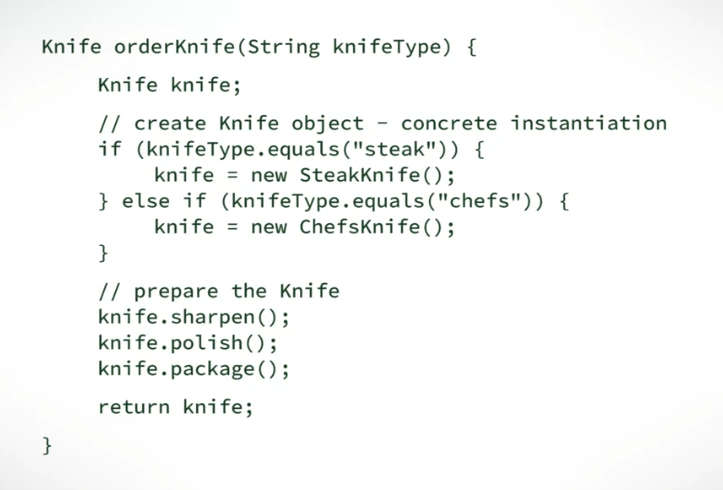
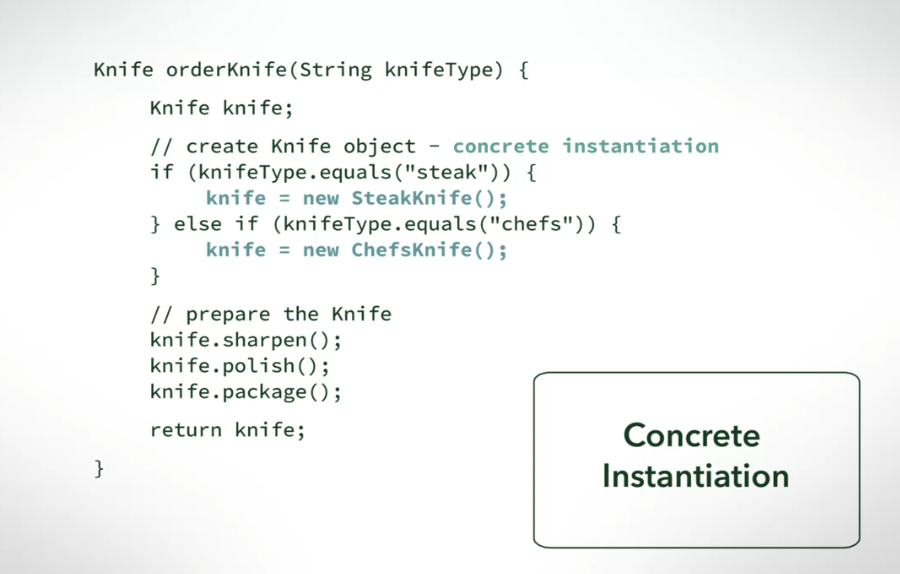
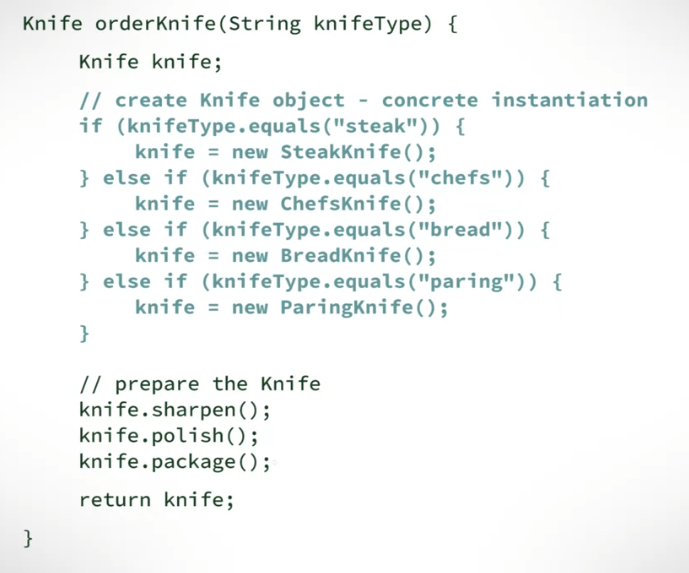
Factory Method Pattern

