



# **Chapter 1 - part 6 : Abstract Factory Design Pattern**

Presented by: Salima HASSAINE,

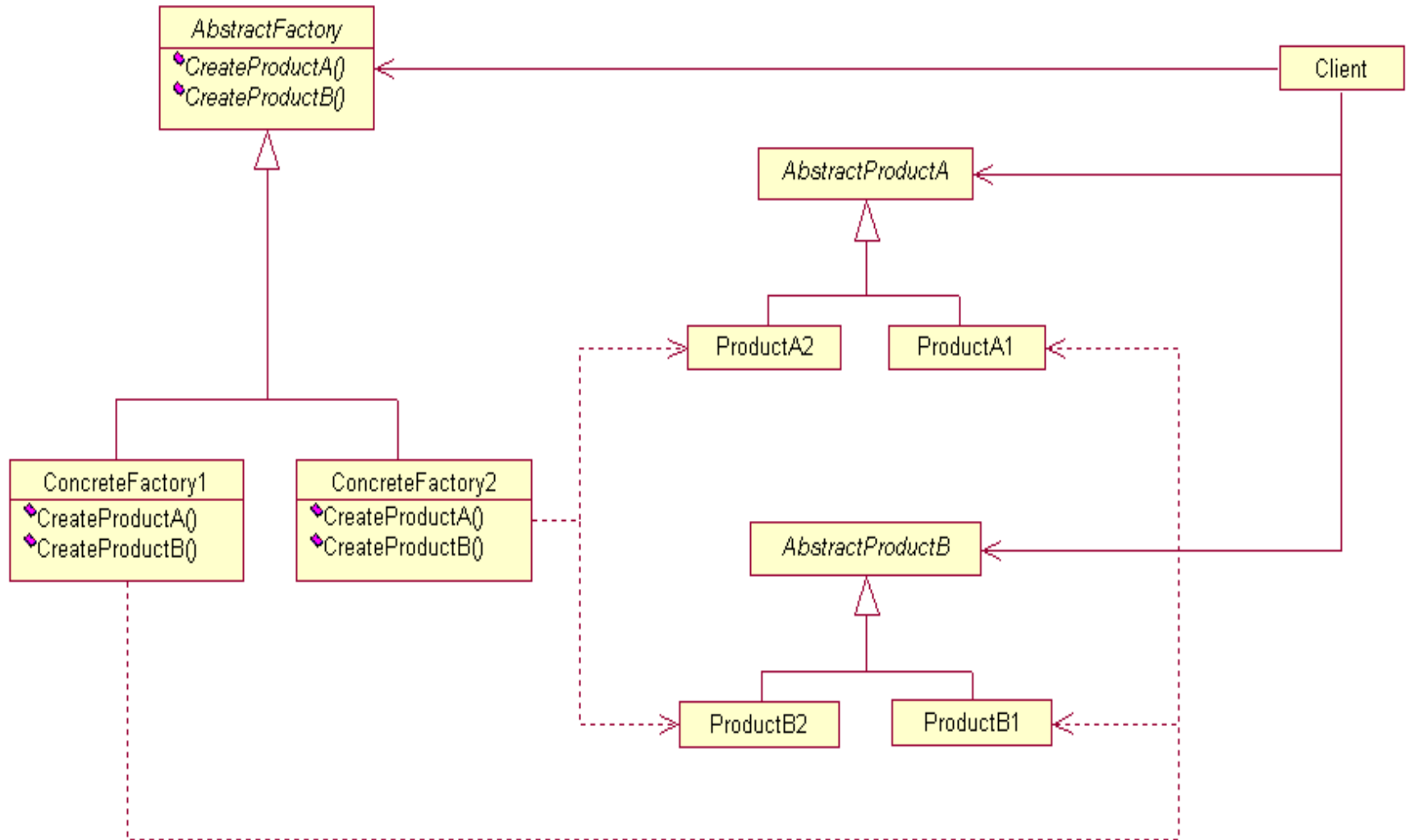
# Abstract Factory

**Abstract Factory is creational design pattern.**

Example: Implement a user interface toolkit that supports multiple looks and feel standards such as Windows 95 or MacOS.

How can you write a single user interface and make it portable across the different look and feel standards for these window managers?

