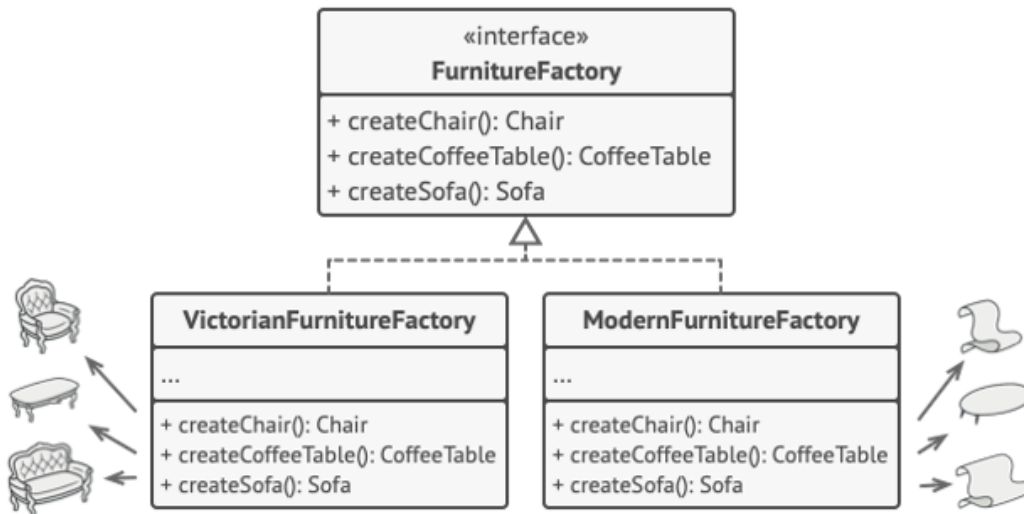


# Intent

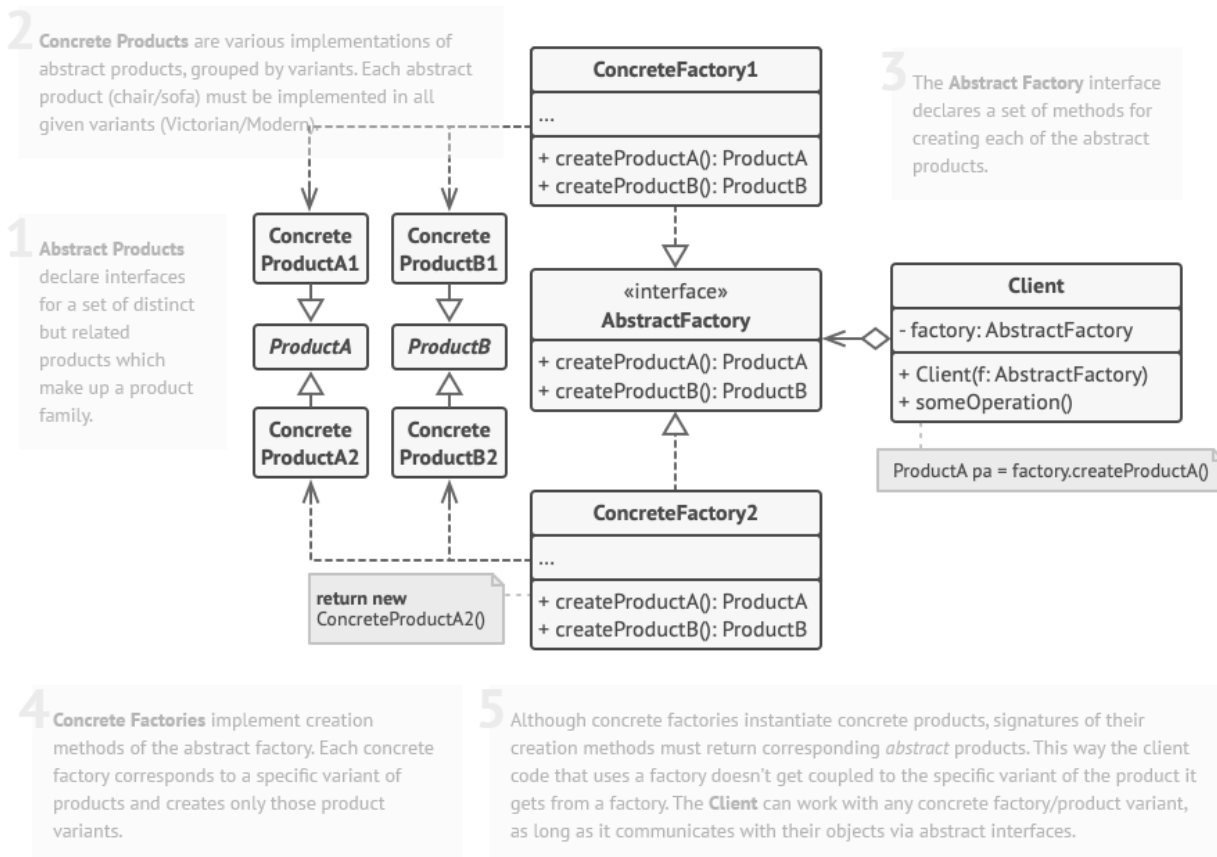
**Abstract Factory** is a creational design pattern that lets you produce families of related objects without specifying their concrete classes.

Usage example



*Each concrete factory corresponds to a specific product variant.*

# Structure



## **Applicability**

Use the Abstract Factory when your code needs to work with various families of related products, but you don't want it to depend on the concrete classes of those products—they might be unknown beforehand or you simply want to allow for future extensibility.