**Exercise 2: Implementing the Factory Method Pattern**

interface Shape {

void draw();

}

class Circle implements Shape {

public void draw() {

System.out.println("Circle");

}

}

class Square implements Shape {

public void draw() {

System.out.println("Square");

}

}

// factory class

class ShapeMaker {

static Shape create(String type) {

if (type.equals("circle")) return new Circle();

if (type.equals("square")) return new Square();

return null;

}

}

public class Main {

public static void main(String[] args) {

Shape s1 = ShapeMaker.create("circle");

Shape s2 = ShapeMaker.create("square");

if (s1 != null) s1.draw();

if (s2 != null) s2.draw();

}

}



