

Prototype

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Overview

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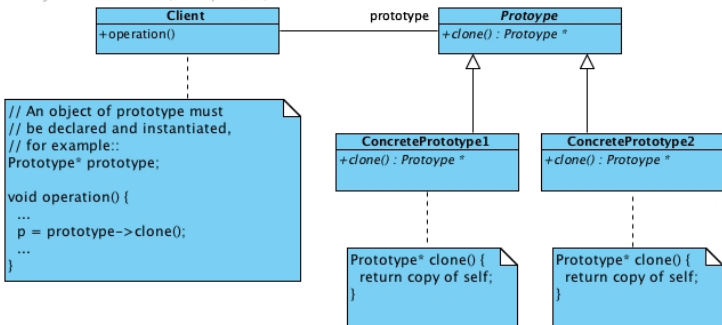
Name and Classification:

Prototype (Object Creational)

Intent:

“Specify the kinds of objects to create using a prototypical instance, and create new objects by copying this prototype” GoF(117)

Visual Paradigm for UML Standard Edition(University of Pretoria)



- Gives flexible alternatives to inheritance
- The client creates a prototype and each time it requires a new object, the prototype is asked to clone itself

Prototype

- defines an interface for cloning

ConcretePrototypeN

- implementation of operation for cloning

Client

- asks the prototype to clone so that a new object can be created

Related Patterns

- **Abstract Factory (87)**: Competes in producing product, however an AF may use Prototype to clone product.
- **Composite and Decorator (163 and 175)**: Make use of the prototype for nodes cloning.

