Java Factory Pattern

According to Wikipedia, a factory is simply an object that returns another object from some other method call, which is assumed to be "new".

In this problem, you are given an interface *Food*. There are two classes *Pizza* and *Cake* which implement the *Food* interface, and they both contain a method *getType*().

The main function in the *Main* class creates an instance of the *FoodFactory* class. The *FoodFactory* class contains a method *getFood(String)* that returns a new instance of *Pizza* or *Cake* according to its parameter.

You are given the partially completed code in the editor. Please complete the *FoodFactory* class.

Sample Input 1

```
cake
```

Sample Output 1

```
The factory returned class Cake
Someone ordered a Dessert!
```

Sample Input 2

```
pizza
```

Sample Output 2

```
The factory returned class Pizza
Someone ordered Fast Food!
```