CSE 214
Online on Creational Pattern
Time: 25 minutes

In an e-commerce application, different payment methods are accepted (e.g., Credit card, PayPal, and Cryptocurrency like Bitcoin). As the business expands, new payment methods may be introduced and existing ones may undergo changes. The system should be designed to accommodate these changes without modifying the existing codebase.

You have to implement the payment interface where a user can choose their preferred method of payment and pay using that method. The classes that represent the payment methods will contain a function to process the payment. A message ensuring successful payment will be shown on the screen.