



Factory

→ A component responsible solely for the wholesale (not piecewise) creation of objects

⇒ Used when object creation logic become too convoluted.

Example:

Class Point {

Private:

Point(float x, float y): x(x), y(y) { }

Public:

Static Point NewCartesian (float x, float y) {

return {x, y};

}

Static Point NewPolar (float r, float theta) {

return { r \* cos(theta), r \* sin(theta) };

} }



## \* Separation of Concern

↳ Separate Point Factory for Construction of Point.

## \* Abstract Factory

↳ Hierarchies of factories can be used to create related objects.

