

# LLD - Factory Design Patterns

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## Agenda

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### Factory

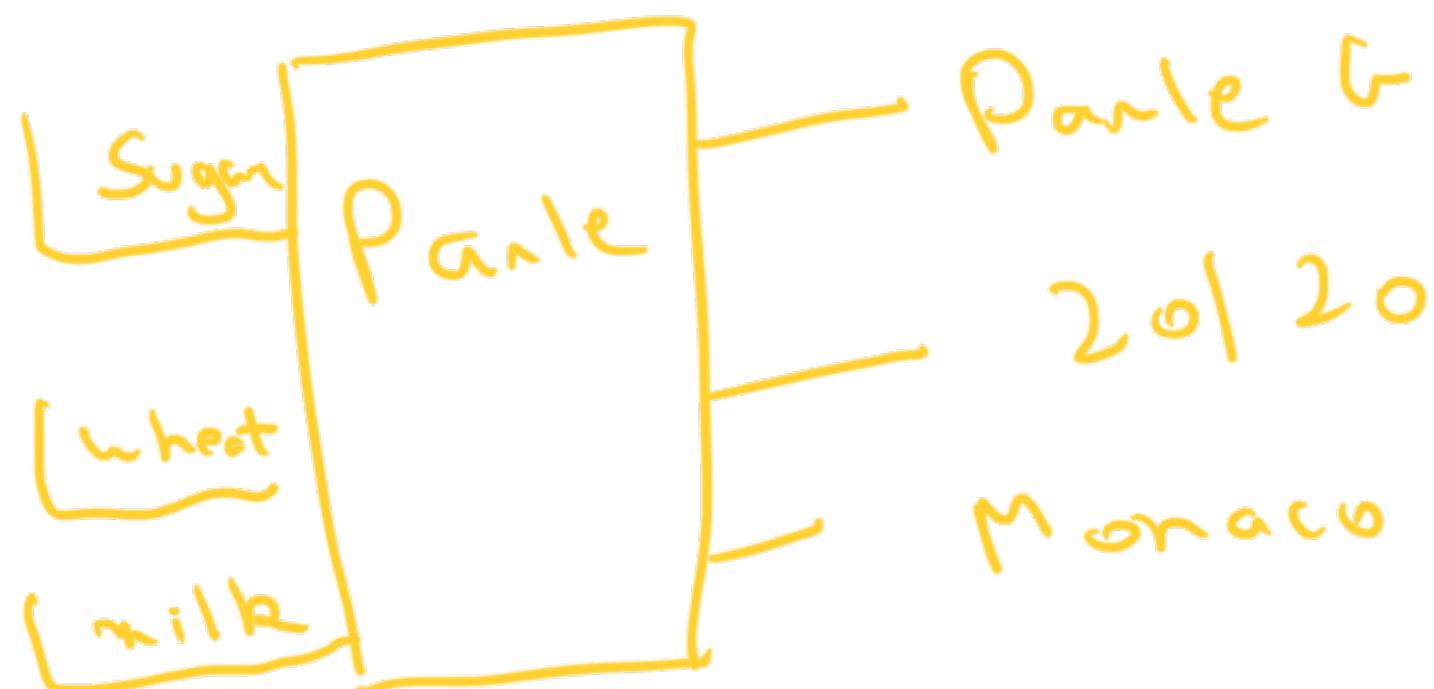
- Simple Factory
- Factory Method
- Abstract Factory



Repository (with hub)

