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SUBJECT- Object Oriented Programming

ASSIGNMENT NO. 10

Title: Factory Design pattern

Aim: Design and implement Factory design pattern for the given context. Consider Car building process, which requires many steps from allocating accessories to final makeup. These steps should be written as methods and should be called while creating an instance of a specific car type. Hatchback, Sedan, SUV could be the subclasses of Car class. Car class and its subclasses, Car Factory and Test Factory Pattern should be implemented.

Objectives: To learn the concept of Design pattern

Theory:

1. Design pattern
2. Factory design pattern diagram with example
3. Advantages of factory design pattern
4. Usage and the application where factory design patterns can be applied .

Sample Code:

- Draw the class diagram for given context
- Crate classes such as **Car.java ,CarFactory.java ,**CarType .java
- LuxuryCar.java ,SedanCar.java ,SmallCar.java ,TestFactorypatern.java

Input: Design and implement Factory design pattern for the given context. Consider Car building process, which requires many steps from allocating accessories to final makeup. These steps should be written as methods and should be called while creating an instance of a specific car type. Hatchback, Sedan, SUV could be the subclasses of Car class. Car class and its subclasses, Car Factory and Test Factory Pattern should be implemented.

Program:

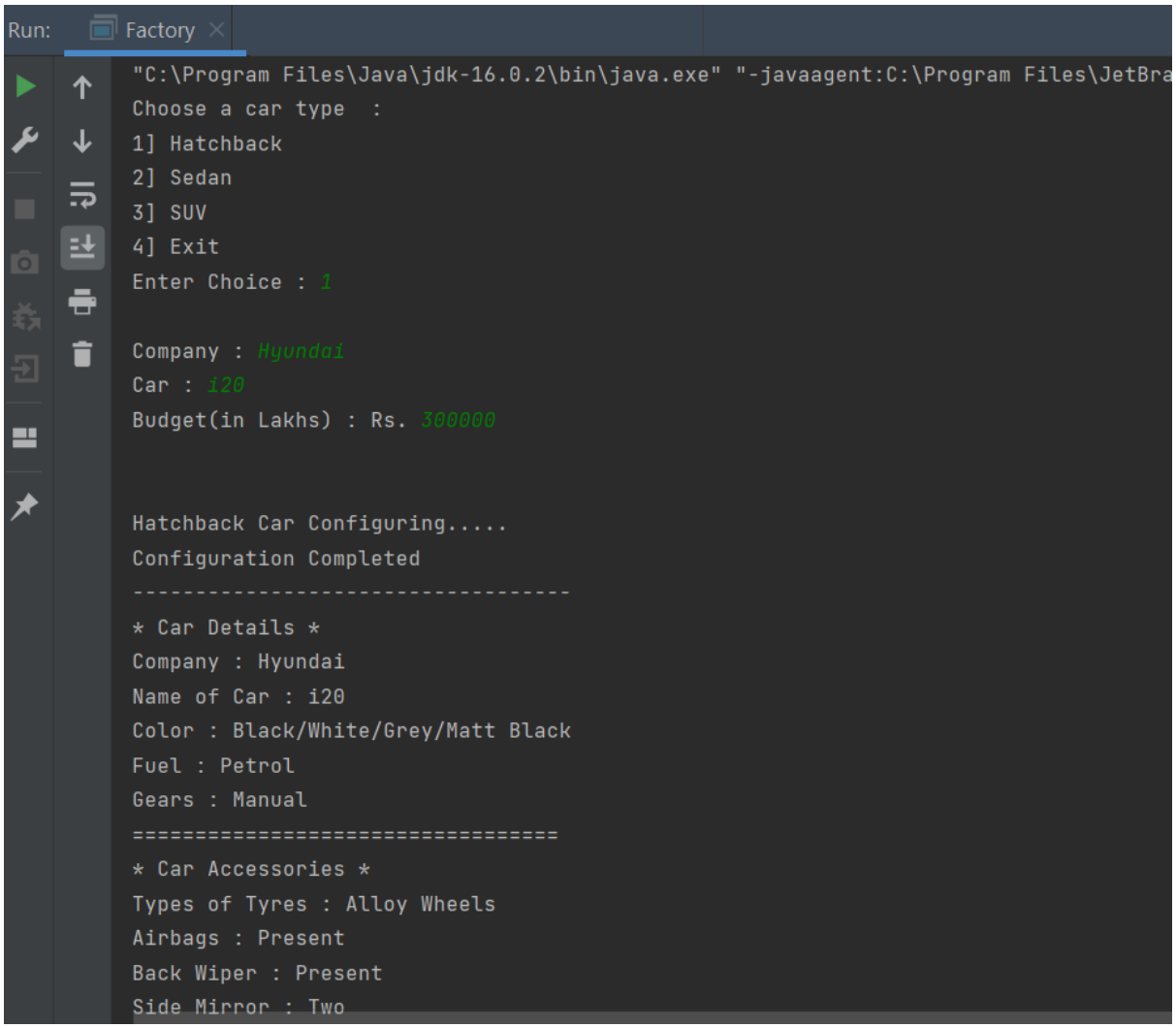
```
import java.util.Scanner;


abstract class Car_Factory{
    String company,car_name;
    double budget;

    abstract void get_price(double price);
