

Assignment questions Mastering java 8

DESIGN PATTERNS and SOLID PRINCIPLES with JAVA

Problem Statement : Factory Pattern:

In a video game development project, you need to create different types of characters, such as warriors, mages, and archers. Design a factory pattern to instantiate these character objects. Provide the Java code for the factory interface and concrete classes for each character type.

Assignment Link: <https://github.com/TharunPatel20/UST-techAcademy/tree/main/USTJavaCourse/Module8DesignPatternsandSOLIDPrincipleswithJava/src/videoGameFactoryPattern>