CSE 214

Online on Creational Pattern

Time: 25 minutes

You are building a cross-platform notification library. The library needs to send notifications via different channels: **SMS**, **Email**, and **Push Notification**. All channels implement a common interface `Notification` with a method `notifyUser()`.

The client application will specify the communication channel as a string (e.g., "SMS"). Your system must decide which class to instantiate and return the object to the client. The client should not need to know the specific class names (like `SMSNotification`), only the interface.

Task: Implement the design such that adding a new notification type (e.g., "SlackMessage") in the future would require minimal changes to the existing codebase.