



Lecture 19: Factory Pattern

IN628: Programming 4

Semester One, 2020

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FACTORY PATTERN: GoF

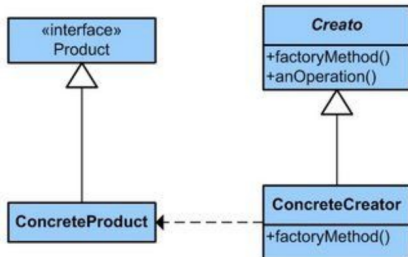
► GoF definition & UML

Factory Method

Type: Creational

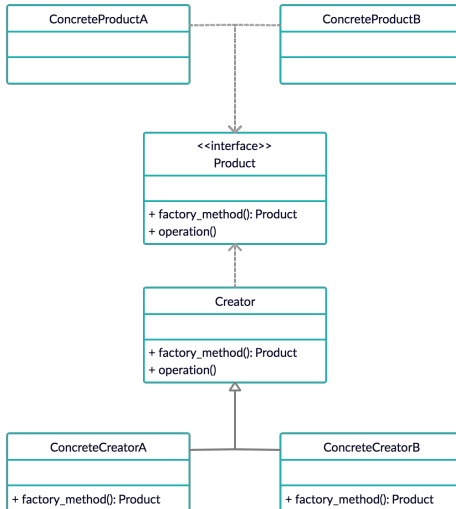
What it is:

Define an interface for creating an object, but let subclasses decide which class to instantiate. Lets a class defer instantiation to subclasses.



FACTORY PATTERN: UML

- Consider the following UML diagram:



FACTORY PATTERN: IMPLEMENTATION

```
from abc import ABC, abstractmethod

class Shape(ABC):
    @abstractmethod
    def draw(self):
        pass

class Circle(Shape):
    def draw(self):
        print('Drawing a circle')

class Triangle(Shape):
    def draw(self):
        print('Drawing a triangle')

class ShapeFactory:
    def get_shape(self, type):
        return Circle() if type == 'circle' else Triangle()

def main():
    shape_factory = ShapeFactory()
    circle = shape_factory.get_shape('circle')
    triangle = shape_factory.get_shape('triangle')
    circle.draw()
    triangle.draw()

if __name__ == '__main__':
    main()
```

FACTORY PATTERN: IMPLEMENTATION

```
from abc import ABC, abstractmethod

class ShapeFactory(ABC):
    @abstractmethod
    def factory_method(self):
        pass

    def draw(self):
        return self.factory_method().draw()

class CircleFactory(ShapeFactory):
    def factory_method(self):
        return Circle()

class Shape(ABC):
    @abstractmethod
    def draw(self):
        pass

class Circle(Shape):
    def draw(self):
        print('Drawing a circle')

def main():
    circle_factory = CircleFactory()
    circle_factory.draw()

if __name__ == '__main__':
    main()
```

FACTORY PATTERN: APPLICABILITY

- ▶ IDbCommand.CreateCommand - ADO.NET
- ▶ createElement - HTML5 DOM API
- ▶ javax.xml.parsers - Java
- ▶ QMainWindow::createPopupMenu - Qt

FACTORY PATTERN: PROS

- ▶ Avoid coupling between the creator & concrete classes
- ▶ New products can be introduced without having to change the client's code
- ▶ All the creation code can be in one place in the program

FACTORY PATTERN: CONS

- ▶ Application is complicated as new subclasses are introduced

PRACTICAL

- ▶ Series of tasks covering today's lecture
- ▶ Worth 1% of your final mark for the Programming 4 course
- ▶ Deadline: Friday, 12 June at 5pm