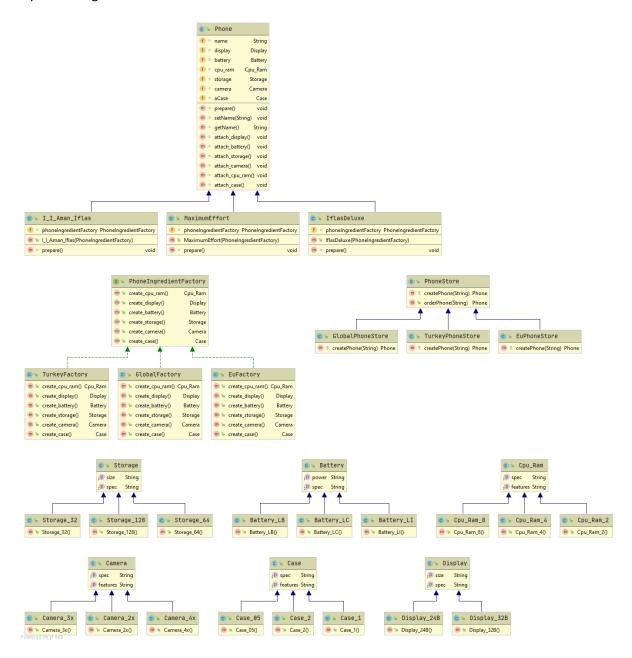
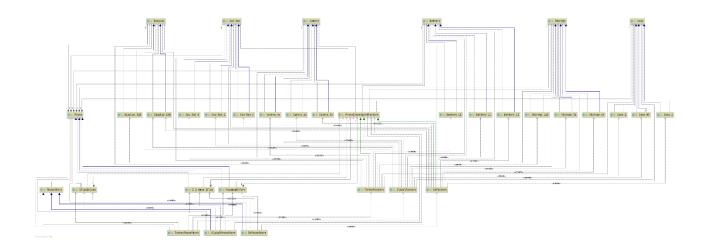
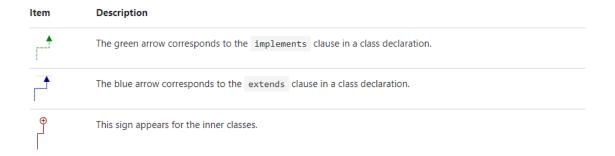
Every component has an interface and I implement it according to type. There is a class for each phone model and they carry factory objects inside. In this way, models can vary according to the factory.

Factories determine and produce which type of parts to be attached to the phone within the create methods. Finally, the phone store takes the desired model as a string and produces it.

My Class Diagrams:







Example output: