

Abstract Factory Pattern defined

We're adding yet another factory pattern to our pattern family, one that lets us create families of products. Let's check out the official definition for this pattern:

The Abstract Factory Pattern provides an interface for creating families of related or dependent objects without specifying their concrete classes.

We've certainly seen that Abstract Factory allows a client to use an abstract interface to create a set of related products without knowing (or caring) about the concrete products that are actually produced. In this way, the client is decoupled from any of the specifics of the concrete products. Let's look at the class diagram to see how this all holds together:

