

Lab Work 6: Abstract Factory

Pattern Goal: Using Factory Patterns through an example

1. Your task is to implement a similar program to the example “AbstractFactory.java” on Blackboard.
2. However, it will not be about Cars and car parts. Today’s topic is gaming. As you know, you can buy consoles from various companies now. The consoles always comes in with bundles which consists of two things: the console and one or two joypads. You should have name and price attributes for every product. The companies and their products are the ones below:

	<u>Sony</u>	<u>Nintendo</u>
Console	PS5	Switch
JoyPad	PS5 Controller	JoyCon

	<u>Sony</u>	<u>Nintendo</u>
Console		
JoyPad		

3. Decide your products and factories and implement your code accordingly.
4. In main, order two different consoles with joypads.
5. Add Microsoft as a new company and add their console they sell.

Microsoft

Console	XBox One
JoyPad	XBox Controller

6. Update your abstract factory. Instead of having different create methods for every product; it should have one method accepting a parameter, which indicates the type of product needs to be created.
7. Test your program again. Order all consoles and display their info.