2.FACTORY METHOD IMPLEMENTATION

CODING:

public class Main {

interface Shape {

void draw();

}

static class Circle implements Shape {

public void draw() {

System.out.println("Drawing a Circle");

}

}

static class Rectangle implements Shape {

public void draw() {

System.out.println("Drawing a Rectangle");

}

}

static class ShapeFactory {

public Shape getShape(String shapeType) {

if (shapeType == null) {

return null;

}

if (shapeType.equalsIgnoreCase("CIRCLE")) {

return new Circle();

} else if (shapeType.equalsIgnoreCase("RECTANGLE")) {

return new Rectangle();

}

return null;

}

}

public static void main(String[] args) {

ShapeFactory factory = new ShapeFactory();

Shape shape1 = factory.getShape("CIRCLE");

shape1.draw();

Shape shape2 = factory.getShape("RECTANGLE");

shape2.draw();

}

}

Output:

