Question 2:

a)

There are a number of design patterns that use interfaces and solve different problems. As we are trying to create car and plane from Vehicle - which is the goal of any interfaces that is to be inherited and be implemented - there can be a number of design patterns that are related to object creation from interfaces. Thus, from here on, our discussion is going to be how we can create objects from the given interface using different design patterns and what problem that design pattern will solve. I have used factory pattern to create car and plane.

b)

In this case, I have used abstract factory pattern.

Question 3:

I have used event driven pattern for writing this program.