Factory

↳ to produce | create



Creational DP

→ create objects

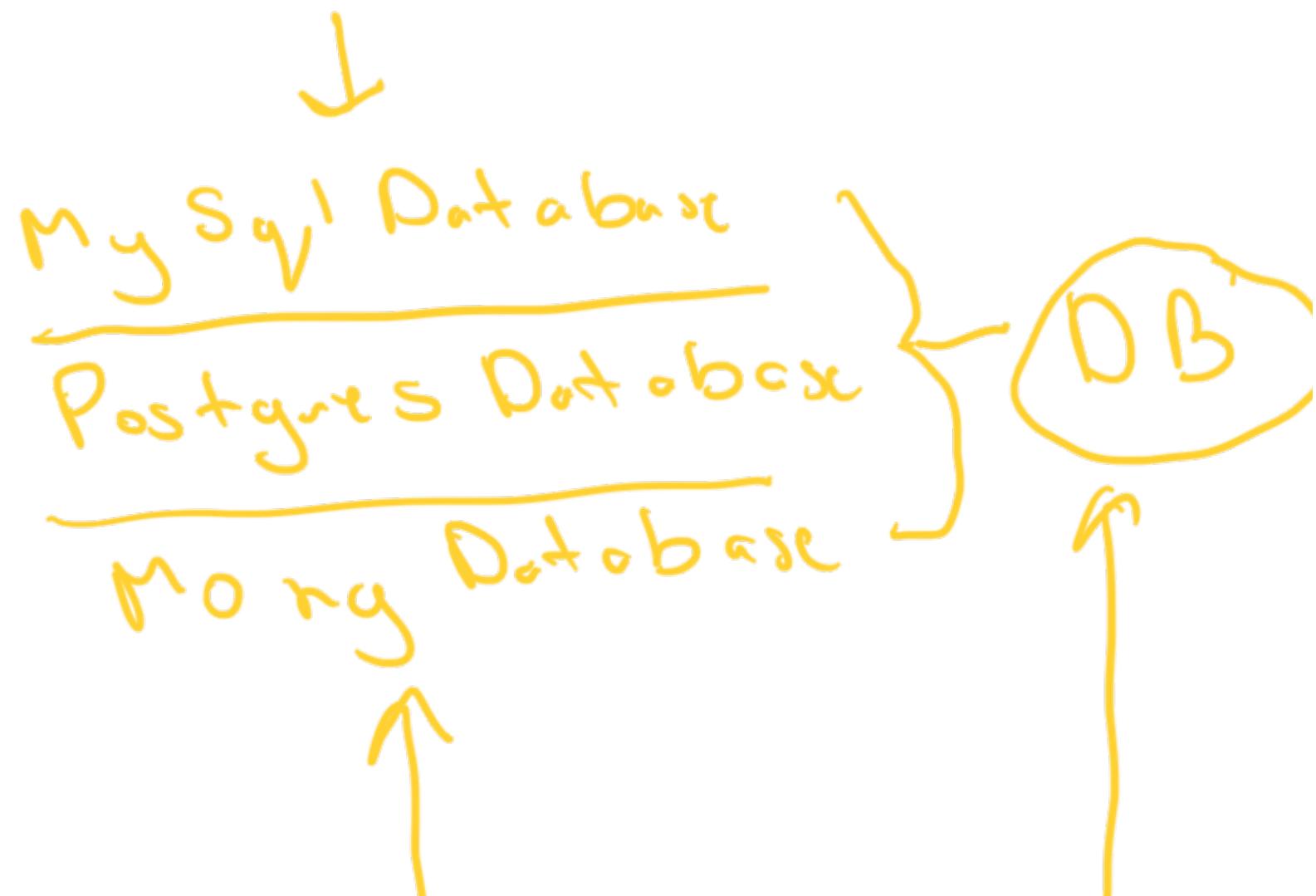
# Factory

— Create multiple type of objects

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## Database

- MySQL
- PostgreSQL
- MongoDB



Type

Class

Interface

Given the type of DB, how can  
I create / get the object of the DB.

Email Service

2 db.-Type

send Email (Config config) {  
if config.db == "mysql" {

```
|  
|   db = new MySqlDb()  
|  
| } else if ( config.db == "postgres"  
| { ... } else  
| {  
|   db = new MongoDB()  
| }  
|  
| db.getUsers().sendEmail()  
|  
| }  
|  
| if-else hell
```

- main variable X
- S R P X
- O C X
- D R Y \* not reusable

Database Factory ✓

↳ Create Db For Type (Type type) {  
    ↳ Switch (type) ↳

if

case MySQL:

return new

MySQL DB()

case PostgreSQL:

return new

PostgreSQL

return Interface

Simple Factory

- DRY ✓
- maintainable ✓
- SRP ✓

- OC

Email Service {

send Email() {

Db

db = DatabaseFactory.CreateDb()

db.getUsers()

}

return new Database() X

return new MySQL Db()

Database

Program to interface

Database Factory

L Create Db

→ argument → type

→ return type → DB Interface

Email Service

Send Email

= Config { db: 'mysql' }



what?

- Create an object from

the

diff in implementations on the  
basis of a parameter



Task calculation



why?

- Maintainable
  - Reusable
- SOLID

How?



1 Create a common interface

Mysql

Postgre



2 Create sub classes of the

(1)

interface

(2)

Create a common factory

class

↳ static method

↳ accepts the parameter

↳ returns the subclass

(Interface)

