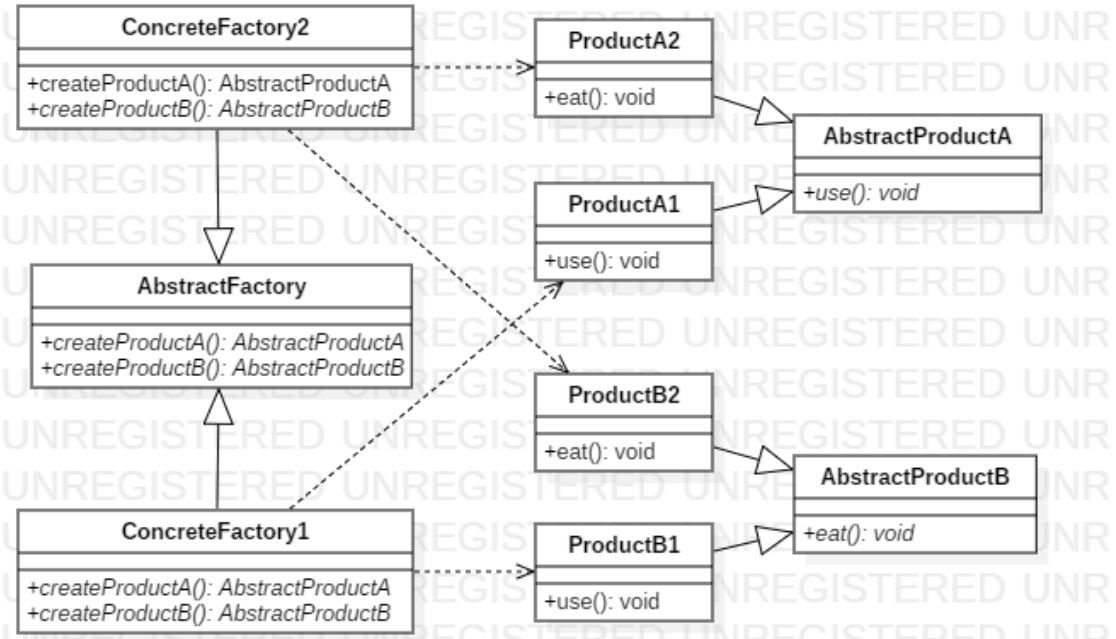
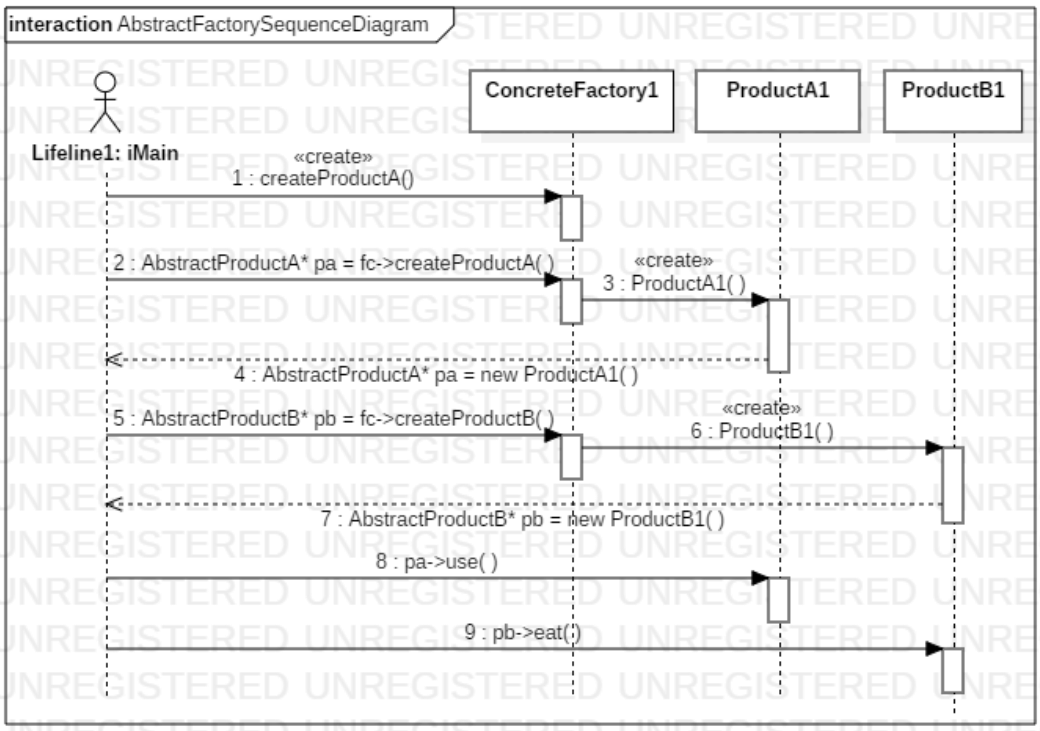
模式定义

抽象工厂模式：提供一个创建一系列相关或相依赖对象的接口，而无须指定它们具体的类。

模式结构



时序图



关键代码

```
int main()
{
    AbstractFactory * fc = new ConcreteFactory1();
    AbstractProductA* pa = fc->createProductA();
    AbstractProductB* pb = fc->createProductB();
    pa->use();
    pb->eat();
}

AbstractProductA * ConcreteFactory1::createProductA()
{
    return new ProductA1();
}

AbstractProductB * ConcreteFactory1::createProductB()
{
    return new ProductB1();
}

void ProductA1::use()
{
    cout << "use Product A1" << endl;
}
```

```cpp
void ProductB1::eat()
{
    cout << "eat Product B1" << endl;
}
```

测试结果