

Factory Design Patterns

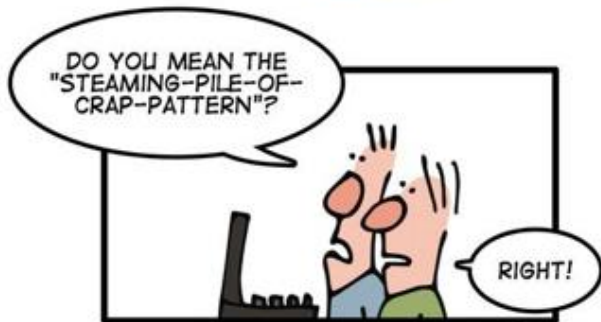
An overview

Content

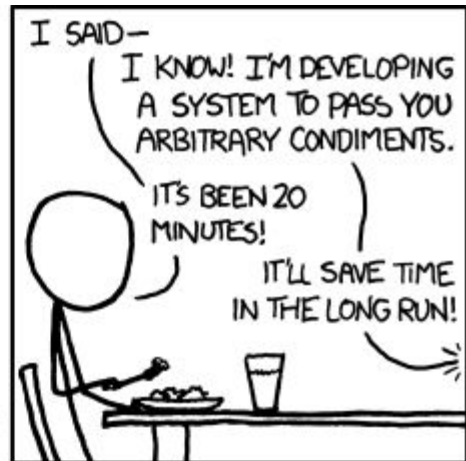
- Why do I care?
- Caution
- Factory
- Abstract Factory

Why do I care?

- Time-tested *template* solutions to recurring design problems
- Provides a common vocabulary that can be used during discussion
- Language neutral
- Once you learn them, you *might* use them



THE HYPE IS LONG GONE BUT
DESIGN PATTERNS ARE STILL USEFUL

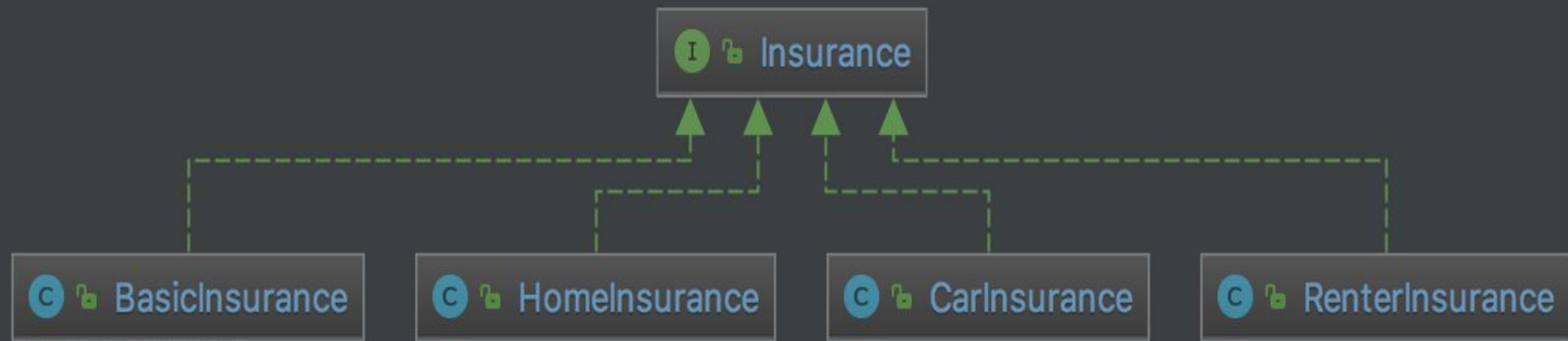
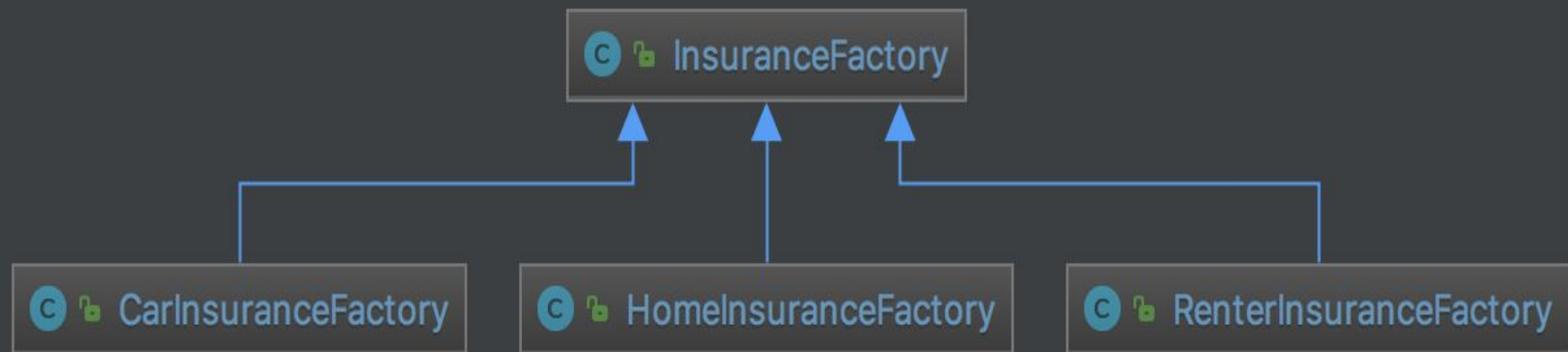


Code time

Factory

Definition:

- Create an object without exposing the creation logic to the client
 - Refer to newly created objects through an interface
- Defer instantiation to a subclass



Abstract Factory

Definition:

- Provide an interface for creating families of related objects
- “Factory of factories”

Questions
