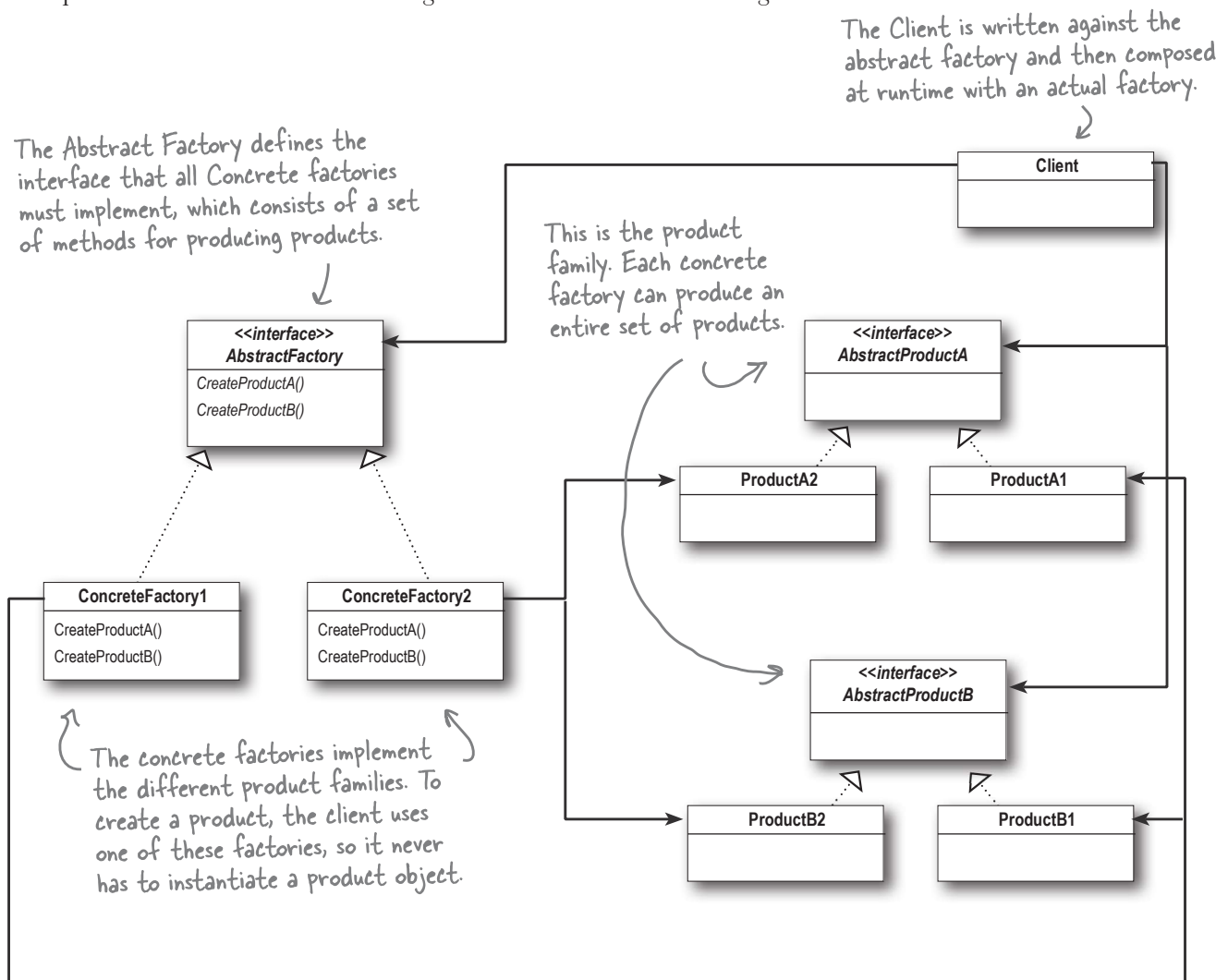


## Abstract Factory Pattern defined

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.

