

Introduction

This project implements a Smart Home system using object-oriented design principles in C++. The main focus of my contribution is the Add Device functionality, implemented using the Factory Method design pattern.

2. Design Pattern Used

– Factory Method The Factory Method pattern is used to create different types of devices (Light, Camera, TV) without exposing the creation logic to the client. This improves extensibility and follows the Open–Closed Principle.

3. Implementation

A base abstract class Device is defined. Concrete device classes such as Light, Camera, and TV inherit from it. DeviceFactory decides which concrete device to create based on user input. The abstract Device class defines common attributes such as name and power state. Concrete device classes override the getType() method. The DeviceFactory class creates device objects based on user input.

4. Add Device Functionality

The program allows the user to select the number of devices and the device type from the menu. Devices are created dynamically using the factory and stored in a list.

5. Version Control

Git and GitHub were used to track development. Each step of the implementation was committed separately to show progress.

6.

The implementation strictly follows the Phase 2 design. The Factory Method pattern described in the design phase was implemented without changing responsibilities. Additional TV brand specialization (SamsungTV and LGTV) was added using inheritance, which is consistent with the design constraints given in the project description.

Output:

```
How many devices? 2
Type (L=Light, C=Camera, T=TV): T
TV brand? (S=Samsung, G=LG): S
SamsungTV T_1
SamsungTV T_2

-----
Process exited after 588.4 seconds with return value 0
Press any key to continue . . .
```

```
How many devices? 2
Type (L=Light, C=Camera, T=TV): L
Light L_1
Light L_2

-----
Process exited after 6.376 seconds with return value 0
Press any key to continue . . . |
```

Activate Window
Go to Settings to act

Device creation is dynamic

Client (main) does NOT know concrete classes

Factory decides which object to create

TV brands are handled using inheritance

COMMITES:

- Commits on Dec 13, 2025

Implement Factory Method for device creation	fa149a2			
FatoumaToyfik committed 4 days ago				
Add DeviceFactory interface	51232cd			
FatoumaToyfik committed 4 days ago				
Add TV concrete device	5614ecb			
FatoumaToyfik committed 4 days ago				
Add Camera concrete device	3f5e772			
FatoumaToyfik committed 4 days ago				
Add Light concrete device	f4c4ecd			
FatoumaToyfik committed 4 days ago				
Add abstract Device base class	5b8486d			
FatoumaToyfik committed 4 days ago				

Activate Windows
Go to Settings to activate Windows.

-> Commits on Dec 15, 2025

Add midterm report	5e056f5			
FatoumaToyfik committed 3 days ago				
Add program output screenshot	b234b36			
FatoumaToyfik committed 3 days ago				
README.md	7d08785			
FatoumaToyfik authored 3 days ago				
Add project README	c53e742			
FatoumaToyfik committed 3 days ago				
Fix includes and add interactive Add Device test	b4b55c5			
FatoumaToyfik committed 3 days ago				

Activate Windows

-> Commits on Dec 17, 2025

Update README.md	3147809			
FatoumaToyfik authored 33 minutes ago				
Add updated output screenshots	573eea4			
FatoumaToyfik committed 39 minutes ago				
Remove old output screenshot	c026aef			
FatoumaToyfik committed 1 hour ago				
Add Samsung/LG TV and update Factory Method	b3ebddf			
FatoumaToyfik committed 1 hour ago				
Add CMake build configuration	a79151f			
FatoumaToyfik committed 2 hours ago				

-> Commits on Dec 18, 2025

Add updated project report	d295783			
FatoumaToyfik committed 7 minutes ago				
Remove report for update	82cf737			
FatoumaToyfik committed 8 minutes ago				
Remove report for update	38f7fa4			
FatoumaToyfik committed 10 minutes ago				
Add updated project report	7d98ac6			
FatoumaToyfik committed 11 minutes ago				
Remove report for update	51ec1a4			
FatoumaToyfik committed 12 minutes ago				