

average case, but the performance advantages might outweigh the memory costs. Only through careful profiling and a detailed analysis of your system can you make the correct choice.

PRAXIS 42: Reuse objects whenever possible

Object creation is very expensive (see PRAXIS 32), therefore, you want to minimize the number of objects created. Fewer objects created means faster code. However, you might often need to create many objects or to create the same object repeatedly. PRAXES 32 and 43 outline techniques to help improve performance in many areas, including object creation. Another technique at your disposal is to reuse an existing object instead of creating a new one. Consider a class that represents an employee:

```
class Employee
{
    private String EmpName;
    private String EmpTitle;
    private int EmpNumber;

    public Employee()
    {}
    public Employee(String name, String title, int number)
    {
        EmpName = name;
        EmpTitle = title;
        EmpNumber = number;
    }

    public int salary()
    {
        //Query database based on Employee object to get salary.
        return querydb(this);
    }

    public void setName(String name)
    {
        EmpName = name;
    }

    public void setTitle(String title)
    {
        EmpTitle = title;
    }
}
```