Flyweight: Space optimization

1. Avoid redundancy when storing data
2. E.g. MMORPG
   1. Plenty of users with identical first/last names
   2. No sense in storing same first/last name over and over again
   3. Store a list of names and pointers to them
3. E.g. bold or italic text in the console
   1. Don't want each character to have a formatting character
   2. Operate on ranges (e.g., line number, start/end positions)
4. Flyweight: A space optimization technique that lets us use less memory by storing externally the data associated with similar objects.

Repeating usernames

1. Have usernames stored in a static arraylist and their indexes in an int array.

Text Formatting

1. Check out the example

Summary

1. Store common data externally
2. Specify an index or a reference into the external data store
3. Define the idea of ranges on homogeneous collections and store data related to those ranges
4. Don't forget String.intern();