Factory Method Pattern in C#

Project Structure

```
FactoryMethodPatternExample/

— IDocument.cs
— WordDocument.cs
— PdfDocument.cs
— ExcelDocument.cs
— DocumentFactory.cs
— WordDocumentFactory.cs
— PdfDocumentFactory.cs
— ExcelDocumentFactory.cs
— ExcelDocumentFactory.cs
— DocumentFactory.cs
— Program.cs
```

1. Interface: IDocument.cs

```
public interface IDocument
{
    void Open();
}
```

2. Concrete Document Classes

WordDocument.cs

```
public class WordDocument : IDocument
{
    public void Open()
    {
        Console.WriteLine("Opening Word Document");
    }
}
```

PdfDocument.cs

```
public class PdfDocument : IDocument
{
    public void Open()
    {
        Console.WriteLine("Opening PDF Document");
```

```
}
}
```

ExcelDocument.cs

```
public class ExcelDocument : IDocument
{
    public void Open()
    {
        Console.WriteLine("Opening Excel Document");
    }
}
```

3. Abstract Factory: DocumentFactory.cs

```
public abstract class DocumentFactory
{
    public abstract IDocument CreateDocument();
}
```

4. Concrete Factories

Word Document Factory.cs

```
public class WordDocumentFactory : DocumentFactory
{
    public override IDocument CreateDocument()
    {
        return new WordDocument();
    }
}
```

PdfDocumentFactory.cs

```
public class PdfDocumentFactory : DocumentFactory
{
    public override IDocument CreateDocument()
    {
        return new PdfDocument();
    }
}
```

ExcelDocumentFactory.cs

```
public class ExcelDocumentFactory : DocumentFactory
{
    public override IDocument CreateDocument()
    {
        return new ExcelDocument();
    }
}
```

5. Factory Selector: DocumentFactorySelector.cs

6. Main Program: Program.cs

7. Output

