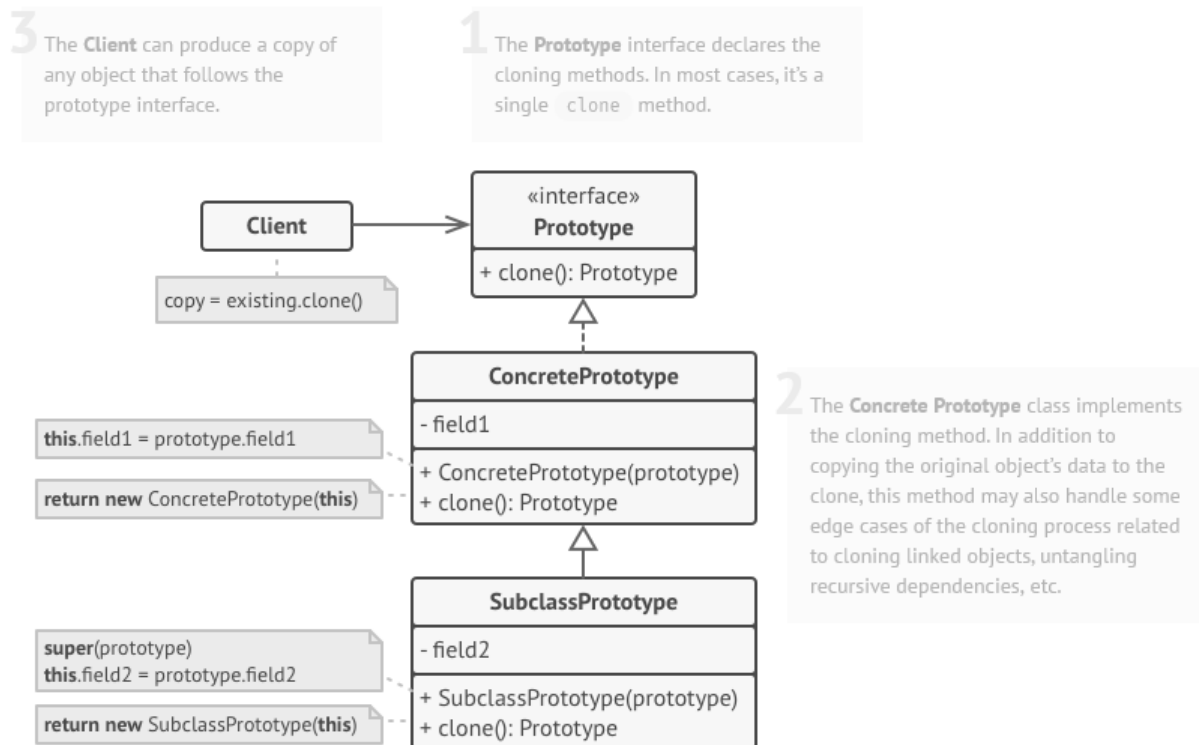


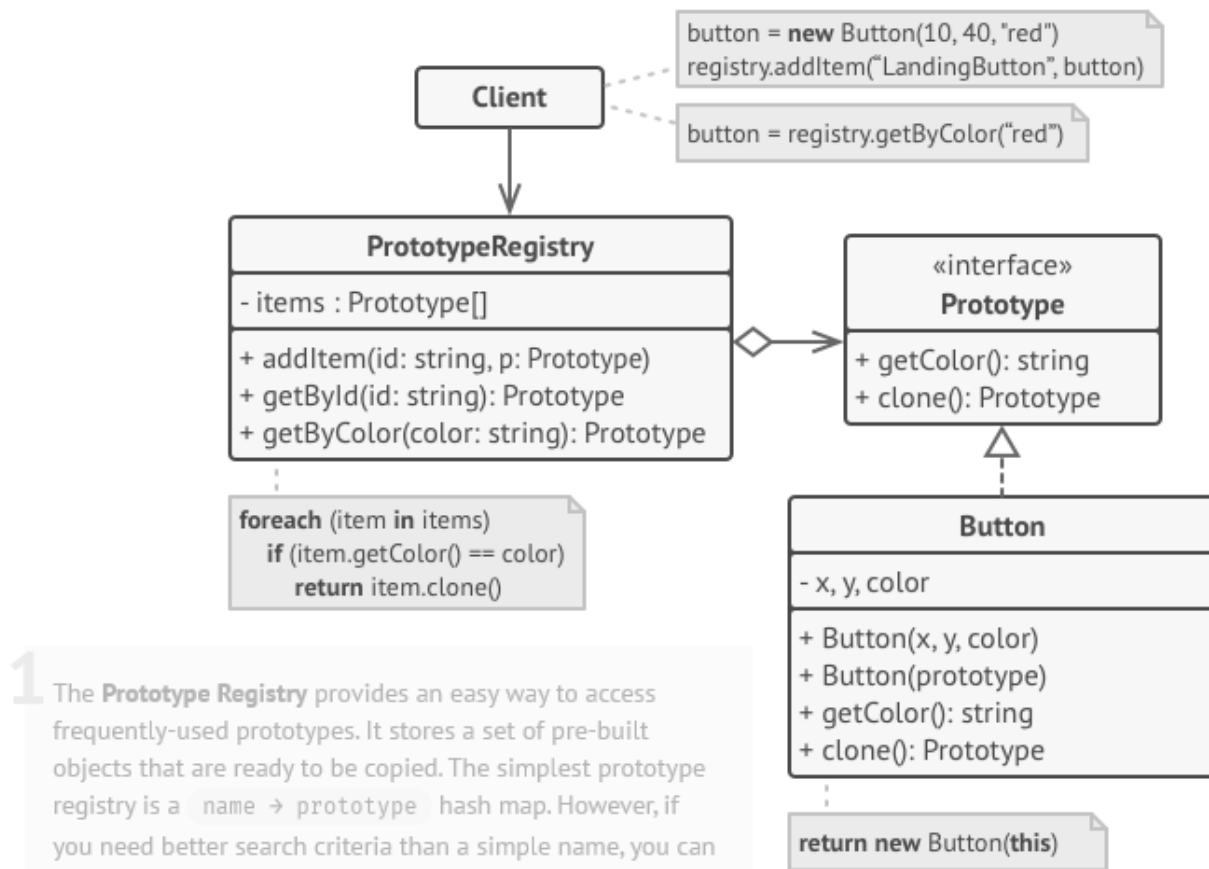
# Intent

**Prototype** is a creational design pattern that lets you copy existing objects without making your code dependent on their classes.

## Structure



## Example



1 The **Prototype Registry** provides an easy way to access frequently-used prototypes. It stores a set of pre-built objects that are ready to be copied. The simplest prototype registry is a `name → prototype` hash map. However, if you need better search criteria than a simple name, you can build a much more robust version of the registry.

## Applicability

- Use the Prototype pattern when your code shouldn't depend on the concrete classes of objects that you need to copy.
- Use the pattern when you want to reduce the number of subclasses that only differ in the way they initialize their respective objects. Somebody could have created these subclasses to be able to create objects with a specific configuration.