

Design Patterns - Factory Method Pattern

Exercises

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Exercise #1

1. Create an abstract class called **SpaceShip** which will simulate a spaceship for a video game.
 - a. You can assume such simple properties as:
 - i. position, size, displayName, speed
 - b. Create a number of concrete classes such as:
 - i. **MilleniumFalcon**
 - ii. **UNSCInfinity**
 - iii. **USSEnterprise**
 - iv. **Serenity**
 - c. Using the **Simple Factory Method** create a factory implementation that will create each of these instances.

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Exercise #2

1. You can try to implement the exact factory from Exercise#1 but using the classic Factory Method Pattern.
 - a. This entails that you need to create a specific factory for each of the concrete **SpaceShip** class types.
 - b. When you need to create for example **USSEnterprise** you will in fact delegate to **USSEnterpriseFactory**
 - c. This means that the creation will need to be in some sort of switch to sort out which factory to use.

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Good Luck!