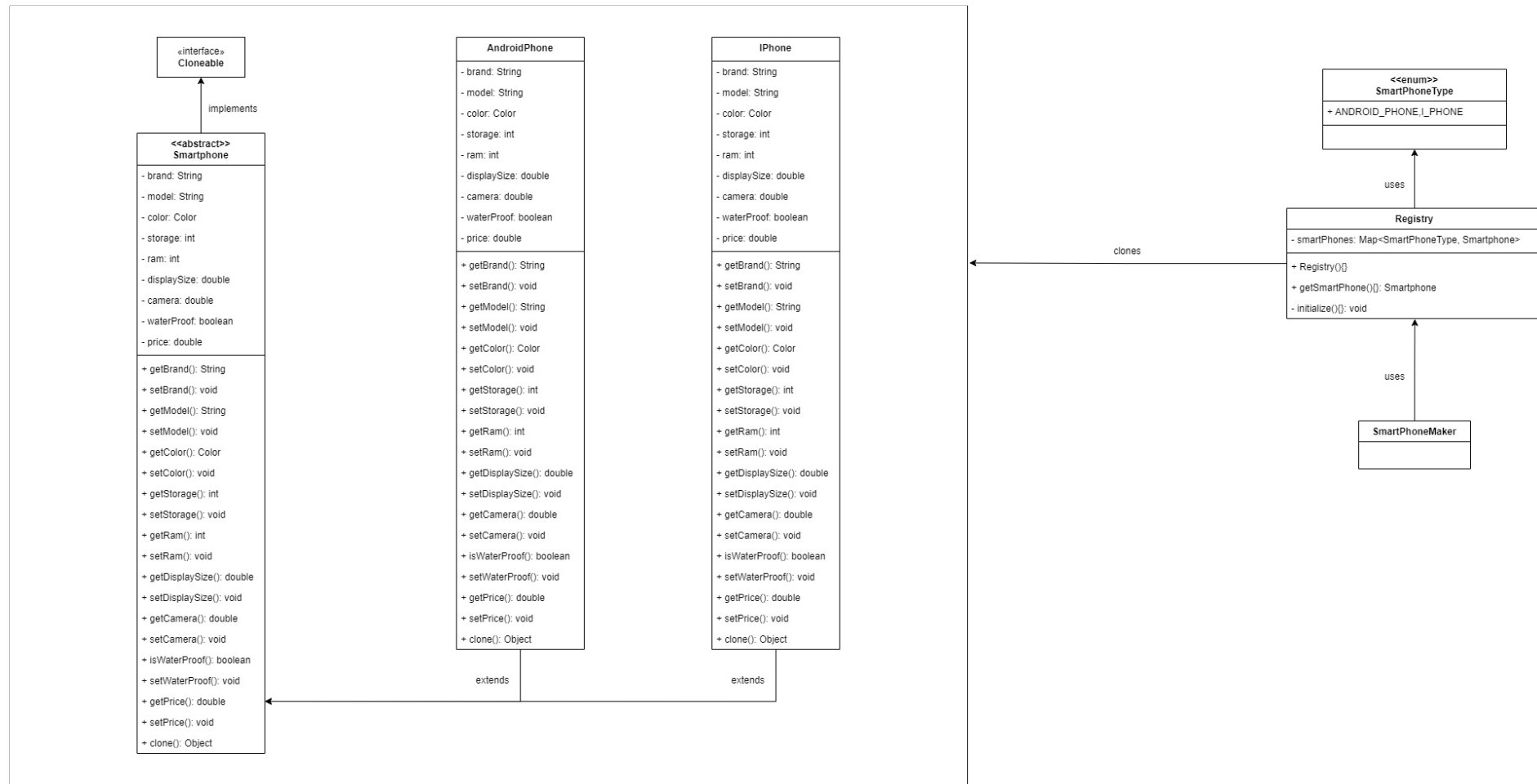
Prototype Design Pattern

- ▶ Prototype pattern is a creational design pattern.
- ▶ Prototype pattern says that cloning of an existing object instead of creating new one and can also be customized as per the requirement.
- ▶ It is used when the type of objects to create is determined by a prototypical instance, which is cloned to produce new objects.
- ▶ This pattern should be followed, if the cost of creating a new object is expensive and resource intensive.
- ▶ This pattern can use to avoid the subclasses of an object creator the client application.

Scenario

- ▶ Develop an application to demonstrate the smartphone cloning process.

UML Diagram





Let's go to see the Demo