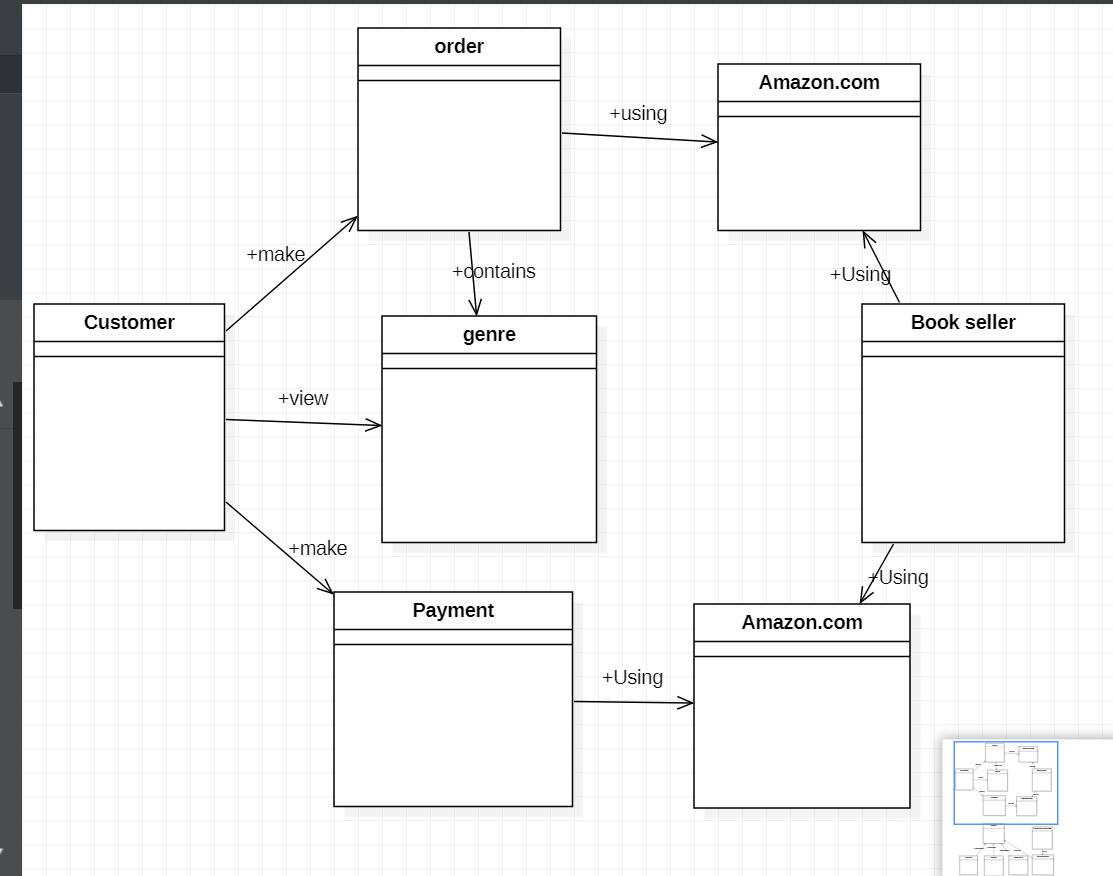
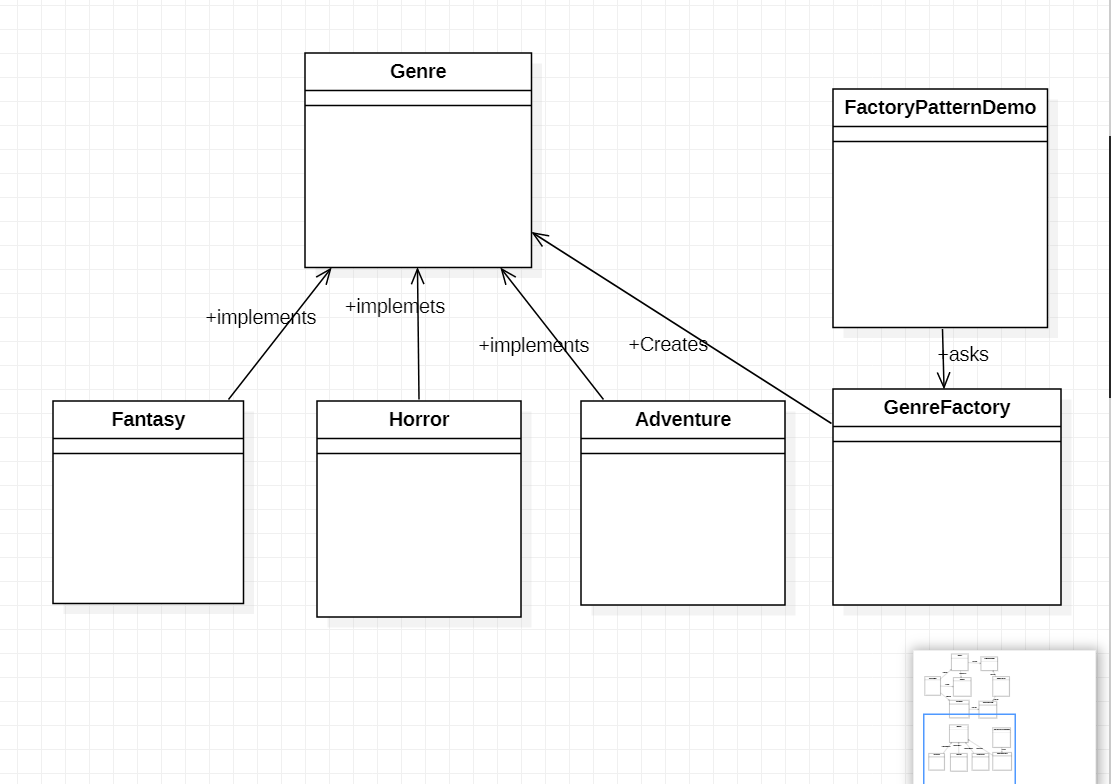
Task 3

Class Diagram



1. Customer make order by using Amazon.com
2. Customer view genre
3. Customer make Payment using Amazon.com
4. Order contains genre
5. Book seller using Amazon.com for receiving Payment
6. Book seller using Amazon.com for receiving order

Factory Design Pattern



The Factory Method pattern is a design pattern used to define a runtime interface for creating an object.

It’s called a factory because it creates various types of objects without necessarily knowing what kind of object it creates or how to create it.