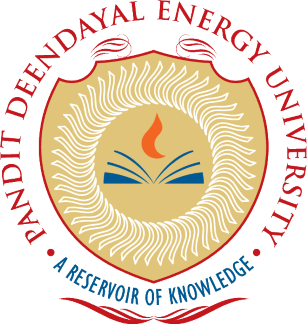
Design Pattern Lab

(20CP210P)

Assignment 1



Name : Kartikey Vaghasiya

RollNum: 21BCP141

Factory Design Pattern

* Class Main

import java.util.Scanner;  
public class Main  
{  
 public static void main(String[] args)  
 {  
 Scanner s = new Scanner(System.*in*);  
 String s\_name = s.nextLine();  
  
 Factory f = new Factory();  
 Sports S = (Sports) f.Fac(s\_name);  
  
 S.about();  
 }  
}

* Interface Sports
* public interface Sports  
  {  
   void about();  
  }
* Class Factory

public class Factory  
{  
 public Sports Fac(String str)  
 {  
 if(str.equals("Cricket"))  
 {  
 return (Sports) new Cricket();  
 }  
 else if (str.equals("Basketball"))  
 {  
 return (Sports) new Basketball();  
 }  
 else if (str.equals("Chess"))  
 {  
 return (Sports) new Chess();  
 }  
 else if (str.equals("Volleyball"))  
 {  
 return (Sports) new Vollyball();  
 }  
  
 return null;  
 }  
}

* Class Cricket
* public class Cricket implements Sports{  
   public void about(){  
   System.*out*.println("You are playing Cricket.");  
   }  
  }
* Class Chess
* import java.net.StandardSocketOptions;  
    
  public class Chess implements Sports{  
   public void about(){  
   System.*out*.println("You are playing Chess.");  
   }  
  }
* Class Vollyball
* public class Vollyball implements Sports  
  {  
   public void about()  
   {  
   System.*out*.println("You are playing Volleyball.");  
   }  
  }
* Class Basketball
* public class Basketball implements Sports {  
   public void about(){  
   System.*out*.println("You are playing BasketBall.");  
   }  
  }
* Outputs