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Downsides of Simple factory

→ O.C → Factory

→ maintainable ✅

Cyclomatic complexity

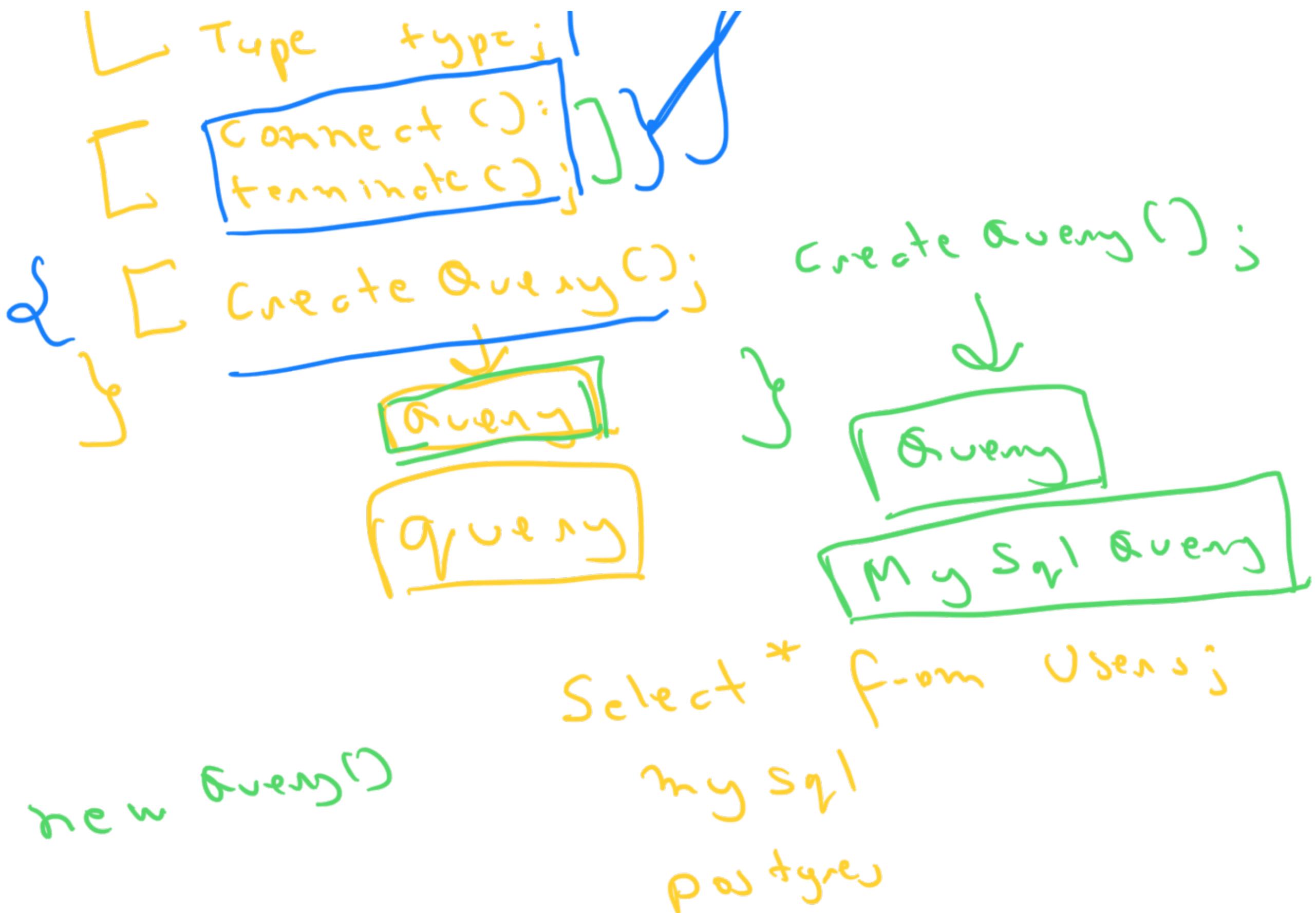
Factory Method

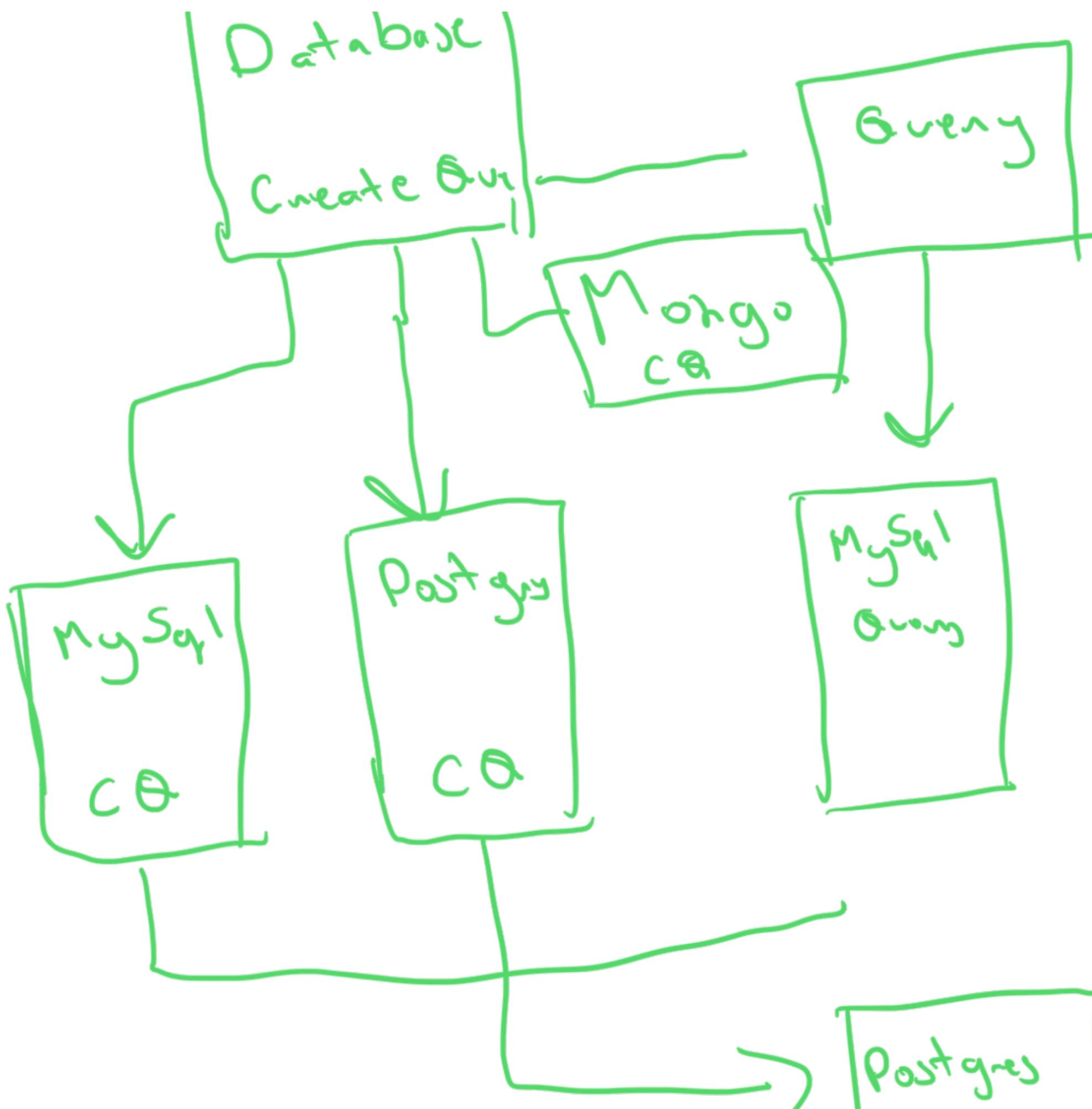
Abstract  
Database

Mysql Db

String host  
Int port;







```
class MysqlDb extends Database {  
    Query createQuery() {  
        return new MySqlQuery();  
    }  
  
    class PostgresQuery {  
        CreateQuery() {  
            // ...  
            PostgreSQLQuery()  
        }  
    }  
}
```

return new Query

J

Mysql

Dat abase db = new PostgresDb();

Query query = db.CreateQuery();

