

# Tecniche di Progettazione: Design Patterns

GoF: Prototype

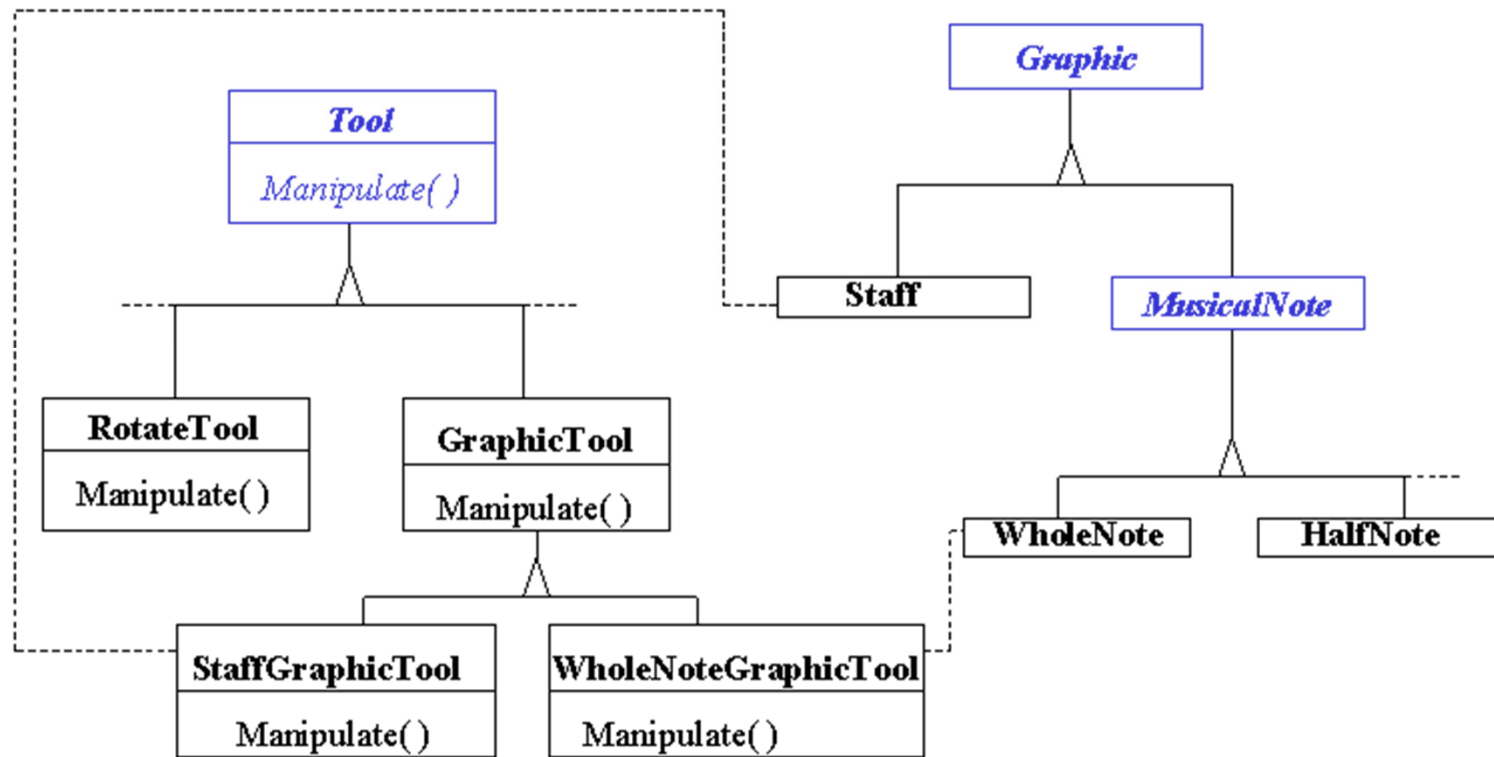
# Prototype Pattern

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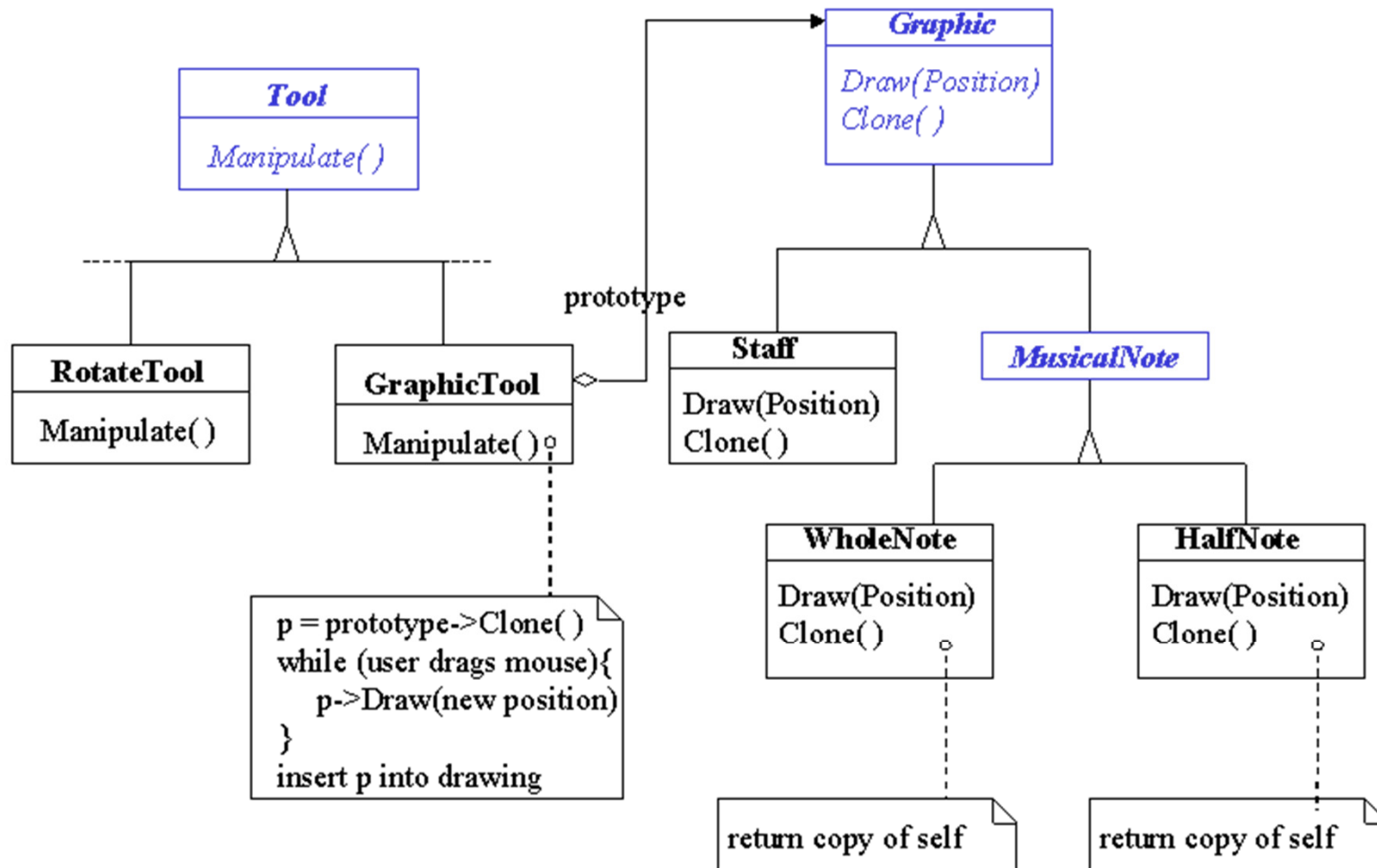
- ▶ A creational pattern
- ▶ Specify the kinds of objects to create using a prototypical instance, and create new objects by copying this prototype



# Problem



# Prototype solution



# Structure & Participants

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**Prototype(Graphic)**  
-declares an interface for cloning itself.

**ConcretePrototype (Staff,WholeNote, HalfNote)**  
-implements an operation for cloning itself.

**Client(GraphicalTool)**  
- creates a new object by asking a prototype to clone itself.

