

## Design Pattern

### Factory

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```
public class Car {
    private String type;
    private double speed;
    private String comment;
    private int year;

    public Car(int year) {
        this.year = year;
    }

    public void setType(String type) {
        this.type = type;
    }

    public void setSpeed(double speed) {
        this.speed = speed;
    }

    public void setComment(String comment) {
        this.comment = comment;
    }

    public String toString() {
        return type + " - " + speed + " - " + comment + " - " + year;
    }
}

public class CarFactory {
    public static Car buildCorvette(int year) {
        Car car = new Car(year);

        car.setType("Corvette");
        car.setSpeed(250);
        car.setComment("Corvette comment");

        return car;
    }

    public static Car buildToyota(int year) {
        Car car = new Car(year);

        car.setType("Toyota");
        car.setSpeed(200);
        car.setComment("Toyota comment");

        return car;
    }
}
```

```
import java.util.ArrayList;

public class Application {
    public static void main(String... args) {
        ArrayList<Car> cars = new ArrayList<>();

        cars.add(CarFactory.buildCorvette(1999));
        cars.add(CarFactory.buildToyota(2011));

        for (Car car : cars)
            System.out.println(car);
    }
}
```