Section 8 Handout

Sharing

- Singleton: Only one object exists at runtime
 - Use private constructor to prevent others from creating more objects
 - Implementation:
 - 1. Eager Initialization: creates the instance when the class is loaded to guarantee availability
 - 2. Lazy Initialization: only creates the instance once it's needed to avoid unnecessary creation
- Interning: Only one object with a particular abstract value exists at runtime
 - Saves memory by compacting multiple copies

Factories: Enable program to return a subtype of the class they belong to

- Factory Method
 - A method that creates and returns objects
 - Method defines object interface, subclass instantiate
- Factory Object
 - Abstract superclass defines what can be customized
 - Concrete subclass completes and returns appropriate subclass

Builder

- The class uses the Builder from inner class instead of the constructor
- Useful when you have many constructor parameters and want to allow optional parameters

Structural Patterns

- Adapter: Turn different types of input and interface to the same functionality.
- **Decorator**: Adds (sometimes remove) existing functionalities
- **Proxy**: Providing the same functionality while adding additional features on accessing.

Pattern	Functionality	Interface	Purpose
Adapter	same	different	modify the interface
Decorator	different	same	extend behavior
Proxy	*same	same	restrict access

^{*}Functionality is same from user perspective but different inside