Day 10



Factory Patter
Creational Pattern
Interface

Factory Patter

- · Factories creates objects
- · Don't sell
- Gives to the builder (Assembler)

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```
package ga.veee.day10;
public class BuilderDemo {
   public static void main(String[] args) {
       Computer myComputer = new Computer.ComputerBuilder("i7 core processor", "12gb").build();
       System.out.println(myComputer);
       Computer myCom2 = new Computer.ComputerBuilder("18 core processs", "16gb ram").setGraphicsCard("graphics card")
                .setHdd("my new hdd").build();
       System.out.println(myCom2);
class Computer {
   //fixed properties
   private String motherBoard;
   private String ram;
   public String getMotherBoard() {
       return motherBoard;
   public void setMotherBoard(String motherBoard) {
       this.motherBoard = motherBoard;
    public String getRam() {
       return ram;
   public void setRam(String ram) {
       this.ram = ram;
    public String getGraphicsCard() {
        return graphicsCard;
```

```
public void setGraphicsCard(String graphicsCard) {
    this.graphicsCard = graphicsCard;
public String getHdd() {
    return hdd;
public void setHdd(String hdd) {
    this.hdd = hdd;
//optional Properties
private String graphicsCard;
private String hdd;
@Override
public String toString() {
    return "Computer [motherBoard=" + motherBoard + ", ram=" + ram + ", graphicsCard=" + graphicsCard + ", hdd="
           + hdd + "]";
public Computer(ComputerBuilder builder) {
    this motherBoard = builder motherBoard;
    this.ram = builder.ram;
    this.graphicsCard = builder.getGraphicsCard();
    this.hdd = builder.getHdd();
public static class ComputerBuilder {
   //fixed properties
    private String motherBoard;
    private String ram;
    //optional Properties
    private String graphicsCard;
   private String hdd;
    public ComputerBuilder(String motherBoard, String ram) {
        this.motherBoard = motherBoard;
        this.ram = ram;
    public String getGraphicsCard() {
        return graphicsCard;
    public ComputerBuilder setGraphicsCard(String graphicsCard) {
        this.graphicsCard = graphicsCard;
        return this;
    public String getHdd() {
        return hdd;
    public ComputerBuilder setHdd(String hdd) {
        this.hdd = hdd;
        return this;
   public Computer build() {
       return new Computer(this);
```

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Creational Pattern

Interface

- · To create component
- · Dynamic binding through interface

•

```
package ga.veee.day10;
import java.lang.reflect.InvocationHandler;
import java.lang.reflect.Method;
import java.lang.reflect.Proxy;
public class InterfaceDemo {
          public static void main(String[] args) {
                     Object obj = new AImpl();
                     Importer importObj = (Importer) obj;
                     importObj.testA();
                     Exporter exportImplObj = new ExporterImpl();
                     obj = Proxy.newProxyInstance(importObj.getClass().getClassLoader(),
                                          new Class[]{Importer.class, Exporter.class, MegaExporter.class},
                                          new MyInvocationHandler(new Object[]{importObj, exportImplObj}));
                     Importer iObj = (Importer) obj;
                     Exporter e0bj = (Exporter) obj;
                     MegaExporter mObj = (MegaExporter) obj;
                     iObj.testA();
                     eObj.doExport();
                     String result = mObj.doMegaExport("mega export...");
                     System.out.println("The result....is..:" + result);
class MyInvocationHandler implements InvocationHandler {
          Object obj[];
          public MyInvocationHandler(Object obj[]) {
                     this.obj = obj;
          @Override
          public \ Object \ \underline{invoke}(Object \ proxy, \ Method \ method, \ Object[\ ] \ args) \ throws \ Throwable \ \{args, args, args
                     Object returnObj = null;
                     for (Object o : obj) {
                               Method m[] = o.getClass().getDeclaredMethods();
                                for (Method met : m) {
                                          if (met.getName().equals(method.getName())) {
                                                     met.setAccessible(true);
                                                     returnObj = method.invoke(o, args);
```

```
return returnObj;
\hbox{interface Importer } \{
   public void testA();
class AImpl implements Importer {
   @Override
   public void testA() {
       System.out.println("test a is called....");
interface Exporter {
   public void doExport();
interface MegaExporter {
   public String doMegaExport(String data);
class ExporterImpl implements Exporter, MegaExporter {
   @Override
   public void doExport() {
       System.out.println("do export method called....");
   public String doMegaExport(String data) {
       return "return value is....." + data;
```