Prototype Pattern

The **Prototype Design Pattern** is a creational design pattern used to create objects by copying or cloning an existing object rather than creating a new instance from scratch. This is particularly useful when creating new objects is resource-intensive, and the cost of cloning an object is lower.

Key Concepts:

- **Prototype Interface**: Declares a `clone()` method that is used to create a copy of the object.
- **Concrete Prototype**: Implements the `clone()` method to return a copy of itself.
- **Client**: Uses the `clone()` method to duplicate existing objects.

Use Cases:

- When object creation is expensive or complicated.
- To avoid subclassing and create objects dynamically.

* Prototype In Javascript