→ Casson abDb

→ Casson abQuery

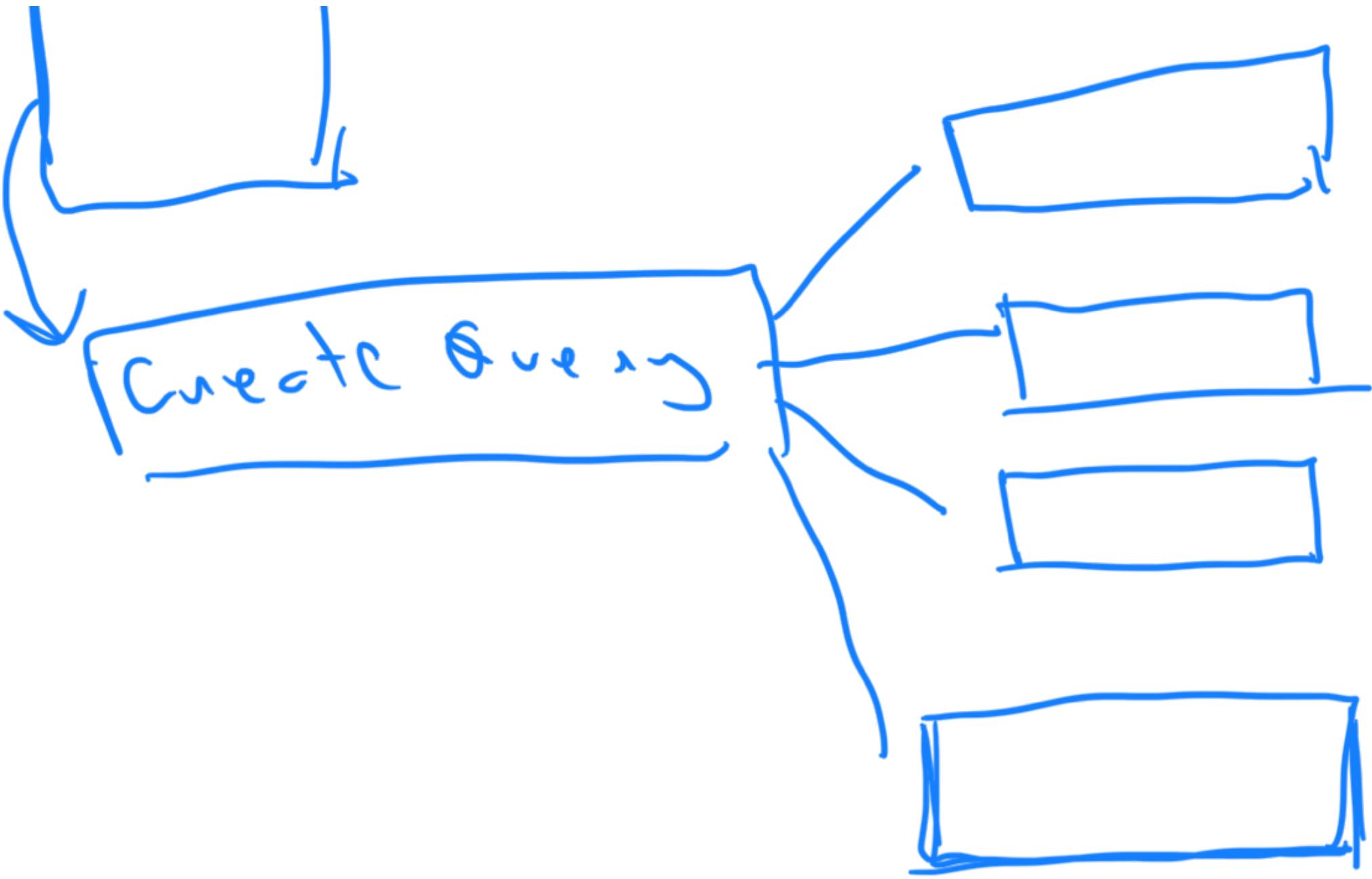
Create Only ↴  
↳ Factory Method

DSL

Create  $\$n$  (type) \$

\$

Protobus



Simple factory vs FM

→ Database Factor

↳ Db

Factory Method

Database

↳ createQuery()

↳ Query

MySqlDb

How?

① Create relevant interface / abstract class (DB, query)

② Create the relevant sub classes

MySQL DB | mySQL and  
. " " PostgreSQL

③ Add a <sup>abstract</sup> method to create  
the object in <sup>parent class</sup>  
DB

Query  
↓  
create query

④ In all subclasses,  
return new object

MySqlDb {

createQuery() {  
return new MySqlQuery()  
}

A D S T R A C T



att. [ ] family objects  
utility [ ]

- 
- ```
graph LR; FH1[FH1 Create Query] --- CreateQuery[Create Query]; FH2[FH2 Create Index] --- CreateIndex[Create Index]; FH3[FH3 Create Views] --- CreateViews[Create Views];
```
- Diagram illustrating the relationship between methods:
- The **FH1**, **FH2**, and **FH3** methods are grouped under the **Create Query** category.

