```
//PROBLEM STATEMENT :
/* Implement a 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 specific car type.
* Hatchback, Sedan, SUV, could be the subclasses Car class. Car class and Car class its subclasses
* , CarFactory and Test Factory Pattern should be implemented */
package assignment;
import java.util.Scanner;
// ======= ABSTRACT CLASS Car Factory
abstract class Car_Factory{
       //declaration of data member
       String compnay,car_name;
       double budget;
       //declaration of abstract methods
       abstract void getprice(double price);
       abstract void detail(String company_name,String car_name);
```

Scanner scan = new Scanner (System.in);//creating object of scanner class

abstract void accessories();

void input() {

//declaration and implentation of input method

```
compnay=scan.next();//taking input from user
            System.out.print("Car- ");
             car name=scan.next();//taking input from user
            System.out.print("Rough Budget(in Lakhs)- ");
             budget=scan.nextDouble();//taking input from user
      }
      void display(Car_Factory obj1) {
            //calling the methods//
            obj1.getprice(budget);//calling getprice method
            System.out.println("\n-----");
            obj1.detail(compnay, car_name);//calling detail method
            System.out.println("\n-----");
            obj1.accessories();//calling accessories method
            System.out.println("\n-----");
      }
}
class Small_car extends Car_Factory{
      String Ans;//declaration of data member
      //method for getprice
      public void getprice(double price) {
```

System.out.print("Company-");

```
if(price>2&&price<5)
               Ans="No";
                               //modify Ans
       else
               Ans="Yes";
                               //modify Ans
}
//method for displaying car detail//
public void detail(String company_name,String car_name) {
       System.out.println("Company- "+company_name);
       System.out.println("Name of Car- "+car_name);
       System.out.println("Color- Black/White/Orange/Red");
       System.out.println("Fuel- Petrol");
       System.out.println("Gears- Manual");
}
//method to display accessories of car//
public void accessories() {
       System.out.println("Types of Tyres- Alloy Wheels");
       System.out.println("Airbags- "+Ans);
       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;//declaration of data member
      //method for getprice
       public void getprice(double price) {
             if(price>6&&price<10)
                     Ans="No";
                                  //modify Ans
             else
                     Ans="Yes";
                                  //modify Ans
       }
      //method for displaying car detail//
       public void detail(String company_name,String car_name) {
             System.out.println("Company- "+company_name);
             System.out.println("Name of Car- "+car_name);
             System.out.println("Color- Black/White/Orange/Red");
             System.out.println("Fuel- Petrol/Diesel");
             System.out.println("Gears- Auto/Manual");
      }
      //method to display accessories of car//
       public void accessories() {
             System.out.println("Types of Tyres- Alloy Wheels");
             System.out.println("Airbags- YES");
             System.out.println("Back Wiper- YES");
```

```
System.out.println("Side Mirror- Two");
             System.out.println("Touch Screen Music Player- YES");
             System.out.println("Roof Window- "+Ans);
      }
}
class Luxary extends Car_Factory{
      String Ans;//declaration of data member
      //method for getprice
       public void getprice(double price) {
             if(price>10&&price<14)
                    Ans="No";
                                  //modify Ans
             else
                    Ans="Yes";
                                  //modify Ans
      }
      //method for displaying car detail//
      public void detail(String company_name,String car_name) {
             System.out.println("Company- "+company_name);
             System.out.println("Name of Car- "+car_name);
             System.out.println("Color- Black/White/Orange/Red");
             System.out.println("Fuel- Diesel");
             System.out.println("Gears- Auto");
```

```
//method to display accessories of car//
       public void accessories() {
              System.out.println("Types of Tyres- Alloy Wheels");
              System.out.println("Airbags- YES");
              System.out.println("Back Wiper- YES");
              System.out.println("Side Mirror- Two");
              System.out.println("Touch Screen Music Player- YES");
              System.out.println("Roof Window- YES");
              System.out.println("Automotive Garbage Cans- "+Ans);
              System.out.println("Automotice Air Freshner- "+Ans);
              System.out.println("Button Start- "+Ans);
      }
}
public class Main {
       //ststic main method
       public static void main(String[] args) {
              // TODO Auto-generated method stub
              Scanner scan = new Scanner(System.in);//creating object of scanner class
              int ch;
              //double price;
```

}

```
Car_Factory obj;// object of reference Car_Factory
while(true){
        //menu driven
        System.out.println("Which Car you want to See?-");
        System.out.println("\n\t1.Small\ Car\n\t2.Sedan\ Car\n\t3.Luxary\ Car\n\t4.Exit");
        ch=scan.nextInt();//taking input from user
        System.out.println();
        //switch case
        switch(ch) {
                case 1:
                        obj= new Small_car(); //creating object of Small_car
                        obj.input();//calling input method
                        obj.display(obj);//calling display method
                        break;
                case 2:
                        obj= new Sedan();//creating object of Sedan
                        obj.input();//calling input method
                        obj.display(obj);//calling display method
                        break;
                case 3:
                        obj= new Luxary();//creating object of Luxary
                        obj.input();//calling input method
```

```
break;
                          case 4:
                                System.out.println("\n-----");
                                return;//stop execution of program
                          default:
                                System.out.println("INVALID CHOICE !!");//default
                                System.out.println("\n-----");
                                break;
                   }
             }
      }
}
##OUTPUT##
Constructing Hatchback Car
```

obj.display(obj);//calling display method

Types of Tyres- Alloy Wheels
Airbags- YES
Back Wiper- YES
Side Mirror- one
Touch Screen Music Player- NO
Roof Window- YES
Automotive Garbage Cans- YES
Automotice Air Freshner- NO
Button Start- YES
assignment.hatchback1@17a7cec2
Constructing sedan car
Types of Tyres- Alloy Wheels
Airbags- YES
Back Wiper- NO
Side Mirror- ONE
Touch Screen Music Player- YES
Roof Window- YES
Automotive Garbage Cans- YES
Automotice Air Freshner- NO
Button Start- YES

assignment.sedan2@6f539caf
Constructing SUV Car
Types of Tyres- Alloy Wheels
Airbags- YES
Back Wiper- YES
Side Mirror- Two
Touch Screen Music Player- YES
Roof Window- YES
Automotive Garbage Cans- NO
Automotice Air Freshner- YES
Button Start- YES
assignment.suv@50040f0c

*/