## 6. 原型模式（Prototype）

### Intent

使用原型实例指定要创建对象的类型，通过复制这个原型来创建新对象。

### Class Diagram

### Implementation

public abstract class Prototype {
 abstract Prototype myClone();
}

public class ConcretePrototype extends Prototype {

 private String filed;

 public ConcretePrototype(String filed) {
 this.filed = filed;
 }

 @Override
 Prototype myClone() {
 return new ConcretePrototype(filed);
 }

 @Override
 public String toString() {
 return filed;
 }
}

public class Client {
 public static void main(String[] args) {
 Prototype prototype = new ConcretePrototype("abc");
 Prototype clone = prototype.myClone();
 System.out.println(clone.toString());
 }
}

abc

### JDK

* [java.lang.Object#clone()](http://docs.oracle.com/javase/8/docs/api/java/lang/Object.html#clone%28%29)