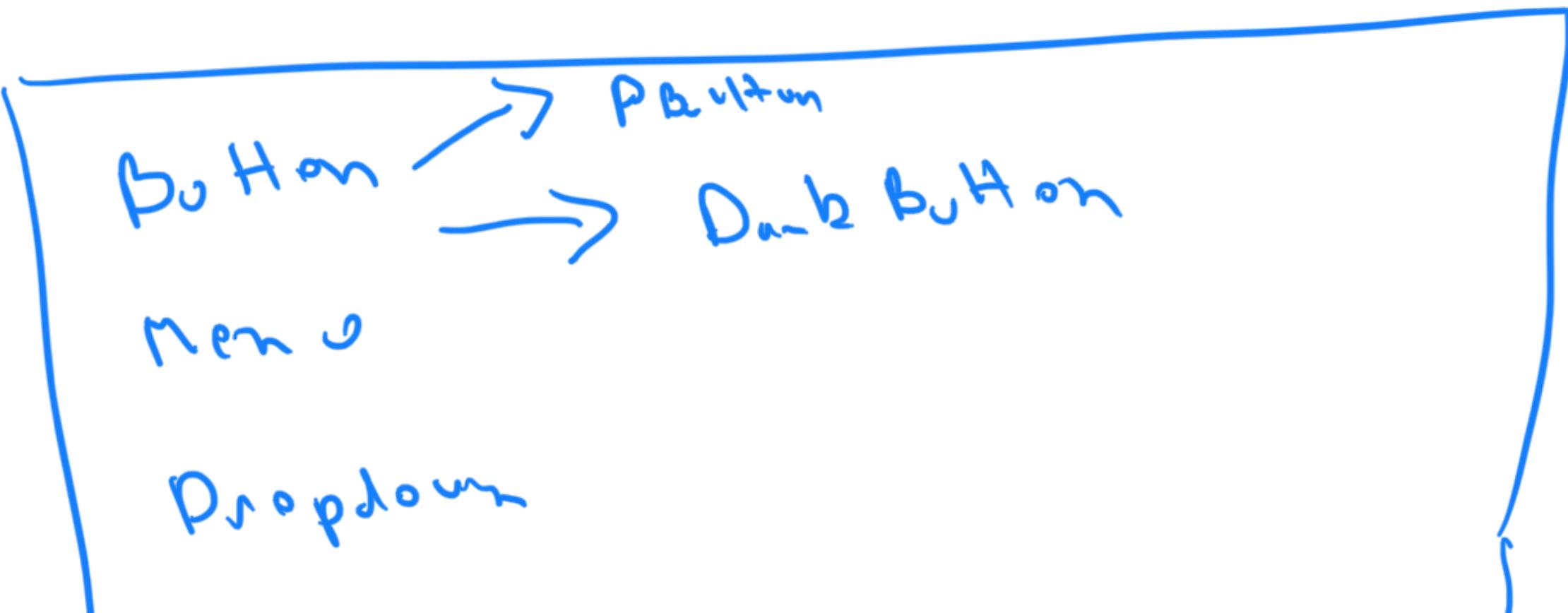
Frontend

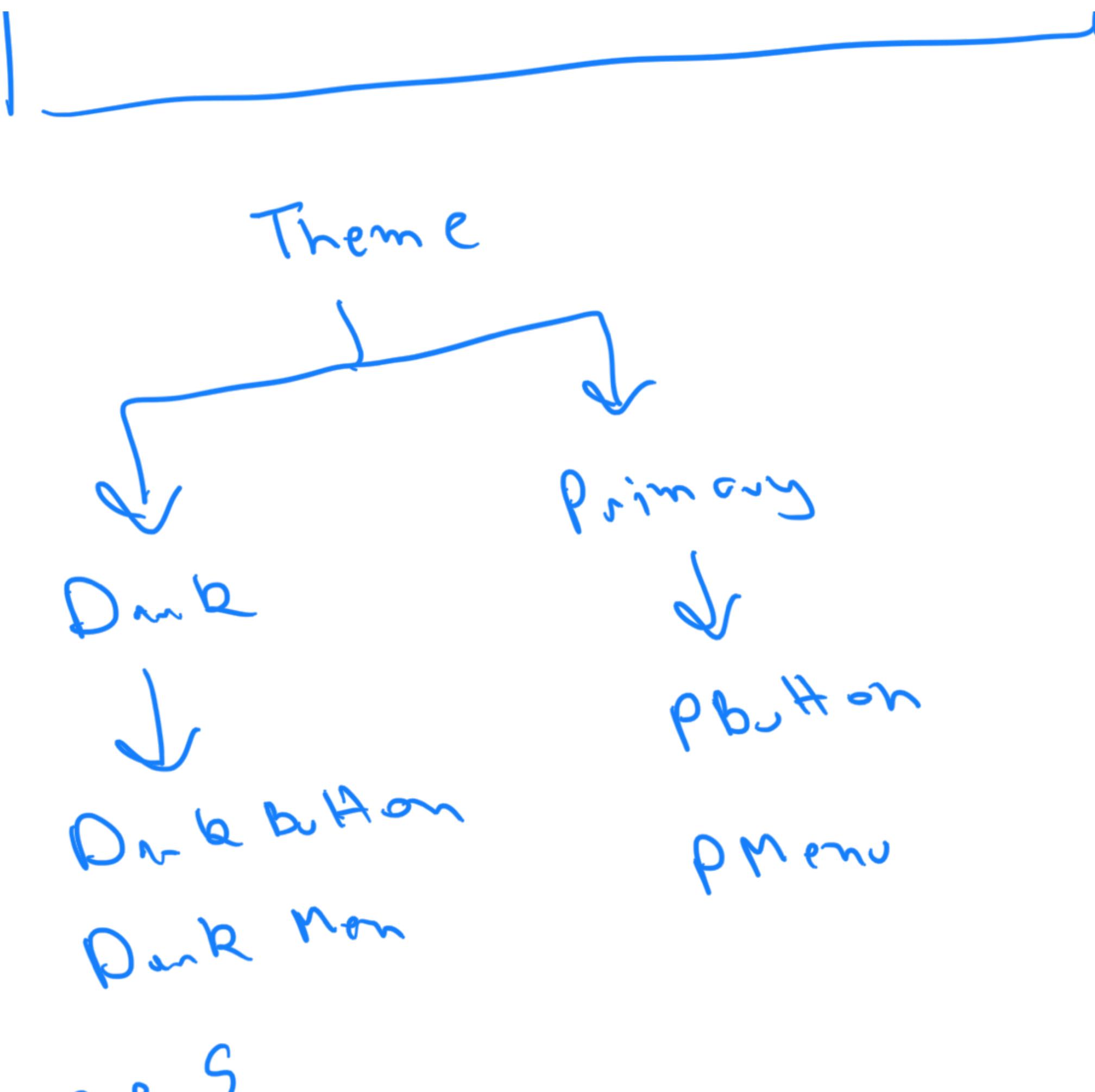
Themes

↳ Dark

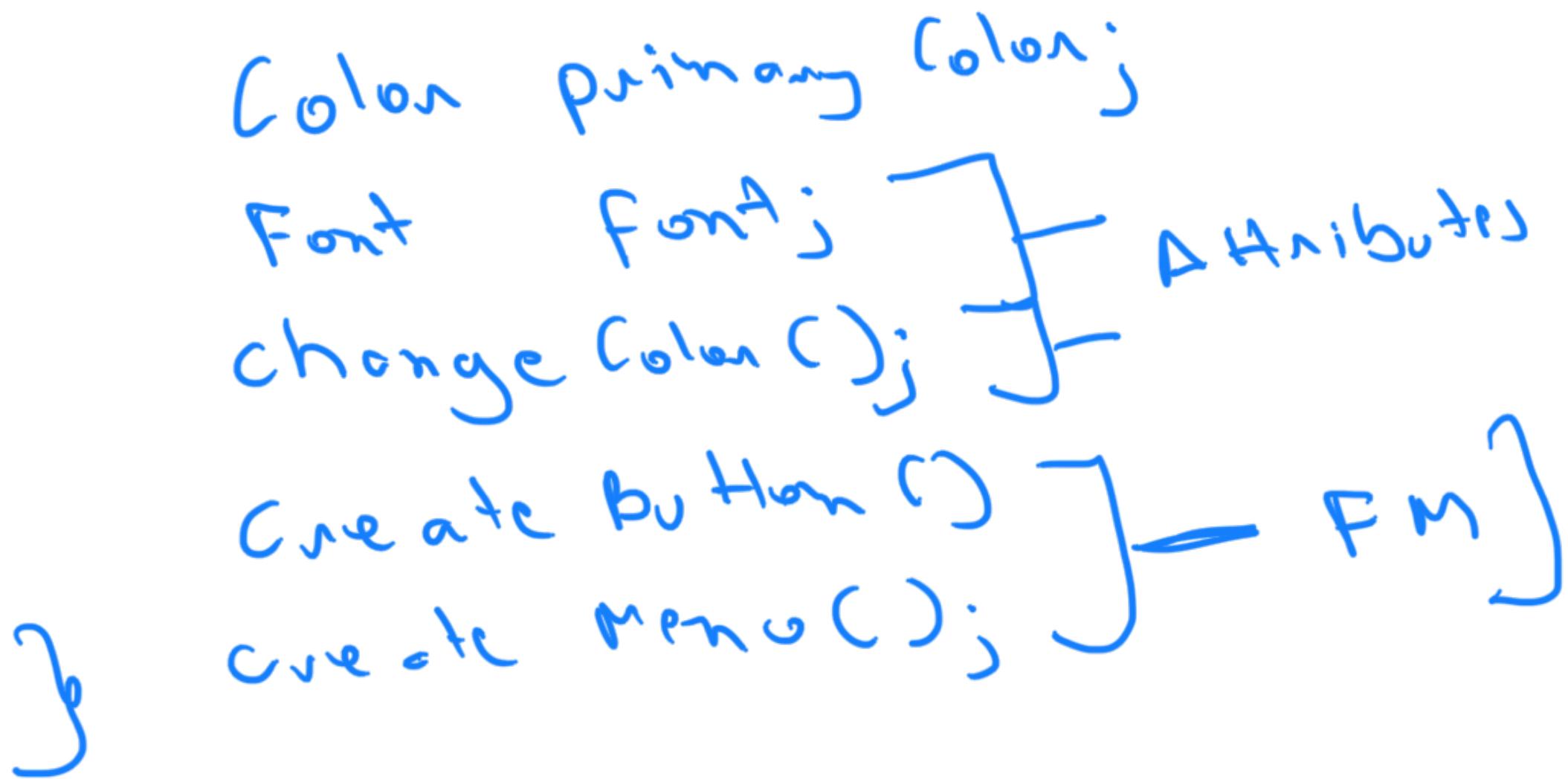
↳ Light

Theme





The m<sup>e</sup> &



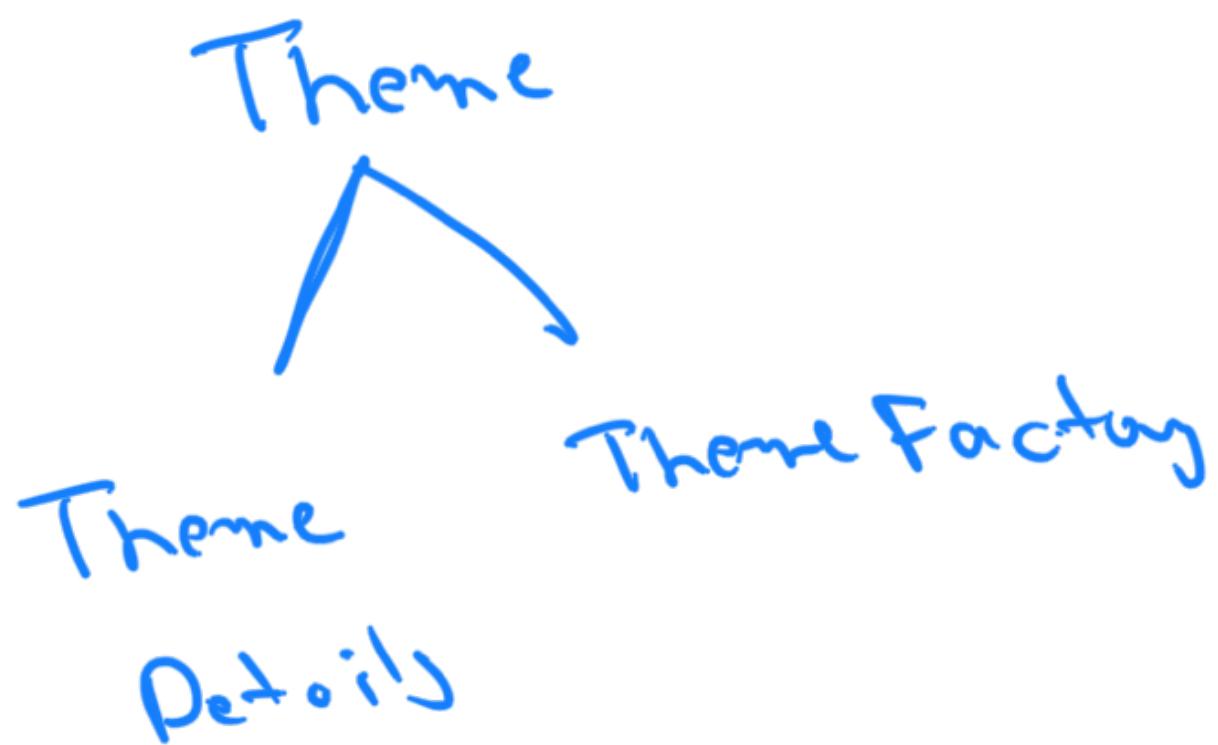
