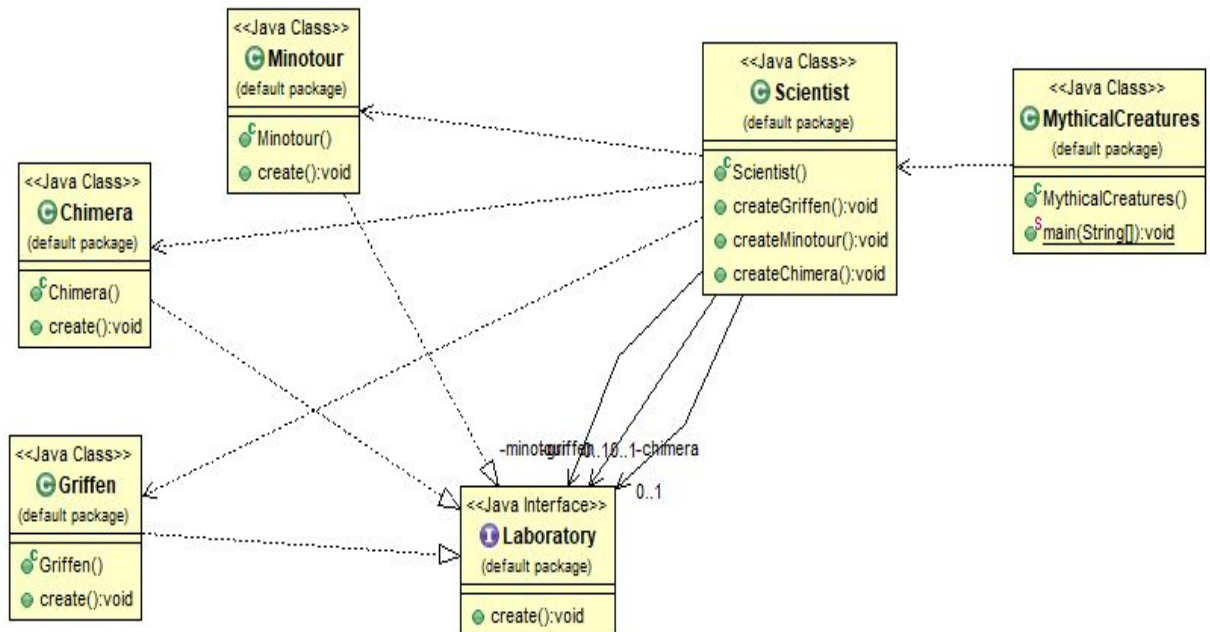


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UML Diagram:



Laboratory Interface and 3 implements:

```
public interface Laboratory {  
    void create();  
}
```

```
public class Griffin implements Laboratory {  
    public void create() {  
        System.out.println("Griffin created: Half eagle, Half lion. Living in a nest in the mountains of the  
Mediterranean lands");  
    }  
}
```

```
public class Minotour implements Laboratory {  
    public void create() {  
        System.out.println("Minatour created: Half man, half bull. Living in a twisted maze of ladyrinth  
in the island of Crete.");  
    }  
}
```

```
public class Chimera implements Laboratory {  
    public void create() {  
        System.out.println("Chimera created: A Lion with a goat's head protruding from its back and a  
tail that is a snake. Roamed in Lykia in Anatolia.");  
    }  
}
```

Scientist Facade Class:

```
public class Scientist {  
    private Laboratory griffin;  
    private Laboratory minotour;  
    private Laboratory chimera;  
  
    public Scientist() {  
        griffin = new Griffin();
```

```
        minotour = new Minotour();
        chimera = new Chimera();
    }

    public void createGriffen() {
        griffin.create();
    }

    public void createMinotour() {
        minotour.create();
    }

    public void createChimera() {
        chimera.create();
    }
}
```

Test And Compile Mythical Creatures Facade pattern:

```
public class MythicalCreatures {
    public static void main(String[] args) {
        Scientist Einstein = new Scientist();

        Einstein.createGriffen();
        Einstein.createMinotour();
        Einstein.createChimera();

    }
}
```

Working Code:

