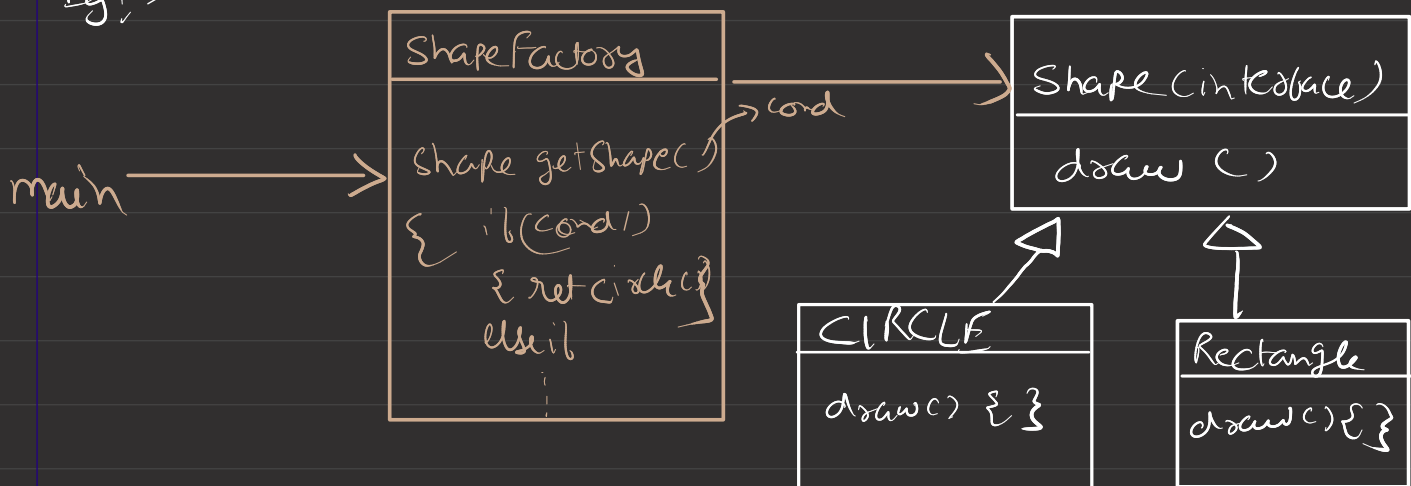


Factory & Abstract Factory Pattern

Factory pattern is a creational design pattern. It helps to create an object based on a particular condition.

Eg:-



Points to note

- 1 We have an interface of shape, with which we can make different shapes. Eg:- Circle, Rectangle.
- 2 We have a ShapeFactory Class which takes in a condition & returns the specific object of the shape type.
- 3 We only need ShapeFactory in driver code to make objects of choice

Abstract Factory Pattern

This is 1 level up of the factory design pattern. It is a factory of factory pattern.

