Factory Pattern

Problem 0

* You’re writing a game
* In your game players fight zombies, vampires, and skeletons
* At some point in the game you want to getnerate some monsters but you don’t know which type until runtime

Problem 1

* You writing a document layout module
* Your module includes a family of layout classes for various page dimentions
* Users will select their layout at runtime

Name factory <thing>Factory

Can have multiple create methods

Maybe we need to make other objects to create the object

Abstract Factory Pattern

Is to be able create a family of created type

Abstract factory will hold methods for all the object types you might want to create.

Under that will be a concrete class that contains the concrete definitions of the methods in the abstract factory it inheirited

Difference from normal factory is the child factorys are a family for a type ie cars you can have toyota, mazda.