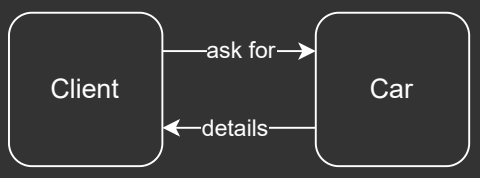
Factory Abstraction Pattern with Decorator

Developer Oath's

- Must write loosely coupled code
- Must return abstract object
- Reuse-ability
- Follow SOLID principle

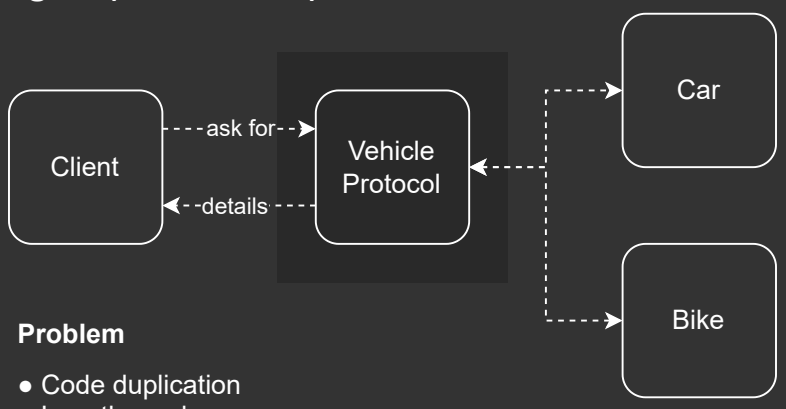
Stage 1



Problem

- Tightly coupled code
- Return concrete object

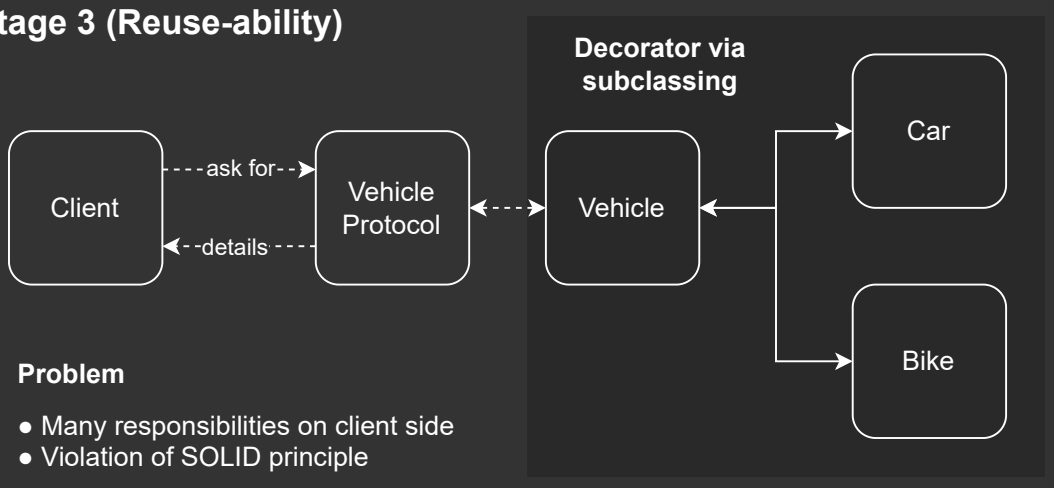
Stage 2 (Abstraction)



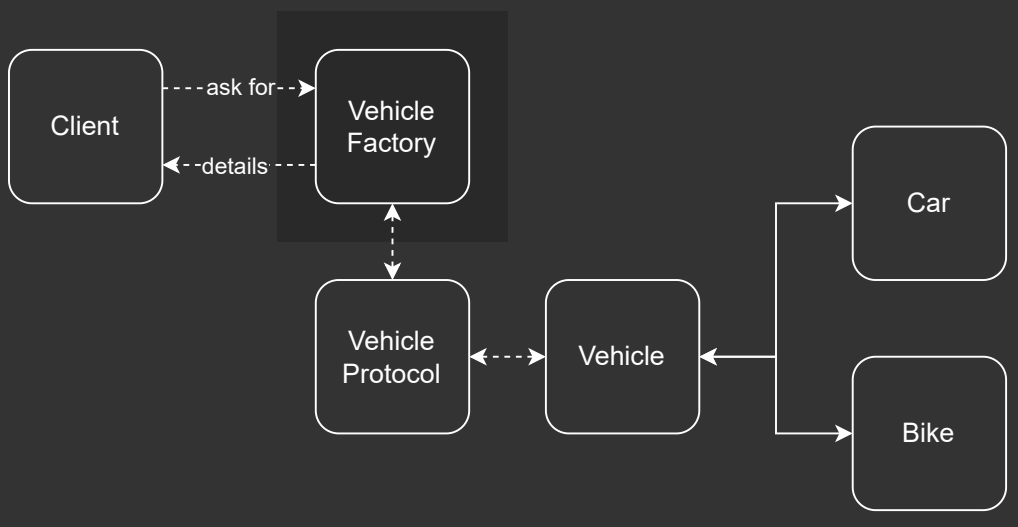
Problem

- Code duplication
- Lengthy code

Stage 3 (Reuse-ability)



Problem

- Many responsibilities on client side
- Violation of SOLID principle

Stage 4 (Factory)