Programming and design patterns Lab

Ex-11

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CODE:

from abc import ABC, abstractmethod

```
class Engine(ABC):
  @abstractmethod
  def assemble(self):
    pass
class SedanEngine(Engine):
  def assemble(self):
    return "Assembling engine for Sedan."
class SUVEngine(Engine):
  def assemble(self):
    return "Assembling engine for SUV."
class HatchbackEngine(Engine):
  def assemble(self):
    return "Assembling engine for Hatchback."
# Body interface
class Body(ABC):
  @abstractmethod
  def create(self):
    pass
class SedanBody(Body):
```

```
def create(self):
    return "Creating body for Sedan."
class SUVBody(Body):
  def create(self):
    return "Creating body for SUV."
class HatchbackBody(Body):
  def create(self):
    return "Creating body for Hatchback."
# Interior interface
class Interior(ABC):
  @abstractmethod
  def design(self):
    pass
class SedanInterior(Interior):
  def design(self):
    return "Designing interior for Sedan."
class SUVInterior(Interior):
  def design(self):
    return "Designing interior for SUV."
class HatchbackInterior(Interior):
  def design(self):
    return "Designing interior for Hatchback."
```

```
class CarFactory(ABC):
  @abstractmethod
  def create engine(self):
    pass
  @abstractmethod
  def create_body(self):
    pass
  @abstractmethod
  def create_interior(self):
    pass
class SedanFactory(CarFactory):
  def create_engine(self):
    return SedanEngine()
  def create_body(self):
    return SedanBody()
  def create_interior(self):
    return SedanInterior()
class SUVFactory(CarFactory):
  def create_engine(self):
    return SUVEngine()
```

```
def create body(self):
    return SUVBody()
  def create interior(self):
    return SUVInterior()
class HatchbackFactory(CarFactory):
  def create_engine(self):
    return HatchbackEngine()
  def create_body(self):
    return HatchbackBody()
  def create_interior(self):
    return HatchbackInterior()
class CarProduction:
  def __init__(self, car_factory):
    self.engine = car_factory.create_engine()
    self.body = car factory.create body()
    self.interior = car_factory.create_interior()
  def produce_car(self):
    try:
       print(self.engine.assemble())
       print(self.body.create())
```

```
print(self.interior.design())
    except Exception as e:
      raise RuntimeError(f"Error in car production: {e}")
def main():
  sedan factory = SedanFactory()
  sedan production = CarProduction(sedan factory)
  print("Producing a Sedan:")
  sedan_production.produce_car()
  suv factory = SUVFactory()
  suv_production = CarProduction(suv_factory)
  print("\nProducing an SUV:")
  suv production.produce car()
  hatchback_factory = HatchbackFactory()
  hatchback_production =
CarProduction(hatchback_factory)
  print("\nProducing a Hatchback:")
  hatchback_production.produce_car()
if __name__ == "__main__":
  main()
```

OUTPUT:

```
Producing a Sedan:
Assembling engine for Sedan.
Creating body for Sedan.
Designing interior for Sedan.

Producing an SUV:
Assembling engine for SUV.
Creating body for SUV.
Designing interior for SUV.

Producing a Hatchback:
Assembling engine for Hatchback.
Creating body for Hatchback.
Designing interior for Hatchback.
```