Factory Pattern

Abstract Factory Method

class pizzaStore

{

orderPizza(string type){

Pizza p;

|  |  |
| --- | --- |
| if(type=cheese)  p = new CheesePizza();  if(type=oregano)  p=new oregano(); | PizzaFactory pfact=new PizzaFactory()  P=pfact.createPizza(type) |

p.toppings();

p.bake();

p.cut

return p;

}

}

This class is not closed for modification. If new pizza type is added we need to add new conditions.

Class pizzaFactory(){

createPizza()

{

if(type=cheese)

p = new CheesePizza();

if(type=oregano)

p=new oregano();

}

}

We created a factory that gives the pizza objects.

**Abstract Factory Method**