using System;

using System.Collections.Generic;

using System.Linq;

using System.Text;

using System.Threading.Tasks;

namespace ConsoleApp7

{

interface IChair

{

bool HasLegs();

bool SitOn();

}

class ArtDecoChair : IChair

{

public bool HasLegs()

{

return true;

}

public bool SitOn()

{

return true;

}

}

class ModernChair : IChair

{

public bool HasLegs()

{

return false;

}

public bool SitOn()

{

return true;

}

}

class VictorianChair : IChair

{

public bool HasLegs()

{

return true;

}

public bool SitOn()

{

return true;

}

}

interface ITable

{

bool CanOpen();

bool CanRotate();

}

class ArtDecoTable : ITable

{

public bool CanOpen()

{

return true;

}

public bool CanRotate()

{

return true;

}

}

class ModernTable : ITable

{

public bool CanOpen()

{

return false;

}

public bool CanRotate()

{

return true;

}

}

class VictorianTable : ITable

{

public bool CanOpen()

{

return false;

}

public bool CanRotate()

{

return false;

}

}

interface ISofa

{

bool CanEnlarge();

}

class ArtDecoSofa : ISofa

{

public bool CanEnlarge()

{

return true;

}

}

class ModernSofa : ISofa

{

public bool CanEnlarge()

{

return true;

}

}

class VictorianSofa : ISofa

{

public bool CanEnlarge()

{

return false;

}

}

interface IFurnitureFactory

{

IChair CreateChair();

ITable CreateTable();

ISofa CreateSofa();

void Show();

}

class ModernFurnitureFactory : IFurnitureFactory

{

public IChair CreateChair()

{

return new ModernChair();

}

public ISofa CreateSofa()

{

return new ModernSofa();

}

public ITable CreateTable()

{

return new ModernTable();

}

public void Show()

{

Console.WriteLine("MODERN STYLE ");

var chair=CreateChair();

var table=CreateTable();

var sofa = CreateSofa();

}

}

class VictorianFurnitureFactory : IFurnitureFactory

{

public IChair CreateChair()

{

return new VictorianChair();

}

public ISofa CreateSofa()

{

return new VictorianSofa();

}

public ITable CreateTable()

{

return new VictorianTable();

}

public void Show()

{

Console.WriteLine("VICTORIAN STYLE ");

var chair = CreateChair();

var table = CreateTable();

var sofa = CreateSofa();

}

}

class Program

{

static void Main(string[] args)

{

IFurnitureFactory furnitureFactory = new VictorianFurnitureFactory();

furnitureFactory.Show();

}

}

}