

## CECS 277 – Lab 11

### Escape Room Part 2 – Factory Pattern

Use the code you wrote for Lab 8 and adapt it to use the Factory pattern. The different types of doors implementing the Door interface are the products. Create the DoorFactory class that has a createDoor method and an openDoor method. In main, construct a DoorFactory object, then loop 3 times to make a random number for one of your doors and pass that value to openDoor of your DoorFactory object. The openDoor method should use the type value to call createDoor, and then call the functions of Door to allow the user to open the door. The output should be exactly the same as it was before.

Note: You will have different partners then you did for Lab 8. Use whichever partner's code you like. If there are errors, fix them before starting.

