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Div : 3 G5

Assignment 4- Factory Design Pattern

```
interface Food{  
    void Catagory();  
}
```

```
class Chinise implements Food{  
    public void Catagory(){  
        System.out.println("Manchurian,Noodles Available here!");  
    }  
}
```

```
class SouthIndian implements Food{  
    public void Catagory(){  
        System.out.println("Dosa,Idli available here!");  
    }  
}
```

```
class Italian implements Food{  
    public void Catagory(){  
        System.out.println("Pizza,Pasta avilable here!");  
    }  
}
```

```
class FoodCanteenFactory{  
    public Food getInstance(String str){  
        if(str.equals("Manchurian,Noodles Available here!"))
```

```

        return new Chinise();
    else if(str.equals("Dosa,Idli available here!"))
        return new SouthIndian();
    else
        return new Italian();
    }
}

```

```

public class Factory_Design_pattern {
    public static void main(String[] args) {
        FoodCanteenFactory Foodf = new FoodCanteenFactory();
        Food obj = Foodf.getInstance("Dosa,Idli available here!");
        obj.Catagory();
    }
}

```

Output:

```

> cd "d:\DP\" ; if ($?) { javac Factory_Design_pattern.java } ; if ($?) { java
Factory_Design_pattern }

```

Dosa,Idli available here!

PS D:\DP>

Assignment 4- Builder Design Pattern

```
class Food {  
    private String Name;  
    private String Catagory;  
    private String Type;  
    private int Price;  
  
    public Food(String Name, String Catagory, String Type, int Price) {  
        super();  
        this.Name = Name;  
        this.Catagory = Catagory;  
        this.Type = Type;  
        this.Price = Price;  
    }  
  
    public String toString() {  
        return "Food [Name=" + Name + ",Catagory=" + Catagory +  
        ",Type=" + Type + ",Price=" + Price + "];"  
    }  
}
```

```
}
```

```
class FoodBuilder {  
    private String Name;  
    private String Catagory;  
    private String Type;  
    private int Price;  
  
    public FoodBuilder setName(String Name) {  
        this.Name = Name;  
        return this;  
    }  
  
    public FoodBuilder setCatagory(String Catagory) {  
        this.Catagory = Catagory;  
        return this;  
    }  
  
    public FoodBuilder setType(String Type) {  
        this.Type = Type;  
        return this;  
    }  
  
    public FoodBuilder setPrice(int Price) {  
        this.Price = Price;  
        return this;  
    }  
}
```

```

    }

    public Food getFood() {
        return new Food(Name, Catagory, Type, Price);
    }
}

```

```

public class builder {
    public static void main(String[] args) {
        Food f = new
FoodBuilder().setName("Indian").setPrice(100).getFood();
        System.out.println(f);
    }
}

```

Output:

```

> cd "d:\DP\" ; if ($?) { javac builder.java } ; if ($?) { java builder }
Food [Name=Indian,Catagory=null,Type=null,Price=100]
PS D:\DP>

```