Factory Method Pattern:

Code:

```java
interface Shape {

    void draw();

}


class Circle implements Shape {

    public void draw() {

        System.out.println("Drawing a Circle");

    }

}


class Rectangle implements Shape {

    public void draw() {

        System.out.println("Drawing a Rectangle");

    }

}


class ShapeFactory {

    public Shape createShape(String shapeType) {

        if (shapeType == null) {

            return null;

        }


        if (shapeType.equalsIgnoreCase("CIRCLE")) {

            return new Circle();

        } else if (shapeType.equalsIgnoreCase("RECTANGLE")) {

            return new Rectangle();

        }
```

```java
            return null;

    }

}


public class Main {

    public static void main(String[] args) {

        ShapeFactory factory = new ShapeFactory();


        Shape shape1 = factory.createShape("CIRCLE");

        shape1.draw();


        Shape shape2 = factory.createShape("RECTANGLE");

        shape2.draw();

    }

}
```

Output:


```
C:\Users\amuly\OneDrive\Desktop\Factory Method>javac *.java

C:\Users\amuly\OneDrive\Desktop\Factory Method>java Main
Drawing a Circle
Drawing a Rectangle

C:\Users\amuly\OneDrive\Desktop\Factory Method>
```