Factory Design pattern:

It is used to create objects at run time depending on some situations and we can refer to the created objects via a common interface

Importance:

* Really helpful at constructing objects at run time like shape drawer software . we do not know ahead of time what a client may draw
* A program is via an interface not a class

Limitations:

* Objects are tied to follow the same interface so we can not produce an object of another interface (consider a diary factory which creates different classes of objects, and they don’t follow the same interface)

This limitation is solved in Abstract factory Design pattern

Notes:

The factory class may have other responsibilities in the System.