EXPERIMENT-1

AIM : FACTORY DESIGN PATTERN

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Interface hotel

```
package restaurant_package;

public interface hotel {
   void eat();
}
```

Sandwich.java

```
package restaurant_package;

public class Sandwich implements hotel {
   public void eat(){
      System.out.println("eating sandwich.....");
   }
}
```

Pizza.java

```
package restaurant_package;

public class Pizza implements hotel{
   public void eat(){
      System.out.println("eating pizza......");
   }
}
```

Burger.java

```
package restaurant_package;

public class Burger implements hotel {
   public void eat(){
      System.out.println("eating burger......");
   }
}
```

FoodFactory.java

```
package restaurant_package;

public class FoodFactory {

   public hotel getInstance(String str){
        if (str.equals("pizza")) {
            return new Pizza();
        } else if (str.equals("burger")) {
            return new Burger();
        } else {
            return new Sandwich();
        }
    }
}
```

FoodFactoryMain.java

```
import restaurant_package.FoodFactory;
import restaurant_package.hotel;

public class FoodFactoryMain {

    public static void main(String[] args) {
        FoodFactory osf = new FoodFactory();

        hotel obj = osf.getInstance("sandwich");
        obj.eat();

    }

}
```

OUTPUT :

```
eating sandwich.....
```