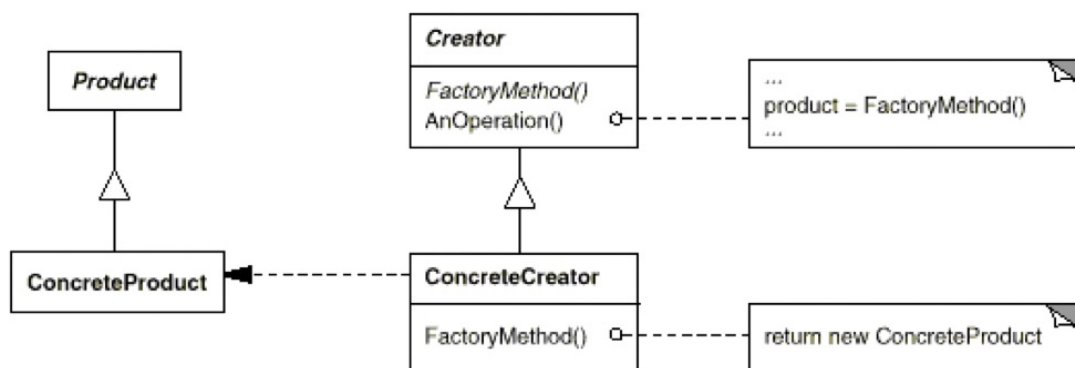


Factory pattern:

- Used to hide a complex object creation or dynamically create objects of certain type.
- A Factory Function decides to create a new object, return an already created one or clone a certain prototype and return it.
- Encapsulates and provides a polymorphism so the code is not tied to something concrete.
- Structure:



Use it when:

- Dynamic object creation. Makes the program decide which instances to create on runtime.
- Create singleton objects.