Abstract Factory:

Idea:

It is main idea is to create families of objects not just one family like the factory pattern.

It uses the idea of the factory pattern but to create factories and each factory will create different family of objects

(see Docs of Factory pattern)

Importance:

Really helpful at runtime creation of objects just like the factory pattern but in a more extended way

When to use:

When you have different families of objects you need to create at run time

Limitations:

It may make the code complicated sometimes and objects created by the factory must follow a common interface