**PROGRAM CODE:**

interface Shape{  
 void draw();  
}  
class Circle implements Shape{  
 public void draw(){  
 System.*out*.println("Drawing a circle");  
 }  
}  
class Rectangle implements Shape{  
 @Override  
 public void draw() {  
 System.*out*.println("Drawing a Rectangle");  
 }  
}  
class Triangle implements Shape{  
 @Override  
 public void draw() {  
 System.*out*.println("Drawing a Triangle");  
 }  
}  
class ShapeFactory{  
 public Shape getShape(String ShapeType){  
 if (ShapeType==null)return null;  
 if (ShapeType.equalsIgnoreCase("Circle")){  
 return new Circle();  
 }  
 else if (ShapeType.equalsIgnoreCase("Rectangle")){  
 return new Rectangle();  
 } else if (ShapeType.equalsIgnoreCase("Triangle")) {  
 return new Triangle();  
 }  
 return null;  
 }  
}  
public class FactoryPattern {  
 public static void main(String[] args) {  
 ShapeFactory factory=new ShapeFactory();  
 Shape shape1= factory.getShape("Circle");  
 shape1.draw();  
 Shape shape2=factory.getShape("Rectangle");  
 shape2.draw();  
 Shape shape3=factory.getShape("Triangle");  
 shape3.draw();  
 }  
}

**OUTPUT:**