* Another creational pattern
* Object creation happens in factories

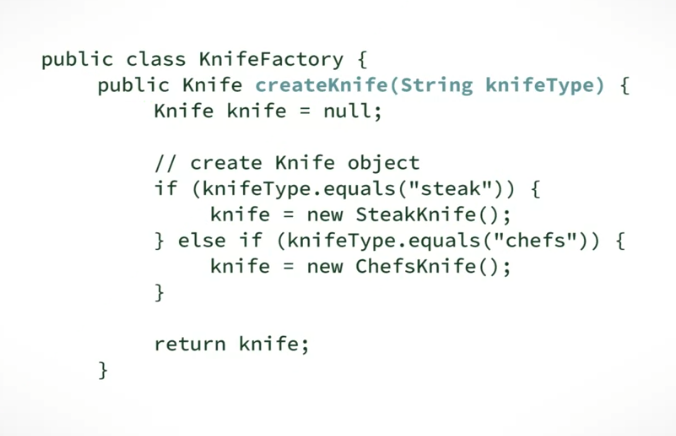


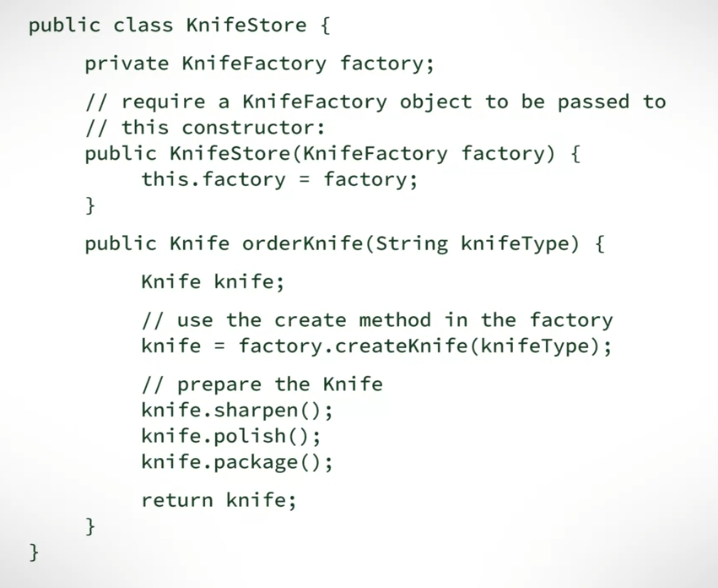


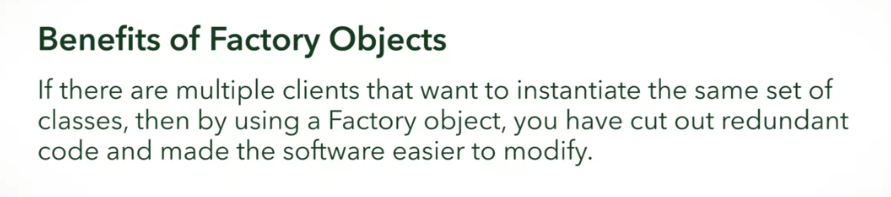


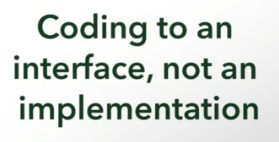
We can create a knife factory

* Delegate the creation of knife in a factory, not in the orderKnife itself
* Move into a new class Factory





