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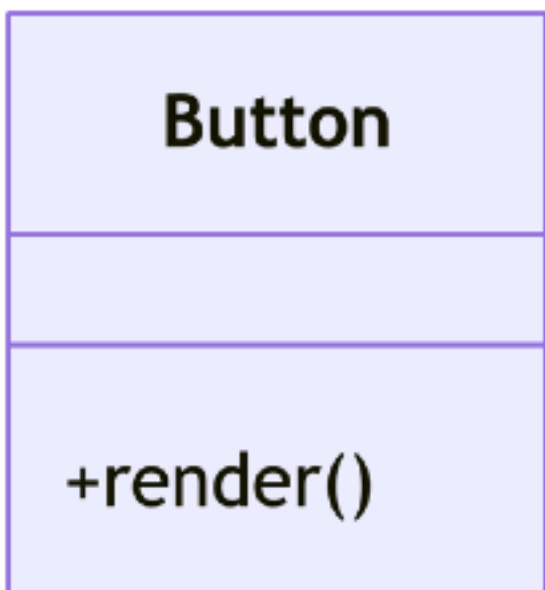
Design Patterns:

Factory

Implementation

Click to Begin!

Step 1: Define a Button Interface



- Let's begin by creating a Button interface with methods that all button types should implement. This will serve as our base interface.