

*If Time Permits:*

# Module 06: "Prototype"



**TEKNOLOGISK**  
**INSTITUT**

# Agenda

- ▶ Introductory Example: Deck of Playing Cards
- ▶ Challenges
- ▶ Implementing Prototype Pattern with **ICloneable**
- ▶ Pattern: Prototype
- ▶ Overview of Prototype Pattern

# Introductory Example: Deck of Playing Cards

```
class Card
{
    public Suit Suit { get; }
    public Rank Rank { get; }
}
```

```
class Deck : IEnumerable<Card>
{
    private List<Card> _cards;
    ...
}
```

```
Deck deck = new Deck();
deck.SwapCards(10, 20);
deck.TakeCard();
deck.SwapCards(0, 30);
deck.SwapCards(1, 29);
deck.TakeCard();
deck.Shuffle();
```

```
Deck copy = ...; // ???
```

# Challenges

- ▶ Might be expensive, difficult, or even downright impossible to recreate copy of object with the same state
- ▶ Internal state might not be exposed externally to clients
- ▶ Might not want client to create new objects with constructor

# ICloneable

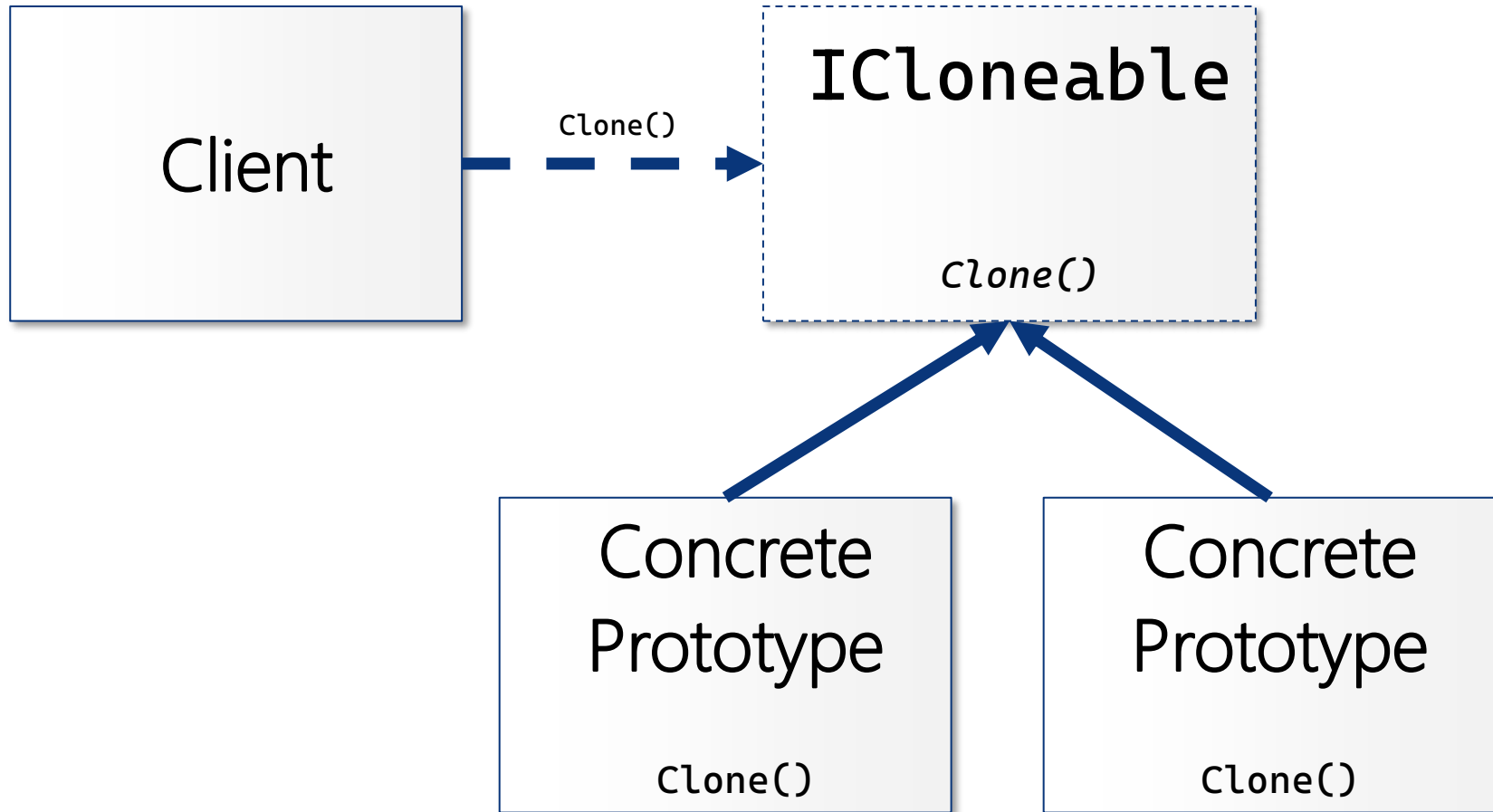
- ▶ .NET has **ICloneable** interface built-in for implementing Prototype Pattern

```
public interface ICloneable
{
    object Clone();
}
```

# Pattern: Prototype

- ▶ *Specify the kinds of objects to create using a prototypical instance, and create new objects by copying this prototype.*
- ▶ Outline
  - Allow client to create copies of existing objects
  - Use **ICloneable** interface to let master object clone itself
- ▶ Origin: Gang of Four

# Overview of Prototype Pattern



# Overview of Prototype Pattern

## ▶ **ICloneable**

- Interface pre-built into .NET
- Provides a **Clone()** method to be overridden in concrete prototypes

## ▶ Concrete Prototype

- Implements **ICloneable** interface and supplies appropriate cloning logic
- Might employ the **object.MemberwiseClone()** method built into .NET
  - Note: Beware of value types vs. reference types of elements

## ▶ Client

- Invokes **Clone()** on Concrete Prototype to create a copy





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