***Factory(-ies) Pattern(s)***

* ***Factory method - oficjalnie***
* ***Factory class - NIEoficjalnie***
* ***Abstract Factory (Factory od factories) - oficjalnie***

Gamma Categorization: Creational – object creation

Example: Factory methods:

class Point{

private double x, y;

**private** Point(double x, double y){ // private bo chcemy uniknąć tworzenia przez konstrucktor

this.x = x;

this.y = y;

}

**public static class** **Factory** { // nested Factory class

public static Point newCartesianPoint(double x, double y) {

return new Point(x,y);

}

public static Point newPolarPoint(double rho, double theta) {

return new Point(rho\*Math.cos(theta), rho\*Math.sin(theta));

}

}

}

class FactoryDemo{

public static void main(String[] args) {

**Point point1 = Point.Factory.newCartesianPoint(1, 2);**

}

}