

Abstract Factory Pattern

1. A pizza factory defines method names and returns types to make different kinds of pizza. There will be 3 concrete factory types. The abstract factory will define types of toppings for pizza, like pepperoni, sausage or anchovy, and the concrete factories will implement only a set of the toppings, which are specific for the area and even if one topping is implemented in both concrete factories, the resulting pizzas will be different subclasses, each for the area it was implemented in.
2. Construct a Huffman tree taking a variable string from user. The user would define the string in a text box and hits the submit button to start the animation. The step-by-step procedure of building the tree should be displayed.

See: https://upload.wikimedia.org/wikipedia/commons/a/ac/Huffman_huff_demo.gif

Sample String: j'aime aller sur le bord de l'eau les jeudis ou les jours impairs

File :

b	p	'	m	j	o	d	a	i	r	u	l	s	e	
1	1	2	2	3	3	3	4	4	5	5	6	6	8	12

