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Assignment-1

Factory Design Pattern

```
interface OS{  
    void spec();  
}
```

```
class Android implements OS{  
    public void spec(){  
        System.out.println("Most Powerful OS!");  
    }  
}
```

```
class IOS implements OS{  
    public void spec(){  
        System.out.println("Most Secure OS!");  
    }  
}
```

```
class Windows implements OS{  
    public void spec(){  
        System.out.println("I am abt die...");  
    }  
}
```

```
class OperatingSystemFactory{  
    public OS getInstance(String str){  
        if(str.equals("Open"))  
            return new Android();  
        else if(str.equals("Closed"))  
            return new IOS();  
        else  
            return new Windows();  
    }  
}
```

```
public class Factory_Design_pattern {  
    public static void main(String[] args) {  
        OperatingSystemFactory osf = new OperatingSystemFactory();  
        OS obj = osf.getInstance("Closed");  
        obj.spec();  
    }  
}
```