Factory Method

# Design Pattern of the Week

“Design patterns” are like TV Tropes – the things you see again and again in code. I’m going to be studying design patterns every week\* so that I can learn more about them, and then discuss them with people so that we can all be better programmers.

The factory method is pre-requisite for a lot of other patterns. It helps us understand the usefulness of interfaces and abstract classes, and gives us a handy tool to reduce code repetition, keeping us DRY.



To read about it or contribute, check out:

<https://github.com/SteGriff/design-patterns>

\*maybe...more or less…