

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 is needed
↑
it's subclass

client

<<static>>
Simple Factory
+ getProduct(string): product

Product

<<implementation>>
ProductA

<<implementation>>
ProductB

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 arguments 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.