Lab 2: Exercise 3
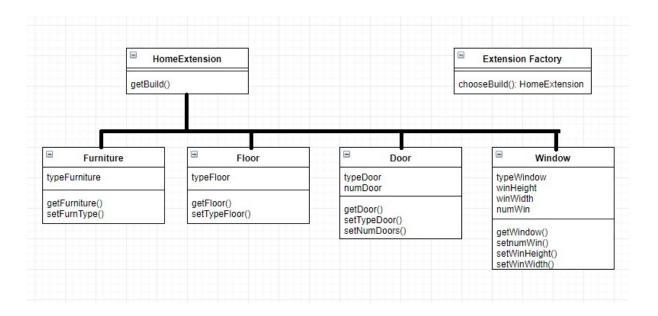
i)   Objects a factory pattern could produce to assist homeowners in designing and implementing some additions to their house would include:

- types of Furniture – tables, chairs, beds etc.
- types of Floors – carpet, wooden, vinyl, lino etc.
- Types/Number of Doors – double, single etc.
- Types/Number of Windows – double glazed etc.

ii)   How this would work in Java would be that the factory will check what it is exactly that the user wants to create. The factory will then create the object that the user wants depending on what the variables in the object are.

iii)   UML Diagram