

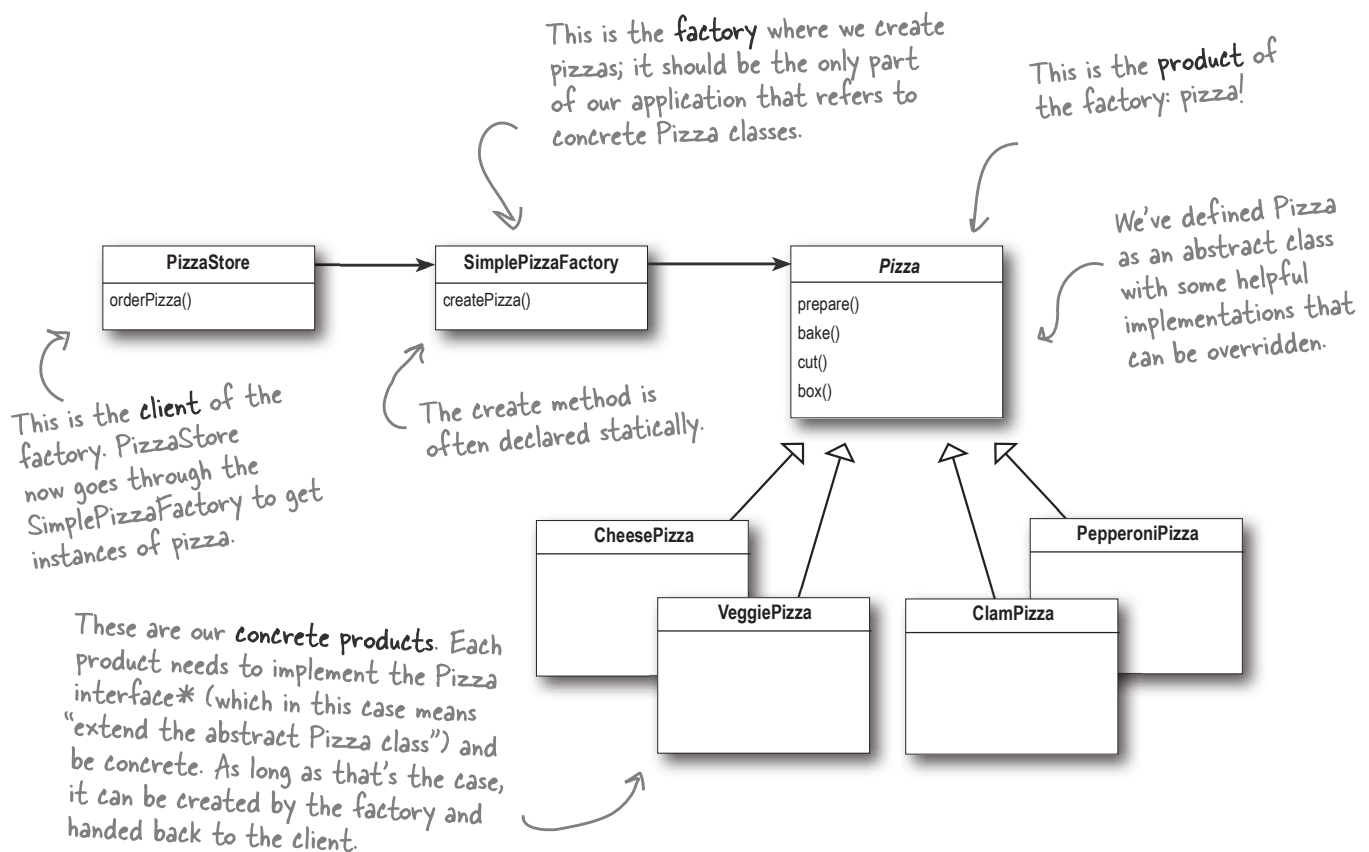
The Simple Factory defined

The Simple Factory isn't actually a Design Pattern; it's more of a programming idiom. But it is commonly used, so we'll give it a Head First Pattern Honorable Mention. Some developers do mistake this idiom for the Factory Pattern, but the next time that happens you can subtly show you know your stuff; just don't strut as you educate them on the distinction.



**Pattern
Honorable
Mention**

Just because Simple Factory isn't a REAL pattern doesn't mean we shouldn't check out how it's put together. Let's take a look at the class diagram of our new Pizza Store:



Think of Simple Factory as a warm-up. Next, we'll explore two heavy-duty patterns that are both factories. But don't worry, there's more pizza to come!

*Just another reminder: in design patterns, the phrase "implement an interface" does NOT always mean "write a class that implements a Java interface, by using the 'implements' keyword in the class declaration." In the general use of the phrase, a concrete class implementing a method from a supertype (which could be a abstract class OR interface) is still considered to be "implementing the interface" of that supertype.