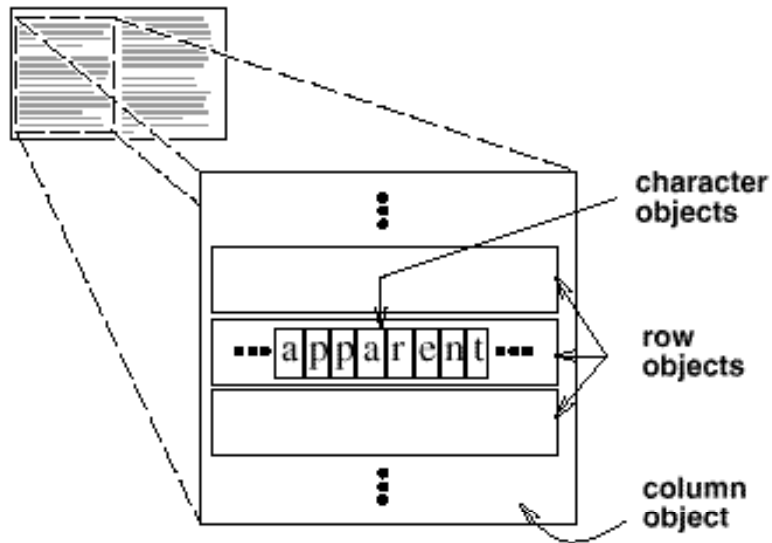
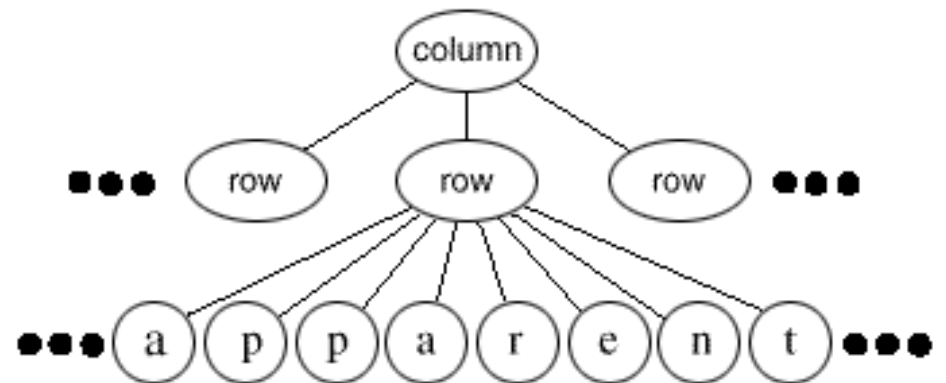


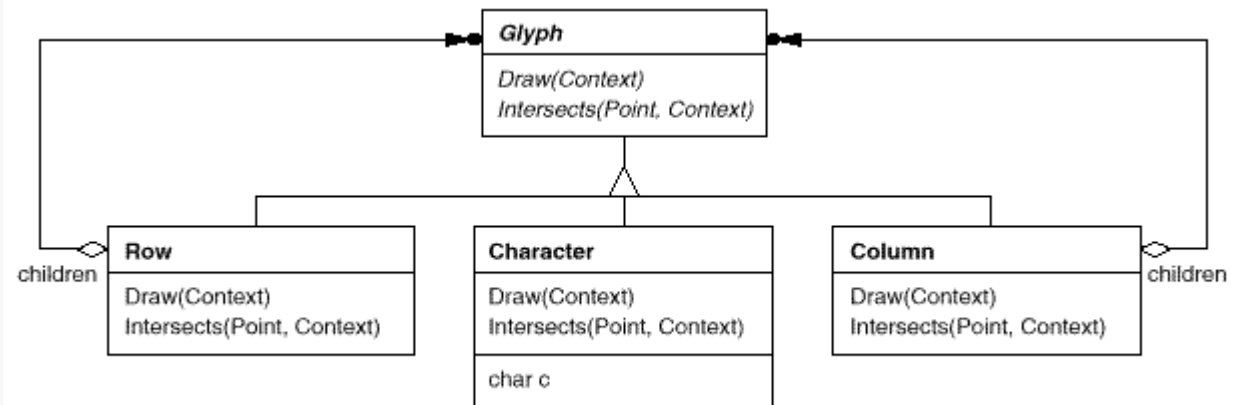
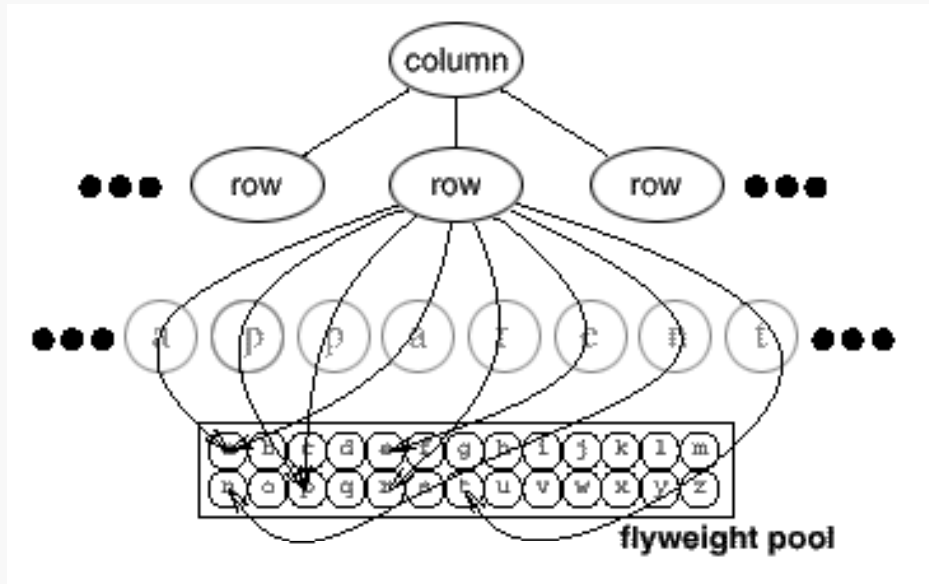
Using objects for large numbers of fine-grained instances can become prohibitively expensive.



Representing each character instance could result in thousands of redundant objects



Flyweight lets you share objects in multiple contexts simultaneously.



Flyweight class and object structures

