

Flyweight Pattern

이미 생성한 객체가 있으면 공유, 없으면 생성하여 메모리 절약.

[Architecture](#), [Modeling](#), [Design Pattern](#), [Structural](#)

Flyweight

```
public interface Flyweight {  
    String getData();  
}
```

ConcreteFlyweight

```
public class ConcreteFlyweight implements Flyweight {  
    private String data;  
  
    public ConcreteFlyweight(String data) {  
        this.data = data;  
    }  
  
    public String getData() {  
        return data;  
    }  
}
```

FlyweightFactory

```
public enum FlyweightFactory {  
    INSTANCE; // Singleton  
  
    private Map<String, Flyweight> pool = new ConcurrentHashMap<>();  
  
    public Flyweight getFlyweight(String key) {  
        if(!pool.containsKey(key)) {  
            pool.put(key, new ConcreteFlyweight(key));  
        }  
  
        return pool.get(key);  
    }  
}
```

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Last update: **2021/02/07 03:26**

