In class-based programming, the factory method pattern is a creational pattern that uses factory methods to deal with the problem of creating objects without having to specify the exact class of the object that will be created.

<> **Creator**
+ someOperation()
+ *createProduct():Product*

<<interface>> **Product**
+ *doStuff()*

ConcreteCreator
+ createProduct():Product

ConcreteProduct
+ doStuff()