

IFactory

```
graph BT; HumanFactory --> IFactory;
```

A UML class diagram illustrating inheritance. At the top is a white rectangular box labeled 'IFactory'. Below it is a gray rectangular box labeled 'HumanFactory'. A blue arrow points from the top of the 'HumanFactory' box up to the bottom of the 'IFactory' box, indicating that 'HumanFactory' inherits from or implements 'IFactory'.

HumanFactory