Factory Method

```
Blacksmith { Weapon createWeapon (WeaponType type);
```

Elf Blacksmith
```
Weapon createWeapon (WeaponType type){
    return new Elf(type);
}
```

Orc Blacksmith
```
Weapon createWeapon (WeaponType type){
    return new Orc(type);
}
```

Note:
1. with same weapon type, Elf and Orc's weapon style are different
2. with "knife". Elf → elf knife   Orc → orc knife
3. let subclass to decide their produces

Usage:

going to a elf store

```
Blacksmith    blacksmith1 = new ElfBlacksmith();
```

← blacksmith1 createWeapon (WeaponType . KNIFE);

```
Blacksmith    blacksmith2 = new OrcBlacksmith();
```

← blacksmith2 . createWeapon (WeaponType . KNIFE);