Week 8 Lab: Factory Pattern

LCSCI5202: Object Oriented Design Week 8

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Lab Task

- Now that you have a working Pet store system, your next task is to incorporate the factory pattern to streamline item creation.

- This update will allow your game to dynamically create specific item types without exposing the instantiation logic directly in the main code.

- Refactor your code so that all items are created through a factory. Design an ItemFactory class that will determine the type of item to create based on name.

- Modify your PetStoreManager to request items from the ItemFactory rather than creating items directly.

- Update your UML class diagram to include the factory class, showing how it relates to your existing item classes.