

Factory Pattern

Product (Car)

- Abstrakt klasse some alle biler nedarver fra.

ConcreteProduct (BMW, Tesla)

- Det endelige bil objekt

Factory/Creator (CarFactory)

- Abstrakt klasse some alle factories nedarver fra.
- Make() metode som returnerer et Car object.

ConcreteFactory (BMWFactory, TeslaFactory)

- Overrides Make() metoden

```
abstract class Car
{
}

class BMW : Car
{
}

class Tesla : Car
{
}
```

Product (Car)

- Abstrakt klasse some alle biler nedarver fra.

ConcreteProduct (BMW, Tesla)

- Det endelige bil objekt

Factory/Creator (CarFactory)

- Abstrakt klasse some alle factories nedarver fra.
- Make() metode som returnerer et Car object.

ConcreteFactory (BMWFactory, TeslaFactory)

- Overrides Make() metoden

```
abstract class CarFactory
{
    public abstract Car Make();
}

class BMWFactory : CarFactory
{
    public override Car Make()
    {
        return new BMW();
    }
}

class TeslaFactory : CarFactory
{
    public override Car Make()
    {
        return new Tesla();
    }
}
```

Product (Car)

- Abstrakt klasse some alle biler nedarver fra.

ConcreteProduct (BMW, Tesla)

- Det endelige bil objekt

Factory/Creator (CarFactory)

- Abstrakt klasse some alle factories nedarver fra.
- Make() metode som returnerer et Car object.

ConcreteFactory (BMWFactory, TeslaFactory)

- Overrides Make() metoden

```
static void Main(string[] args)
{
    CarFactory[] factories = new CarFactory[2];
    factories[0] = new BMWFactory();
    factories[1] = new TeslaFactory();

    foreach (CarFactory creator in factories)
    {
        Car product = creator.Make();
        Console.WriteLine("Made " +
product.GetType().Name + " Car");
    }

    Console.ReadLine();
}
```

