

## Simple Factory

What problem simple factory solves?

Multiple types can be initiated and the choice is based on some simple criteria.

```
if (key.equalsIgnoreCase ("pudding")) {
```

// create pudding object

```
} else if (key.equalsIgnoreCase ("cake")) {
```

// create cake object

```
}
```

What is a Simple Factory?

→ Here we simply move the instantiation logic to a separate class, and most commonly to a static method of this class.

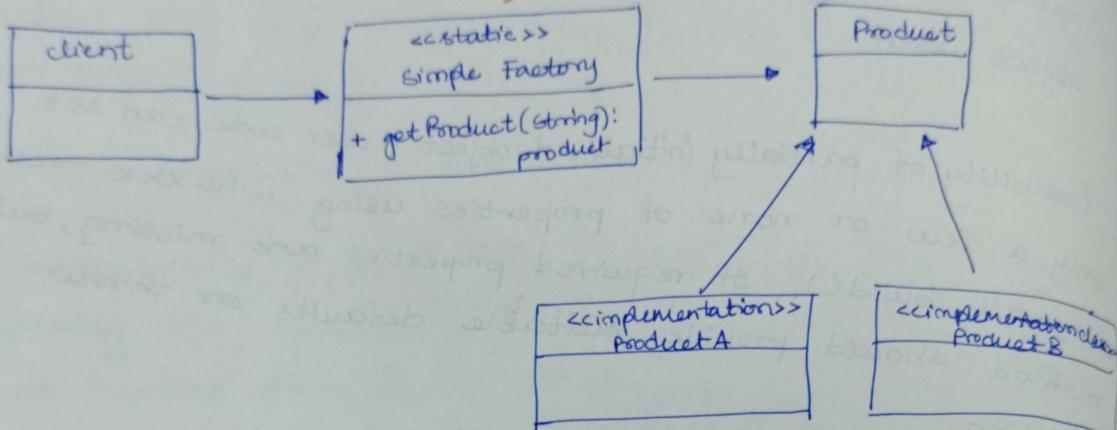
→ Some do not consider simple factory to be a "design pattern", as it's simply a method that encapsulates object instantiation. Nothing complex goes on in that method.

## UML:

class Simple Factory

Role - Simple Factory  
- provides a static method to get instance of product → subclass.

Role - Product  
- obj of this class  
↑ it's subclass is needed



## Implement a Simple Factory

- We start by creating a separate class for our simple factory
  - Add a method which returns a desired object instance
    - This method is typically static and will accept some argument to decide which class to instantiate
    - You can also provide additional arguments which will be used to instantiate objects.

## Implementation Considerations:

- Simple Factory can be just a method in existing class. Adding a separate class however allows other parts of your code to use simple factory more easily
- Simple Factory itself doesn't need any state tracking so it's best to keep this as static method.

## Design Considerations

- simple factory will in turn use other design patterns like builder to construct objects.
- In case you want to specialise your simple factory in sub-class you need factory method design pattern instead

### Example :

- The `java.text.NumberFormat` class has `getInstance` method, which is an example of simple factory

### Pitfalls :

- the criteria used by simple factory to decide which object to instantiate can get more convoluted/complex over time. If you find yourself in such situation then use factory method design pattern.