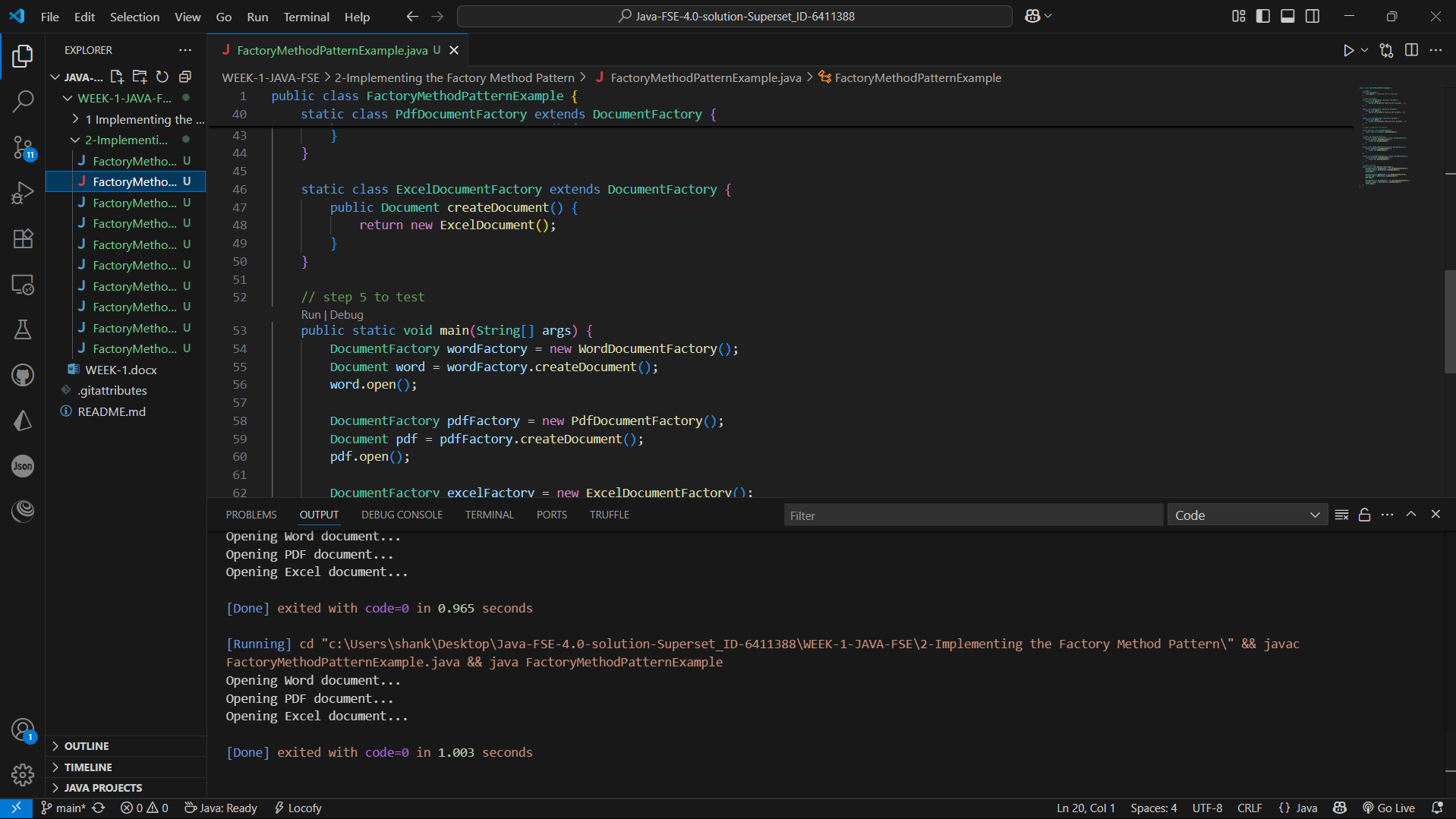
Exercise 2: Implementing the **Factory Method Pattern**

The Factory Pattern is a creational design pattern that provides an interface for creating objects but allows subclasses or implementing classes to decide which class to instantiate. It encapsulates the object creation logic within a separate factory class, providing a common interface for creating objects without exposing the instantiation logic to the client.

Refer repository for code

**OUTPUT:**

****