* Abstract Factory:

1. Need a pure virtual interface for the classes you are going to make
   1. All methods have “virtual” before the signature
   2. They all have “= 0” (i.e. a “virtual” function)
   3. BOTH of those make it a “pure virtual” class or an “interface” class
2. That interface is placed into the header (class definition) file of the abstract factory
   1. NOTE: You DON’T put ANY of the specific classes here!
   2. ONLY the interface class
3. In the implementation file (the .cpp) file:
   1. Place the #includes of all the specific classes (.h) files
   2. Make “factory method” that takes a general type (int, string, etc.)
      1. NEVER an enum or something like that (to not cause a rebuild)
   3. Returns a pointer (or reference) to the specific class you want to make
      1. This can be a bunch of “if” statements, or a “switch” statement, or something sexier (google stack overflow for all the stupid sexy ways to do this)