

ASSIGNMENT

Date _____

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Name - Gaiya Anrita Kesumbhei

Enrollment - 12008101

1) Definition -

Write a program to create Water Bill, Electricity Bill of different village panchayat using Abstract Factory Design Pattern.

2) Classes :-

- AbadWaterBill
- GramaganWaterBill
- SuratWaterBill
- AbadElectricityBill
- GramaganElectricityBill
- SuratElectricityBill
- AbadPropertyBill
- GramaganPropertyBill
- SuratPropertyBill

3) class Diagram -

AbadWater Bill	Gramagan ElectricityBill	Surat PropertyBill
- getWaterBill()	- getElectricityBill()	- getPropertyBill()
- TermCond()	- TermCond()	- TermCond()

4) Data Members -

Int choice1, choice2, n;

Double ltr, unit, rmt, charge;

5) Methods -

* WaterBill

public double getWaterBill (c);

public void setWaterCharge (double c);

public void setWaterLtr (double ltr);

public void setNoofMonth (int n);

public String TermCond (c);

* ElectricityBill -

public double getElectricityBill (c);

public void setElectricityCharge (double c);

public void setElectricityUnit (double unit);

public void setNoofMonth (int n);

public String TermCond (c);

* PropertyBill -

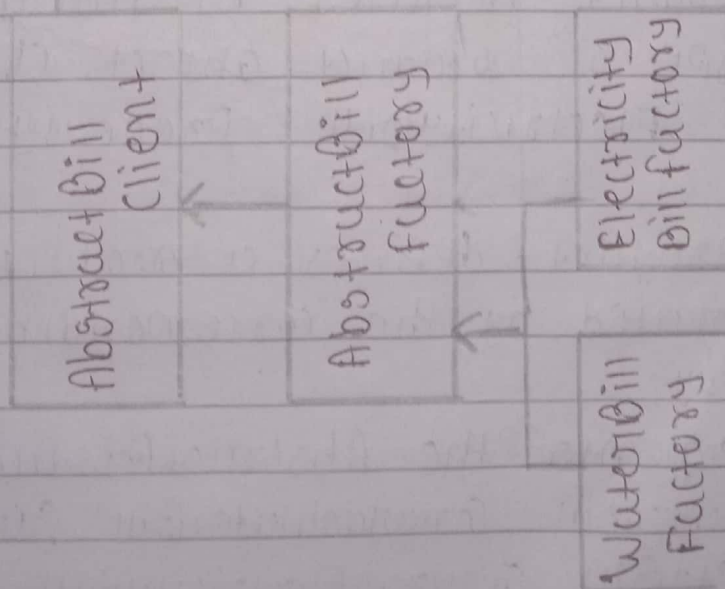
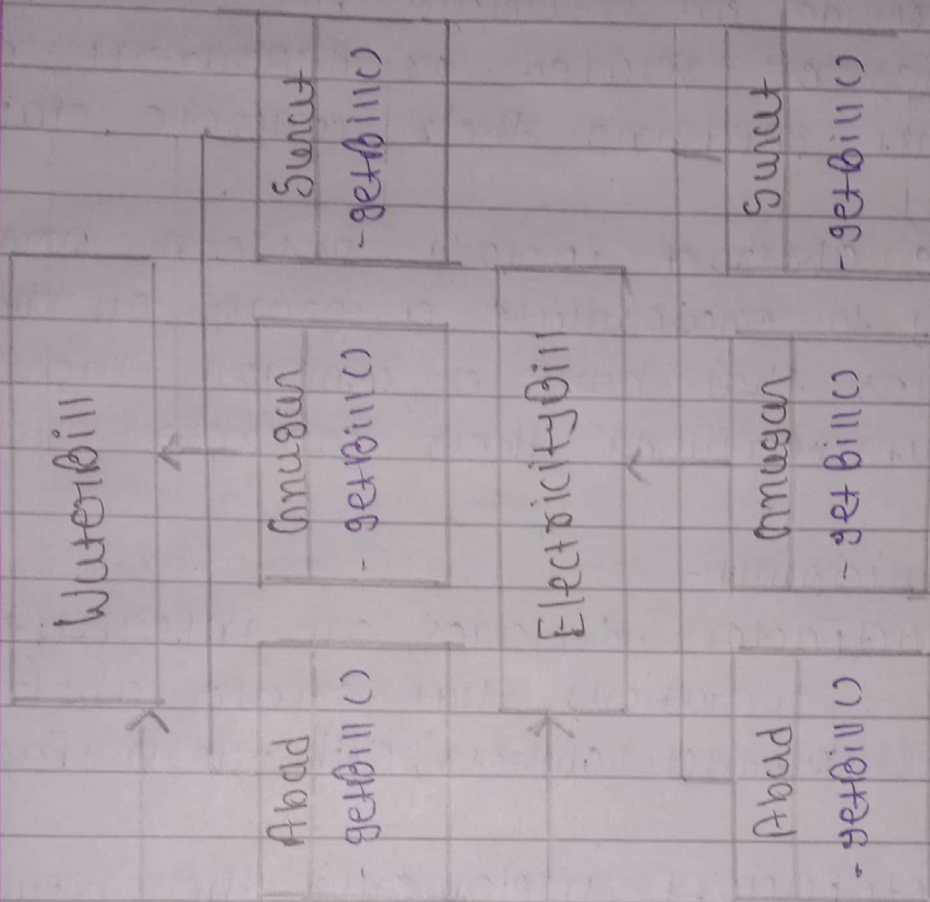
public double getPropertyBill (c);

public void setPropertyRmt (double rmt);

public void setNoofMonth (int n);

public String TermCond (c);

6) Structure-



7) Intent -

- provide an interface for creating families of related or dependent objects without specifying their concrete classes.
- The abstract factory pattern provides a way to encapsulate a group of individual factories that have a common theme without specifying their concrete classes.

8) Participant -

- AbstractFactory - declares an interface for operations that create abstract product objects. (AbstractBillFactory)
- ConcreteFactory - implements the operations to create concrete product objects. (WaterBillFactory, ElectricityBillFactory, PropertyBillFactory).
- AbstractProduct - declares an interface for a type of product object. (WaterBill, ElectricityBill, PropertyBill)
- ConcreteProduct - defines a product object to be created by the corresponding concrete factory.
 - implements the AbstractProduct interface (AbadWaterBill, AnaganWaterBill, SuratWaterBill, AbadElectricityBill, AnaganElectricityBill, SuratElectricityBill, AbadPropertyBill, AnaganPropertyBill)

- Client -

Uses only interfaces declared by AbstractFactory and AbstractProduct classes.

9] known As -

Kit

10] Collaborations -

- To create different product, the client should use a different concrete factory.

11] Applicability -

- Use the Abstract Factory Pattern when

- A system should be independent of how its products are created, composed and represented.

- A system should be configured with one of multiple families of products.

- A family of related product objects is designed to be used together, and you need to enforce this constraint.

12] Advantages.

- It isolates concrete classes from the client.
- You use the Abstract Factory to control the classes of objects the client creates.
- Product names are isolated in the implementation of the concrete factory. Clients use the instances through their interfaces.
- Exchanging product families is easy.
- It is the concrete factory's job to make sure that the right products are used together.

13] Disadvantages.

- Adding a new product requires extending the interface which implies that all of its derived concrete classes also must change. The following changes need to be taken care of:
 - New abstract product class is added.

- New product implementation is added.
- Abstract factory interface is extended
- Derived concrete factories must implement the extensions.
- Client has to be extended to use the new product.