    abstract void detail(String brand_name,String car_name);
    abstract void accessories();


    void input() {
        Scanner scan =new Scanner (System.in);
        System.out.print("Company : ");
        company=scan.next();
        System.out.print("Car : ");
        car_name=scan.next();
        System.out.print("Budget(in Lakhs) : Rs. ");
        budget=scan.nextDouble();
    }

    void display(Car_Factory obj1) {
        obj1.get_price(budget);
        System.out.println("\n-------------------------------------");
        System.out.println("* Car Details *");
        obj1.detail(company, car_name);
        System.out.println("====================================");
        System.out.println("* Car Accessories *");
        obj1.accessories();
        System.out.println("-------------------------------------");
    }

}


class hatchback extends Car_Factory{
    String Ans;

    public void get_price(double price) {
        if(price>2&&price<5)
            Ans="Absent";
        else
            Ans="Present";

    }

    public void detail(String brand_name, String car_name) {
        System.out.println("Company : "+ brand_name);
        System.out.println("Name of Car : "+car_name);
        System.out.println("Color : Black/White/Grey/Matt Black");
        System.out.println("Fuel : Petrol");
        System.out.println("Gears : Manual");
    }

    public void accessories() {
        System.out.println("Types of Tyres : Alloy Wheels");
        System.out.println("Airbags : Present" );
        System.out.println("Back Wiper : "+Ans);
        System.out.println("Side Mirror : Two");
```

