Figure 14.2 A set of folders displaying two images; one for "is Selected" and one for "not Selected."

Instead, we'll create a FolderFactory that returns either the selected or the unselected folder drawing class but does not create additional instances once one of each has been created. Since this is such a simple case, we just create them both at the outset and then return one or the other.

```
public class FolderFactory {
    Folder unSelected, Selected;
    public FolderFactory() {
        Color brown = new Color(0x5f5f1c);
        Selected = new Folder(brown);
        unSelected = new Folder(Color.yellow);
    }
//--------------
    public Folder getFolder(boolean isSelected) {
        if (isSelected)
            return Selected;
        else
            return unSelected;
    }
}
```

When more instances could exist, the factory could keep a table of the ones that it had already created and create new ones only if they aren't already in the table.

The unique thing about using Flyweights, however, is that we pass the coordinates and the name to be drawn into the folder when we draw it. These coordinates are the extrinsic data that allow us to share the folder objects and