

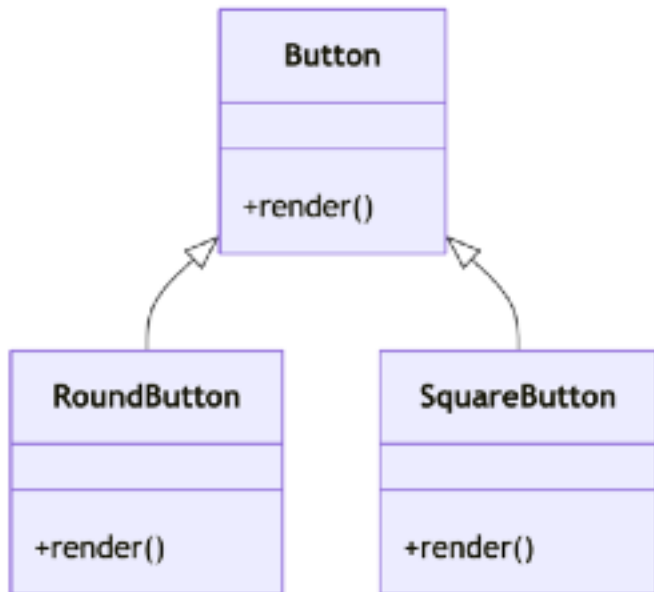


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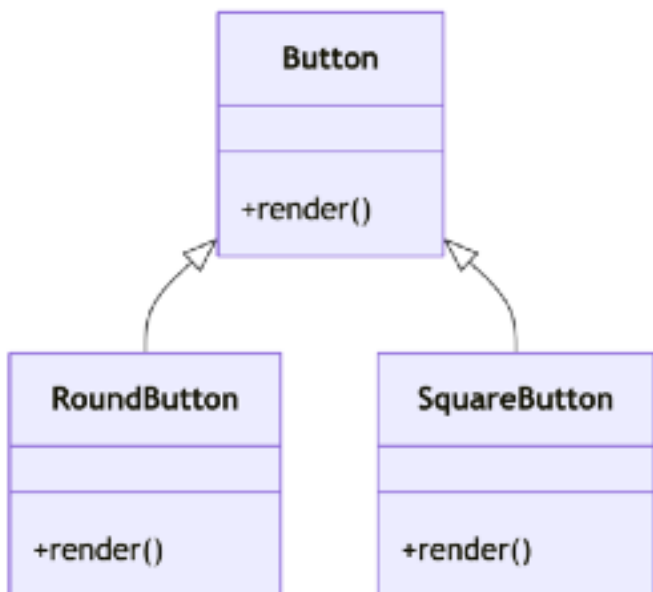


# Step 2: Create Theme- Based Button Subclasses

- Now let's create specific button types that implement the Button interface. We'll add two button styles: RoundButton and SquareButton.

- Here, `RoundButton` and `SquareButton` implement the `render` method differently. Notice how they both adhere to the `Button` interface, making it easy to use them interchangeably in the UI.

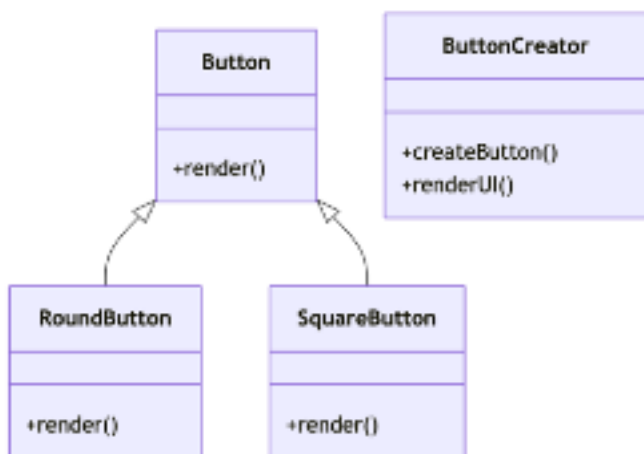
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## Step 3: Introduce the Creator Class with an Empty Factory



- Now we'll create a ButtonCreator class with an empty createButton method. This factory method will handle the creation of different button types.
- The ButtonCreator class has an empty createButton factory method, which forces any subclasses to implement it. Right now, if you call renderUI, it will throw an error, as createButton isn't yet implemented.