

简单工厂设计模式

核心：根据用户的输入创建对象赋值给父类

```
namespace 简单工厂设计模式{
    class MainFunction{
        static void Main(string[] args){
            System.Console.WriteLine("请输入您想要的笔记本品牌:");
            string brand = Console.ReadLine();
            Notebook nb = GetNoteBook(brand);
            nb.SayHello();
        }

        // 简单工厂的核心，根据用户的输入创建对象赋值给父类
        public static Notebook GetNoteBook(string brand){
            Notebook nb = null;
            switch (brand){
                case "Lenovo":
                    nb = new Lenovo();
                    break;
                case "Acer" :
                    nb = new Acer();
                    break;
                case "IBM" :
                    nb = new IBM();
                    break;
                case "Dell" :
                    nb = new Dell();
                    break;
            }
            return nb;
        }
    }

    public abstract class Notebook{        //笔记本抽象类
        public abstract void SayHello();
    }
    public class Acer : Notebook{
        public override void SayHello()
        {
            System.Console.WriteLine("我是宏碁笔记本");
        }
    }
    public class Dell : Notebook{
        public override void SayHello()
        {
            System.Console.WriteLine("我是戴尔笔记本");
        }
    }
    public class IBM : Notebook{
```

```
        public override void SayHello()
        {
            System.Console.WriteLine("我是IBM电脑");
        }
    }
    public class Lenovo : Notebook{
        public override void SayHello()
        {
            System.Console.WriteLine("我是联想笔记本,你联想也别想");
        }
    }
}
```