## 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)