class UnholyFactory

|  |
| --- |
| { |
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|  |
| --- |
| private $soldat = array(); |
|  |

|  |
| --- |
|  |
|  |

|  |
| --- |
| public function absorb($s) |
|  |

|  |
| --- |
| { |
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|  |
| --- |
| if (get\_parent\_class($s)) { |
|  |

|  |
| --- |
| if (isset($this->soldat[$s->getName()])) { |
|  |

|  |
| --- |
| print("(Factory already absorbed a fighter of type " . $s->getName() . ")" . PHP\_EOL); |
|  |

|  |
| --- |
| } else { |
|  |

|  |
| --- |
| print("(Factory absorbed a fighter of type " . $s->getName() . ")" . PHP\_EOL); |
|  |

|  |
| --- |
| $this->soldat[$s->getName()] = $s; |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
| } else { |
|  |

|  |
| --- |
| print("(Factory can't absorb this, it's not a fighter)" . PHP\_EOL); |
|  |

|  |
| --- |
| } |
|  |

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| --- |
| } |
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| --- |
|  |
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|  |
| --- |
| public function fabricate($s) |
|  |

|  |
| --- |
| { |
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|  |
| --- |
| if (array\_key\_exists($s, $this->soldat)) { |
|  |

|  |
| --- |
| print("(Factory fabricates a fighter of type " . $s . ")" . PHP\_EOL); |
|  |

|  |
| --- |
| return (clone $this->soldat[$s]); |
|  |

|  |
| --- |
| } |
|  |

|  |
| --- |
| print("(Factory hasn't absorbed any fighter of type " . $s . ")" . PHP\_EOL); |
|  |

|  |
| --- |
| return null; |
|  |

|  |
| --- |
| } |
|  |

}

<?php  
  
class UnholyFactory  
{  
 private $arr\_war = array();  
 public function absorb($warrior) {  
 if (get\_parent\_class($warrior)) {  
 if (isset($this->$arr\_war[$warrior->getName()])) {  
 print("(Factory already absorbed a fighter of type " . $warrior->getName() . ")" . PHP\_EOL);  
 } else {  
 print("(Factory absorbed a fighter of type " . $warrior->getName() . ")" . PHP\_EOL);  
 $this->$arr\_war[$warrior->getName()] = $warrior;  
 }  
 } else {  
 print("(Factory can't absorb this, it's not a fighter)" . PHP\_EOL);  
 }  
 }  
 public function fabricate($warrior) {  
 if (array\_key\_exists($warrior, $this->$arr\_war)) {  
 print("(Factory fabricates a fighter of type " . $warrior . ")" . PHP\_EOL);  
 return (clone $this->$arr\_war[$warrior]);  
 }  
 print("(Factory hasn't absorbed any fighter of type " . $warrior . ")" . PHP\_EOL);  
 return null;  
 }  
}  
?>