

Recall  
S, O, D

Factory Design Pattern

Singleton Design Pattern

LID of SOLID

Classification of Design Pattern

Overview of ParkingLot

Factory Design Pattern

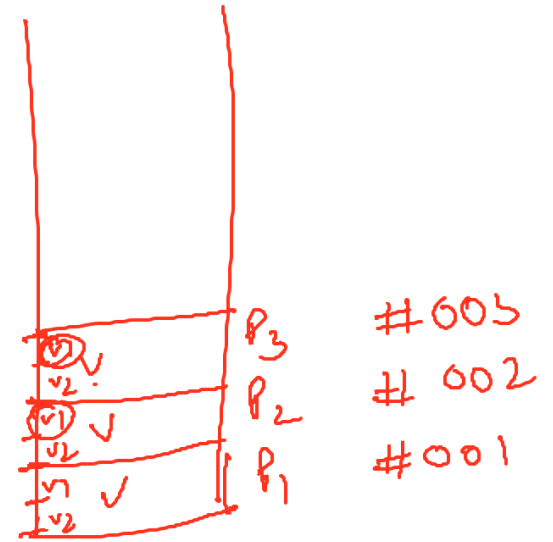
- Produces : Objects
- How do we create an Object? new ClassName()
- Problem Statement : Complex Object Creation
- Solution : Centralised the object creation process
- Dependency = object
- Injection = how we are creating
  - Constructor
  - Setter method

```

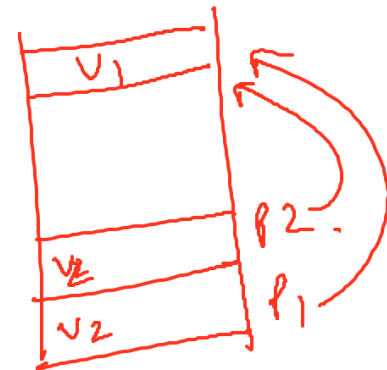
class P {
    / 1
    static m v2
    static m f
}

```

$P1 = \text{new } P()$   
 $\rightarrow P2 = \text{---}$   
 $P3 = \text{---}$



Static  $\rightarrow$   
 $P1 = \text{new } P()$   
 $P2 = \text{new } P()$



Static  $\equiv$  belong to class, ! Particular obj.