CODE EXAMPLES

FACTORY

**class** **Stooge**

{

**public**:

*// Factory Method*

**static** Stooge \*make\_stooge(int choice);

**virtual** void slap\_stick() = 0;

};

int **main**()

{

vector<Stooge\*> roles;

int choice;

**while** (**true**)

{

cout << "Larry(1) Moe(2) Curly(3) Go(0): ";

cin >> choice;

**if** (choice == 0)

**break**;

roles.push\_back(Stooge::make\_stooge(choice));

}

**for** (int i = 0; i < roles.size(); i++)

roles[i]->slap\_stick();

**for** (int i = 0; i < roles.size(); i++)

**delete** roles[i];

}

**class** **Larry**: **public** Stooge

{

**public**:

void slap\_stick()

{

cout << "Larry: poke eyes\n";

}

};

**class** **Moe**: **public** Stooge

{

**public**:

void slap\_stick()

{

cout << "Moe: slap head\n";

}

};

**class** **Curly**: **public** Stooge

{

**public**:

void slap\_stick()

{

cout << "Curly: suffer abuse\n";

}

};

Stooge \***Stooge::make\_stooge**(int choice)

{

**if** (choice == 1)

**return** **new** Larry;

**else** **if** (choice == 2)

**return** **new** Moe;

**else**

**return** **new** Curly;

}