

# Implementing the Factory Method Pattern

## Factory Method Pattern:

- The Factory Method Pattern is a creational design pattern that provides an interface for creating objects in a superclass but allows subclasses to alter the type of objects that will be created.
- It helps in encapsulating object creation logic, making the code more maintainable, extensible, and decoupled.
- Instead of calling new directly for each type of document (Word, PDF, Excel), the Factory Method lets the system decide which object to instantiate at runtime — making the code flexible and open to future additions.

## Code Components :

### 1. Document Interface :

```
public interface Document {  
  
    void open();  
  
}
```

### 2. Concrete Document Classes

```
public class WordDocument implements Document { ... }
```

```
public class PdfDocument implements Document { ... }
```

```
public class ExcelDocument implements Document { ... }
```

Each class implements the Document interface and defines its own version of the open() method.

### 3. Abstract Factory :

```
public abstract class DocumentFactory {  
  
    public abstract Document createDocument();  
  
}
```

This defines the factory method that must be implemented by all concrete factories.

### 4. Concrete Factories :

```
public class WordDocumentFactory extends DocumentFactory {  
  
    public Document createDocument() {  
  
        return new WordDocument();  
  
    }  
  
}
```

Each concrete factory knows how to create one specific document type.

### 5. Client Code – TestDocumentFactory :

```
DocumentFactory factory = new PdfDocumentFactory();  
  
Document doc = factory.createDocument();  
  
doc.open();
```

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The client chooses which factory to use at runtime. This allows object creation without knowing the exact class being instantiated.

### **Benefits Observed in This Implementation :**

- Easy to extend — to add a new document type, just create a new class and a factory for it.
- Adheres to the **Open/Closed Principle** ( open for extension and closed for modification) — open for extension, closed for modification.
- A proper understanding of abstraction and polymorphism.
- Clean separation of object creation logic.
- Flexibility to scale the application as more document types are added.