```
                    ┌──────────────┐
                    │              │          Abstract Factory
          ┌─────────│ Application  │─────────┐
          │         │              │         │
          │         └──────┬───────┘         │
          ▼                │                 ▼
   ┌──────────────┐        │          ┌──────────────┐
   │              │        │          │              │
   │   Windows    │  Factory          │     Mac      │
   │              │        │          │              │
   └──────┬───────┘        │          └──────┬───────┘
          │                ▼                 │
          ▼             Button               ▼
         W B            List                MB
         WL                                 WB
                        Text
         WT                                 MT
                        Dropdown
         WD                                 MD
```

— creational pattern used to create families of related or dependent objects without specifying their concrete classes. It provides an interface for creating objects in a super class but allows sub-classes to alter the type of objects that will be created.

* Abstract Factory : declares a set of methods for creating abstract products.

* Concrete Factory : implements the creation methods for specific product variants.

* Abstract product : declares interfaces for a set of related products

* Concrete Product : implements the abstract product interface.

* Client : uses only the interfaces provided by the abstract factory and abstract products.