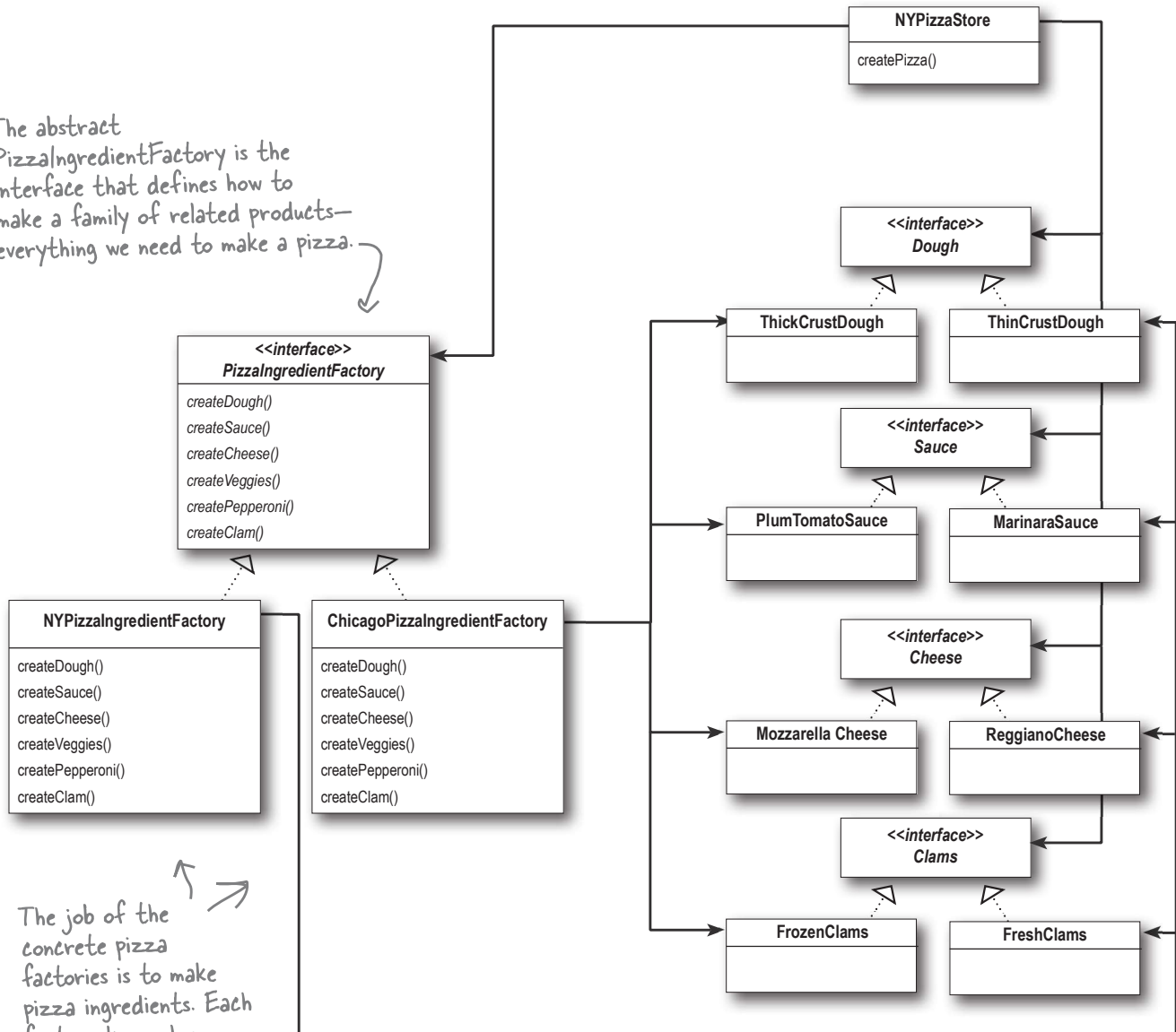
We've certainly seen that Abstract Factory allows a client to use an abstract interface to create a set of related products without knowing (or caring) about the concrete products that are actually produced. In this way, the client is decoupled from any of the specifics of the concrete products. Let's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



**That's a fairly complicated class diagram; let's look at it all in terms of our PizzaStore:**

The clients of the Abstract Factory are the two instances of our PizzaStore, NYPizzaStore and ChicagoStylePizzaStore.

The abstract PizzaIngredientFactory is the interface that defines how to make a family of related products—everything we need to make a pizza.



The job of the concrete pizza factories is to make pizza ingredients. Each factory knows how to create the right objects for its region.

Each factory produces a different implementation for the family of products.



I noticed that each method in the Abstract Factory actually looks like a factory method (`createDough()`, `createSauce()`, etc.). Each method is declared abstract and the subclasses override it to create some object. Isn't that a factory method?

### Is that a factory method lurking inside the Abstract Factory?

Good catch! Yes, often the methods of an Abstract Factory are implemented as factory methods. It makes sense, right? The job of an Abstract Factory is to define an interface for creating a set of products. Each method in that interface is responsible for creating a concrete product, and we implement a subclass of the Abstract Factory to supply those implementations. So, factory methods are a natural way to implement your product methods in your abstract factories.



## Patterns Exposed

This week's interview:

**Factory Method and Abstract Factory, on each other**

**HeadFirst:** Wow, an interview with two patterns at once! This is a first for us.

**Factory Method:** Yeah, I'm not so sure I like being lumped in with Abstract Factory, you know. Just because we're both factory patterns doesn't mean we shouldn't get our own interviews.

**HeadFirst:** Don't be miffed, we wanted to interview you together so we could help clear up any confusion about who's who for the readers. You do have similarities, and I've heard that people sometimes get you confused.

**Abstract Factory:** It's true, there have been times I've been mistaken for Factory Method, and I know you've had similar issues, Factory Method. We're both really good at decoupling applications from specific implementations; we just do it in different ways. So I can see why people might sometimes get us confused.

**Factory Method:** Well, it still ticks me off. After all, I use classes to create and you use objects; that's totally different!