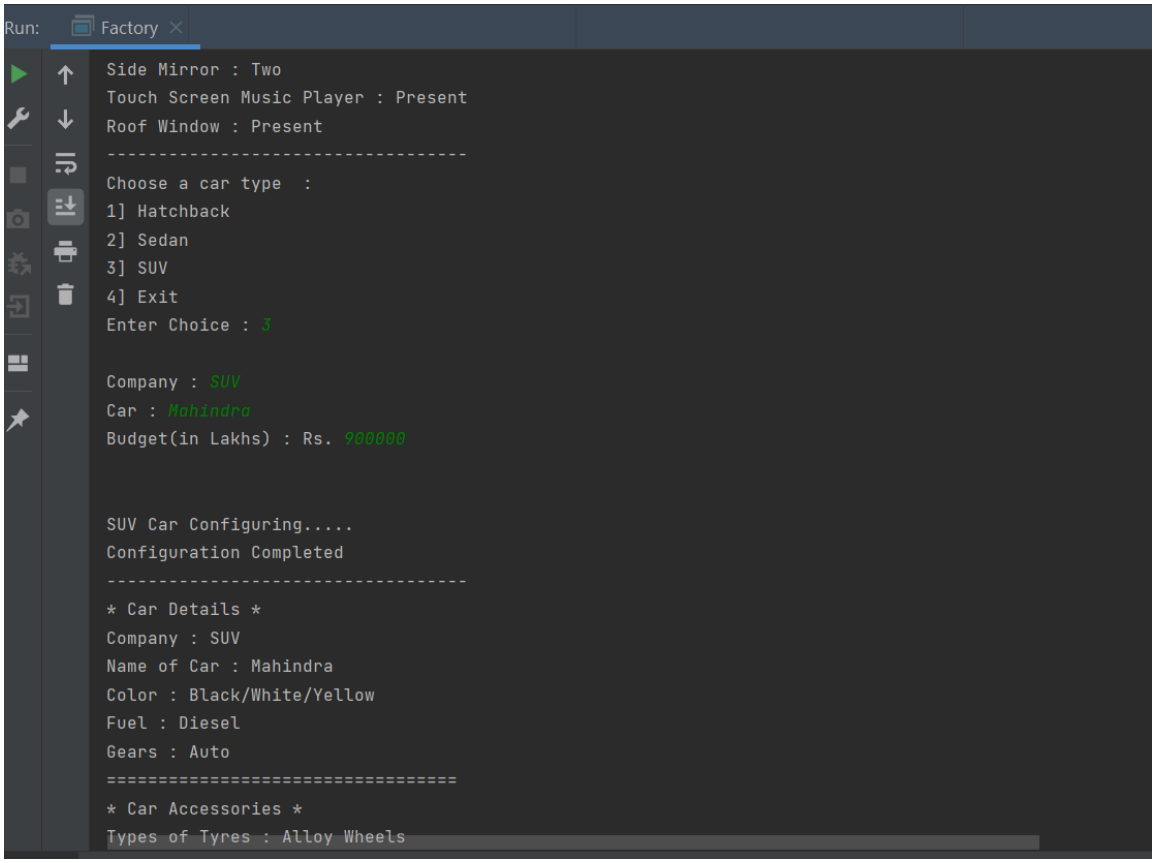
```
        System.out.println("Touch Screen Music Player : "+Ans);
    }
}


class Sedan extends Car_Factory{
    String Ans;

    public void get_price(double price) {
        if(price>6&&price<10)
            Ans="Absent";
        else
            Ans="Present";
    }


    public void detail(String brand_name, String car_name) {
        System.out.println("Company : "+ brand_name);
        System.out.println("Name of Car : "+car_name);
        System.out.println("Color : Black/White");
        System.out.println("Fuel : Petrol/Diesel");
        System.out.println("Gears : Auto/Manual");
    }

    public void accessories() {
        System.out.println("Types of Tyres : Alloy Wheels");
        System.out.println("Airbags : Present");
        System.out.println("Back Wiper : Present");
        System.out.println("Side Mirror : Two");
        System.out.println("Touch Screen Music Player : Present");
        System.out.println("Roof Window : "+Ans);
    }
}


class SUV extends Car_Factory{
    String Ans;

    public void get_price(double price) {
        if(price>10&&price<14)
            Ans="Absent";
        else
            Ans="Present";
    }


    public void detail(String brand_name, String car_name) {
        System.out.println("Company : "+ brand_name);
        System.out.println("Name of Car : "+car_name);
        System.out.println("Color : Black/White/Yellow");
        System.out.println("Fuel : Diesel");
        System.out.println("Gears : Auto");
    }


    public void accessories() {
        System.out.println("Types of Tyres : Alloy Wheels");
        System.out.println("Airbags : Present");
        System.out.println("Back Wiper : Present");
        System.out.println("Side Mirror : Two");
        System.out.println("Touch Screen Music Player : Present");
```

