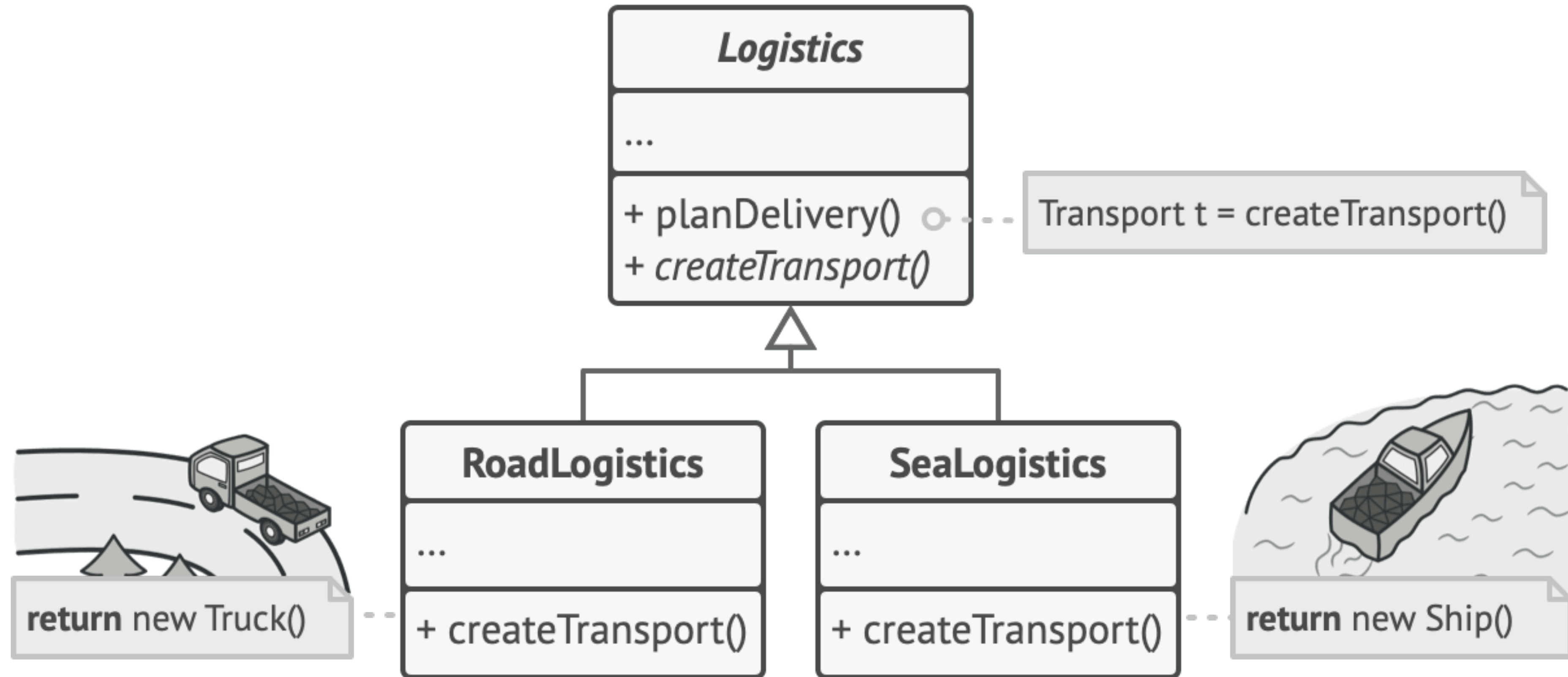# Code Structure: The majority of your code is within the Truck class.

- Code is tightly coupled to `Truck` class, requiring extensive changes for adding `Ships` or other transportation types.

- Complex code with numerous conditionals arises from varying transportation object classes.

Truck
+int capacity
+String fuelType
+String cargoType
+loadCargo()
+unloadCargo()
+refuel()
+performMaintenance()
+startEngine()
+drive()
+stop()

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https://refactoring.guru/design-patterns/factory-method

Solution

Factory Method pattern replaces direct object construction with factory method calls.

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