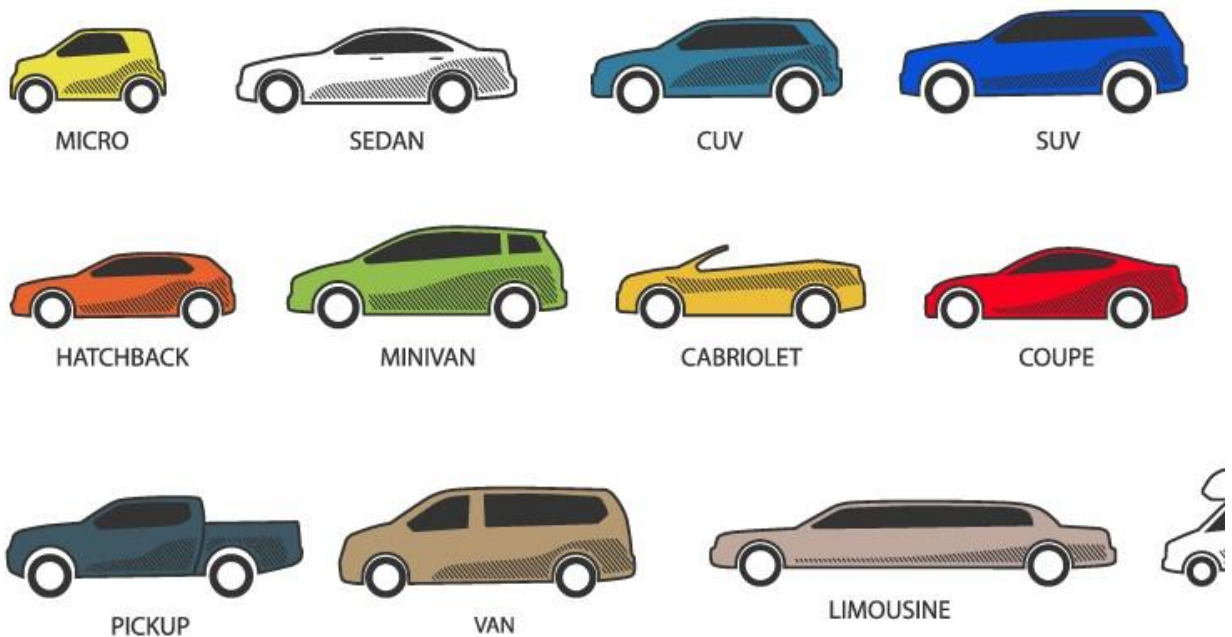


Design patterns (Template method)

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Problem 1:

You are writing a program to create cars based on their body type. You can create different cars by body type such as coupe, sedan, van, etc.



You will notice that the general process for creating machines is the same. But some processes like the design of the machine or its production are different. You need to create a program using the template method.

When in classes that implement a similar algorithm, code duplication occurs. Moving common code into a template method will reduce duplication in subclasses.