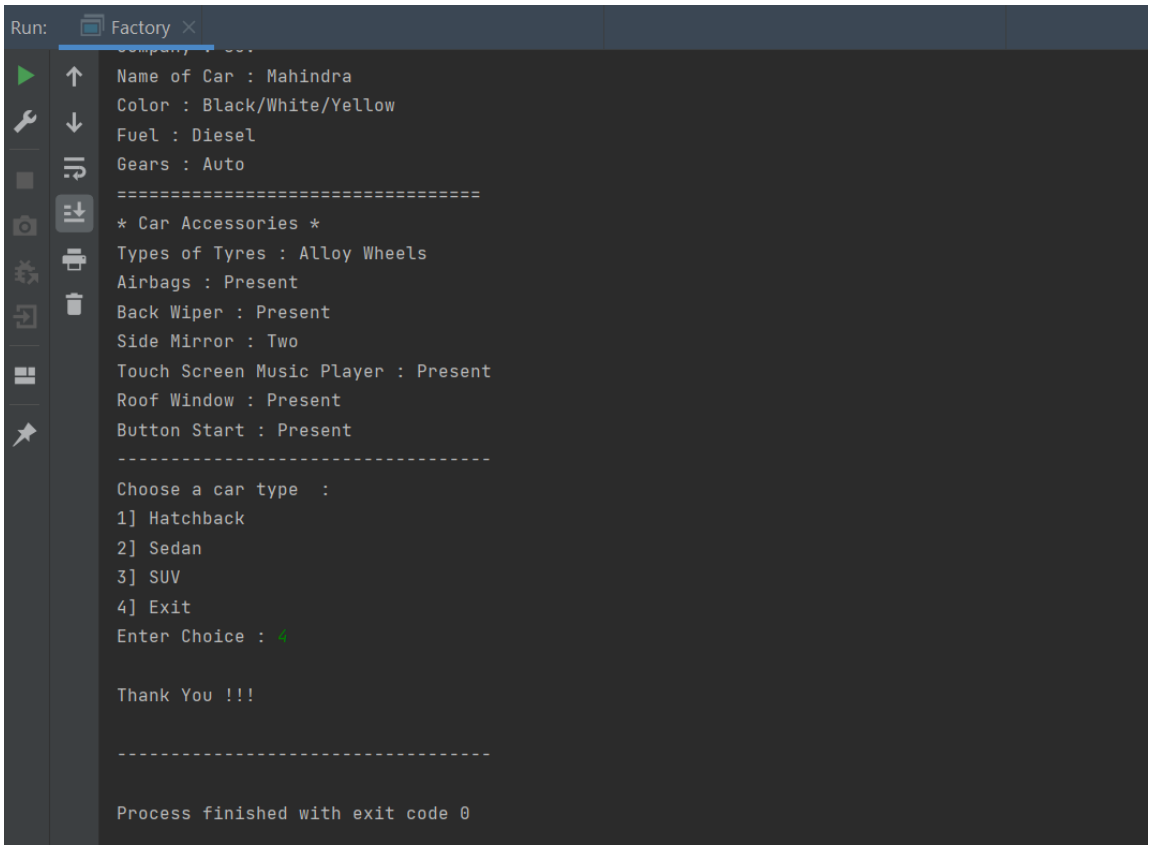
```
        System.out.println("Roof Window : Present");
        System.out.println("Button Start : "+Ans);
    }
}


class Factory {

    public static void main(String[] args) {
        Scanner sc = new Scanner(System.in);
        int ch;

        Car_Factory obj;
        do {

            System.out.println("""
                    Choose a car type  :\s
                    1] Hatchback
                    2] Sedan
                    3] SUV
                    4] Exit\s""");
            System.out.print("Enter Choice : ");
            ch=sc.nextInt();
            System.out.println();

            switch(ch) {

                case 1:
                    obj= new hatchback();
                    obj.input();
                    System.out.println("\n\nHatchback Car
Configuring.....");
                    System.out.print("Configuration Completed");
                    obj.display(obj);
                    break;

                case 2:
                    obj= new Sedan();
                    obj.input();
                    System.out.println("\n\nSedan Car Configuring.....");
                    System.out.print("Configuration Completed");
                    obj.display(obj);
                    break;

                case 3:
                    obj= new SUV();
                    obj.input();
                    System.out.println("\n\nSUV Car Configuring.....");
                    System.out.print("Configuration Completed");
                    obj.display(obj);
                    break;

                case 4:
                    System.out.println("Thank You !!!");
                    System.out.println("\n-------------------------------
--");
                    break;

                default:
                    System.out.println("Invalid Choice. Enter a valid
choice !!");
```

```
                    System.out.println("-----------------------------------
");
                    break;

                }
            }while (ch!=4);
        }
}
```

Output:







Conclusion- Hence, we have applied the concept of class, object, and constructor and performed Factory design pattern.