

# **FACTORY METHOD**

Design Pattern





#### **INTERNATIONAL ISLAMIC UNIVERSITY ISLAMABAD**

# Report

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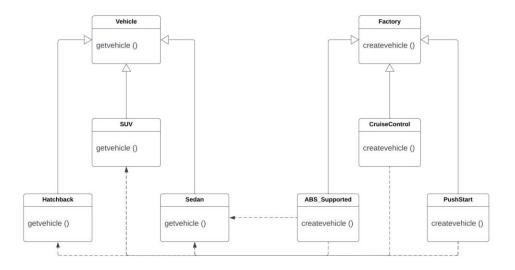
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## **Class Diagram:**



Consider the case of a vehicle manufacturing company that engineers' different types of vehicles, SUV, Sedan, Hatchback etc. The method (Factory method) to engineer each type of vehicle would be based on different features, ABS, Cruise Control, Engine Capacity, Hybrid, Echo Mode, Push-Start etc.

#### **Source Code:**

```
Factory[] Vehicles = new Factory[3];
        Vehicles[0] = new ABS_Supported();
        Vehicles[1] = new CruiseControl();
        Vehicles[2] = new PushStart();
        foreach (Factory vehicleFactory in Vehicles)
            Console.WriteLine("\n" + vehicleFactory.GetType().Name + "--");
            foreach (Vehicle veh in vehicleFactory.vehicles)
                Console.WriteLine(" " + veh.GetType().Name);
        }
    }
}
abstract class Vehicle
}
class SUV : Vehicle
class Sedan : Vehicle
class hatchback : Vehicle
abstract class Factory
    private List<Vehicle> _vehicles = new List<Vehicle>();
    public Factory()
        this.createVehicle();
    public List<Vehicle> vehicles
        get { return _vehicles; }
    public abstract void createVehicle();
class ABS_Supported : Factory
    public override void createVehicle()
    {
        vehicles.Add(new SUV());
        vehicles.Add(new Sedan());
    }
}
class CruiseControl : Factory
    public override void createVehicle()
    {
        vehicles.Add(new Sedan());
        vehicles.Add(new hatchback());
    }
}
class PushStart : Factory
```

```
{
    public override void createVehicle()
    {
        vehicles.Add(new hatchback());
        vehicles.Add(new SUV());
        vehicles.Add(new Sedan());
    }
}
```

### **Output:**

