链滴

设计模式之享元模式

作者：sologxl

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来源网站：链滴

其实本猿觉得吧，很多模式都是没啥可学的，大概就是你代码写多了，你自然而然的就会知道如何有的编码了。

说下享元模式吧，反正闲着也是闲着：

```
public interface Jianzhu {
  void use();
}


public class TiYuGuan implements Jianzhu {
    private String name;
    private String shape;
    private String yundong;
    public TiYuGuan(String yundong){
        this.setYundong(yundong);
    }
    public String getName() {
        return name;
    }
    public void setName(String name) {
        this.name = name;
    }
    public String getShape() {
        return shape;
    }
    public void setShape(String shape) {
        this.shape = shape;
    }
    public String getYundong() {
        return yundong;
    }
    public void setYundong(String yundong) {
        this.yundong = yundong;
    }
    @Override
    public void use() {
        System.out.println("该体育馆被使用来召开奥运会" + " 运动为："+ yundong+" 形状为："+
hape+ " 名称为："+name);
    }
}


import java.util.*;

public class JianZhuFactory {
    private static final Map<String,TiYuGuan> tygs = new HashMap<String,TiYuGuan>();
    public static TiYuGuan getTyg(String yundong){
        TiYuGuan tyg = tygs.get(yundong);  //从map中获取TiYuGuan对象
        if(tyg == null){   //判断为空则创建新的TiYuGuan
            tyg = new TiYuGuan(yundong);
            tygs.put(yundong,tyg);
        }
```

```
        return tyg;
    }
    public static int getSize(){
        return tygs.size();  //由于会判断为空才创建，所以这里会保证相同对象只有一个，这个就是有类似单例模式
    }
}

//测试
public class Clienter {
    public static void main(String[] args) {
        TiYuGuan yundong ="足球";
        for(int i = 1;i <= 5;i++){
            Object tyg = JianZhuFactory.getTyg(yundong);
            System.out.println("对象池中对象数量为："+JianZhuFactory.getSize());
        }
    }
}
```

享元模式就是有点类似单例模式，没啥可说的，拜拜。