Abstract Factory Pattern

Diffrent kind of *Chair* implementations

<<Interface>>
IChair

+ get_dimensions()

implements   implements

SmallChair

+ get_dimensions()

MediumChair

+ get_dimensions()

BigChair

+ get_dimensions()

creates

ChairFactory

+ get_chair(chair_type: str)

uses

<<Interface>>
IFurnitureFactory

+ get_furniture(furniture_type: str)

FurnitureFactory

+ get_furniture(furniture_type: str)

Diffrent kind of *Table* implementations

<<Interface>>
ITable

+ get_dimensions()

implements   implements

SmallChair

+ get_dimensions()

MediumChair

+ get_dimensions()

BigChair

+ get_dimensions()

creates

TableFactory

+ get_table(chair_type: str)

uses