

## Agenda:

### Prototype & Registry

## Prototype

- helps us to create copy of objects

```
Student st = new Student(-...);
```

↳ copy of student.

private property in Student.

```
Student copySt = new Student();
```

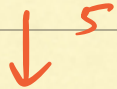
```
copySt.name = st.name;
```

```
copySt.age = st.age;
```

1. Client side copy code is not reusable and it is also causing tight coupling

2. Cannot access private properties

3. Student



Intelligent Student

copy(Student st)

if (st instanceof Student)

{

return (st instanceof IntelligentStudent)

§ —  
§ —

student  
↓  
IntelliStudent  
↓  
copy();

1) class student {  
// copy constructor  
or

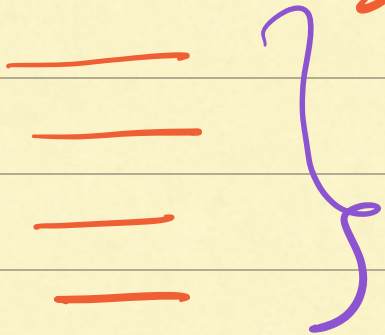
↓  
Student (st)  
st.copy()

```
student copy ( )  
{  
    student copyObject = new student();  
    copyObj. name = this. name ;  
    copyObj. age = this. age ;  
    :  
    return copyObject ;  
}
```

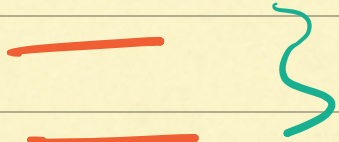
```
student st = new Student(....);  
Student stCopy = st.copy();
```

Give responsibility of creating a copy of an object to the object itself.

class something?



80% of properties having same value



20% of properties value changes.

}

Class Tree {

- color

- size

- pixelMap

- position (x,y)



new Tree();



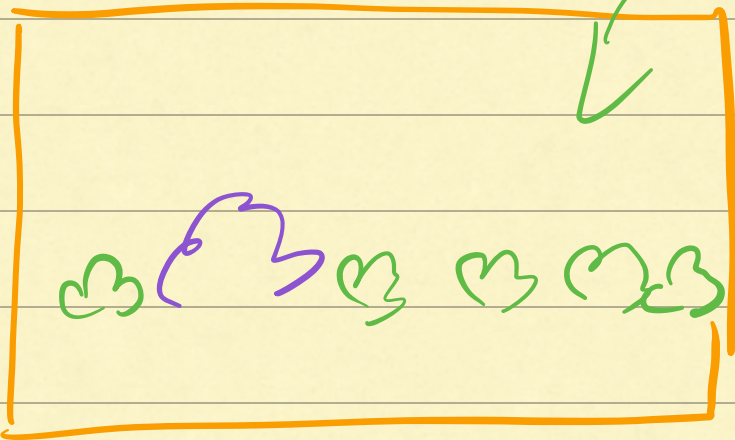
color = "green";

size = 10px;

pixelMap = fetched from somewhere & rendered.



takes a lot of time





```
class SearchQuery {
```

```
    String url; ←
```

```
    String username; ←
```

```
    String password ←
```

```
    String SearchQuery;
```

```
}
```

```
class Enemy {
```

```
    — size;
```

```
    — void move();
```

```
    — pixMap;
```

```
    —
```

```
    ↙
```

```
    ↓
```

```
    ↘
```

Turtle

Duck

Porcupine

```
func() {
```

```
    Enemy Turtle = new Enemy("Turtle", ...);
```

```
    Enemy Duck = new Duck("Duck", ...);
```

```
    Enemy Porcupine = new Porcupine("Porc", ...);
```

```
}
```

↑

func 2( ) {

}

Registry:

```
HashMap<String, Enemy> enemyRegistry;  
Enemy Duck = new Duck("Duck", ...);  
ereg.put("Duck", duck);
```

```
duckCopy = ereg.get("Duck").copy();  
duckCopy.position = (10, 20);
```

Break Till 8:10