**Exercise 2: Implementing the Factory Method Pattern**

Code:  
  
  
Document.java  
  
public interface Document {

void get\_instance();

}

Exel.java  
  
public class exel implements Document {

public exel() {

}

public void get\_instance() {

System.out.println("opening exel...");

}

}  
  
Pdf.java  
  
public class pdf implements Document {

public pdf() {

}

public void get\_instance() {

System.out.println("opening pdf...");

}

}

Word.java

class Word implements Document {

Word() {

}

public void get\_instance() {

System.out.println("opening word document");

}

}

Factory\_builder.java

public class Factory\_bulder {

public Factory\_bulder() {

}

public Document create\_object(String var1) {

if (var1.equals("pdf")) {

return new pdf();

} else {

return (Document)(var1.equals("exel") ? new exel() : new Word());

}

}

}  
  
Main.java  
  
public class Main {

public Main() {

}

public static void main(String[] var0) {

Factory\_bulder var1 = new Factory\_bulder();

Document var2 = var1.create\_object("word");

var2.get\_instance();

Document var3 = var1.create\_object("pdf");

var3.get\_instance();

Document var4 = var1.create\_object("exel");

var4.get\_instance();

}}

Output:  