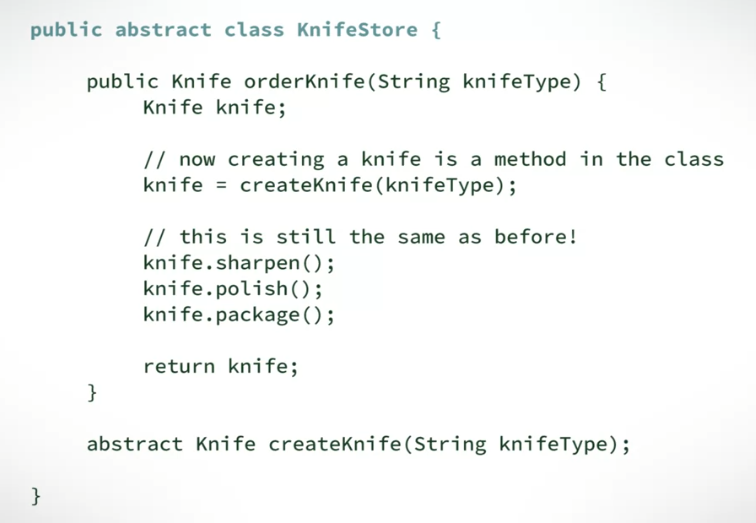




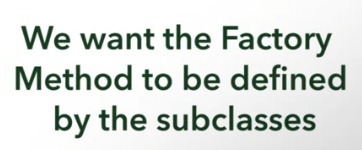


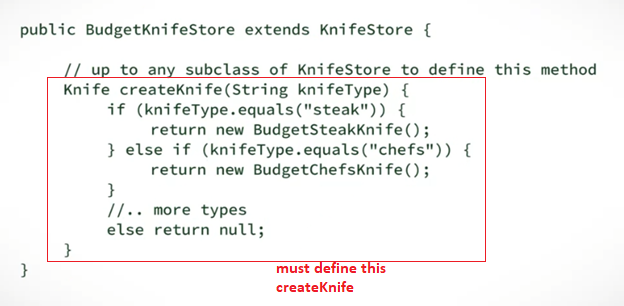
* Not like the Factory Object





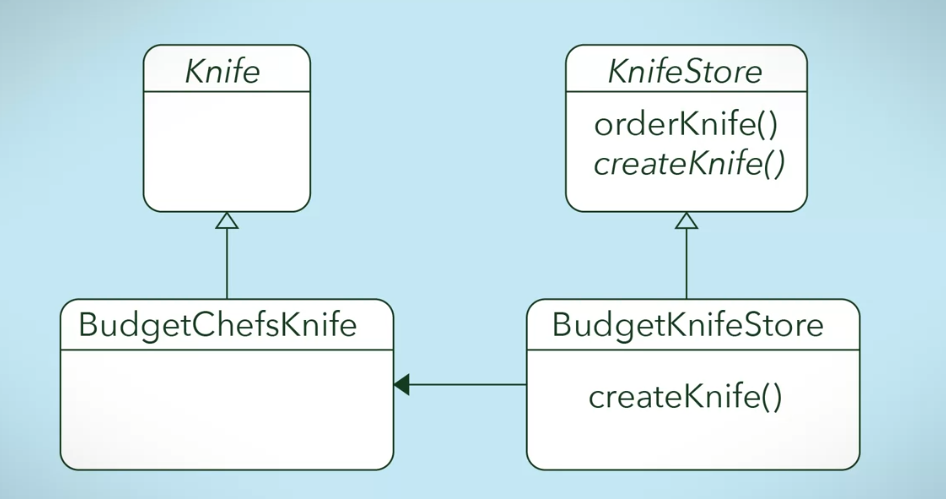
* Abstract – must define that class



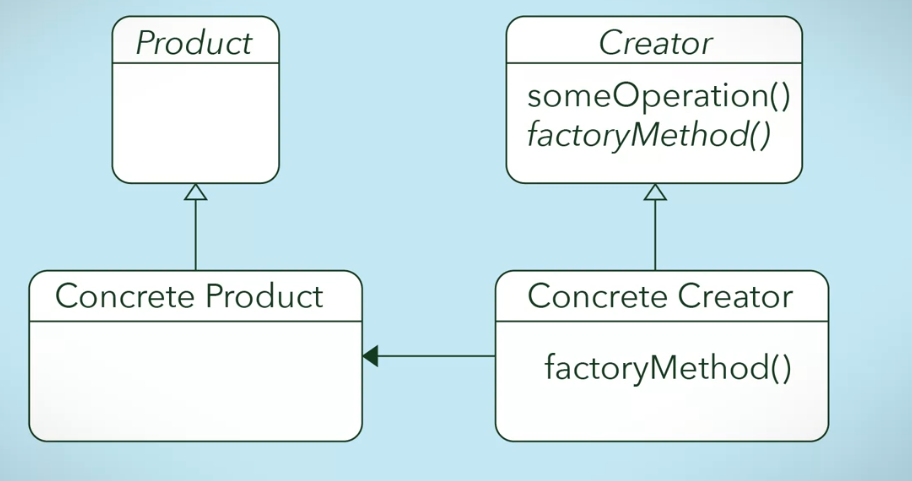


* Each subclass must define its OWN createKnife method

UML



General UML



* Creator – abstract palang/general palang
* Concrete Creator – instantiation na