# Example 1: Abstract Factory

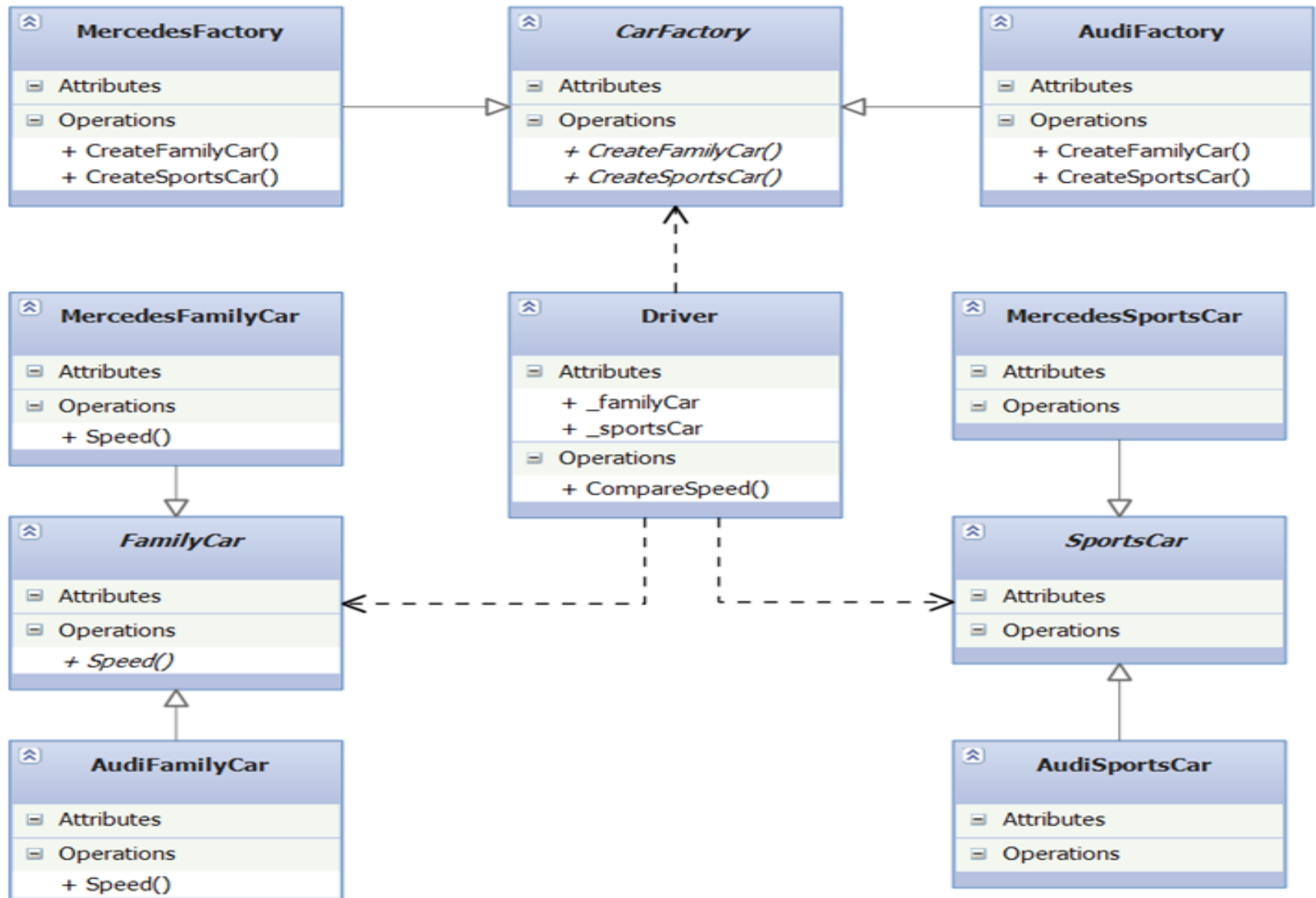


# Abstract Factory

The abstract factory class defines the abstract methods that have to be implemented by concrete Factory classes. It serves as interface and contract definition.

The concrete factory classes contain the real implementation that define which classes are created during run-time.

# Example 2: Abstract Factory



# Questions?

