

# ICE7 Task 1

```
class Factory {  
    public:  
        Factory() : {};  
        virtual Widget* createButton() const = 0;  
        virtual Widget* createMenu() const = 0;  
};
```

```
class WinFactory : public Factory {  
    public:  
        WinFactory() : {};  
        virtual Widget* createButton const override;  
        virtual Widget* createMenu const override;  
};
```

```
class LinuxFactory : public Factory{  
    public:  
        LinuxFactory() : {};  
  
        virtual Widget* createButton const override;  
        virtual Widget* createMenu const override;  
};
```

# ICE7 Task 2

```
int main() {  
  
    Factory* factory;
```

```
#ifdef LINUX
    factory = new LinuxFactory();
#else
    factory = new WindowsFactory();
#endif

Client *c = new Client(factory)
c->draw();
}
```