Factory method

— Create button()

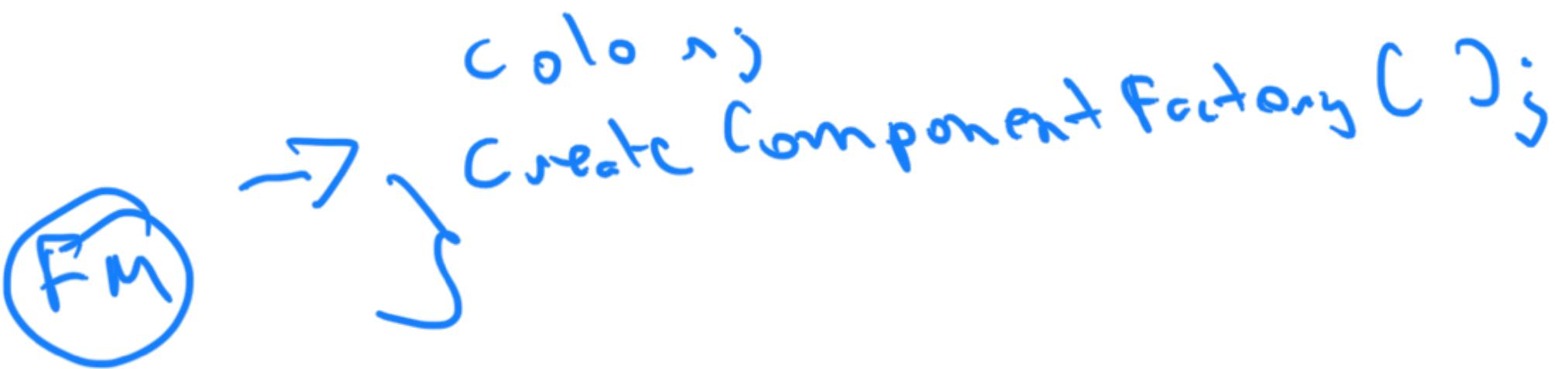
— Create menu()

rule

## Factory of Factor TDS



Themes {  
    name ;



Theme Component factory ↴

Create Button();

Create Menu();

Create Dropdown();



↳

PT Lamp → Primary Theme

~~new~~

Dark theme

Theme t = new DarkTheme();

DarkTheme extends Theme {

Create CF {

} return new DarkComponent();

}

2

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