* Implementation -
* In this project I am going to create a Shape interface and concrete classes implementing the Shape interface. A factory class ShapeFactory is defined as a next step.
* FactoryPattern will be a class that contains main function and will use ShapeFactory to get the type of object it needs.
* Steps that will be taken for implementation -
* **Step-1:** Create an interface: **Shape.java**
* **Step-2:** Create concept classes implementing the same interface: **Rectangle.java**, **Square.java**, **Circle.java**
* **Step-3:** Create a Factory to generate object of concrete class based on given information: **ShapeFactory.java**
* **Step-4:** Use the Factory to get object of concrete class by passing an information such as type: **FactoryPattern.java**
* **Step-5:** Verify the output.