Abstract Factory:
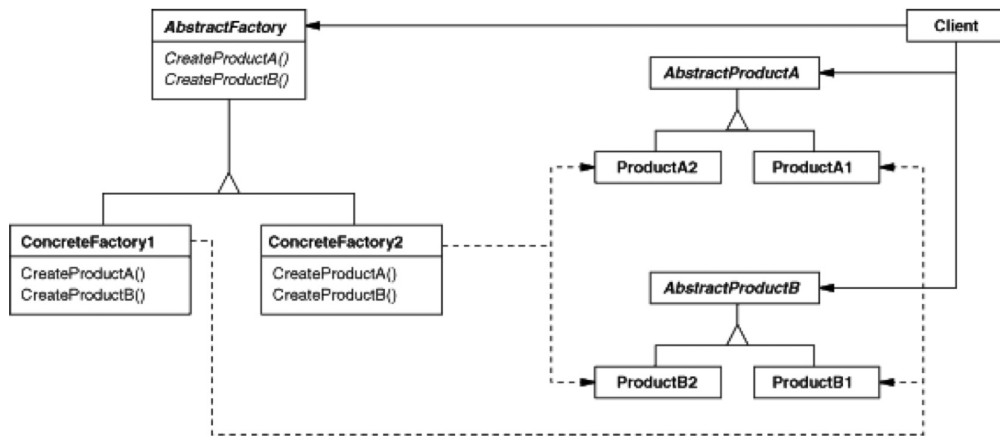
Used to separate the family object building from the actual implementation of the program, making it transparent and remaining the same.

Usually the object implementation is at the start of the programa

▼Structure

Possible use cases:

- Separate two or more families of UI Elements, depending of certain conditions.

- The paiid and free version separation, of an application.

- Distinguish between certain format options

Implementation: