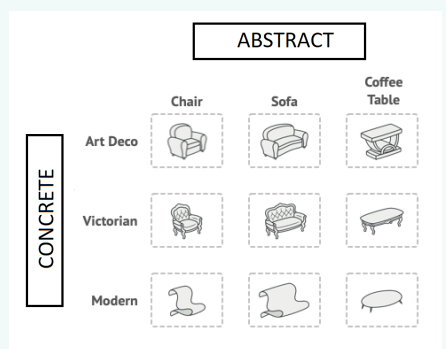


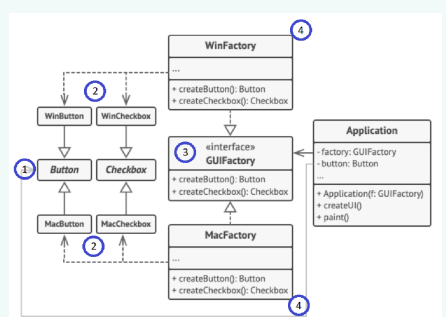
### Creational Pattern - Abstract Factory

- |                      |                                                            |
|----------------------|------------------------------------------------------------|
| 1) Abstract Products | Set of distinct but related products                       |
| 2) Concrete Products | Variants of abstract products                              |
| 3) Abstract Factory  | Declares set of methods for creating each abstract product |
| 4) Concrete Factory  | Implement creation methods of the abstract factory         |

#### Example 1



#### Example 2



#### Example 3

```
interface GUIFactory is
method createButton():Button
method createCheckbox():Checkbox
```

```
class WinFactory implements GUIFactory is
method createButton():Button is
return new WinButton()
method createCheckbox():Checkbox is
return new WinCheckbox()
```

```
class MacFactory implements GUIFactory is
method createButton():Button is
return new MacButton()
method createCheckbox():Checkbox is
return new MacCheckbox()
```

```
interface Button is
method paint()
```

```
class WinButton implements Button is
method paint() is
// Render a button in Windows style.
```

```
class MacButton implements Button is
method paint() is
// Render a button in macOS style.
```

```
interface Checkbox is
method paint()
```

```
class WinCheckbox implements Checkbox is
method paint() is
// Render a checkbox in Windows style.
```

```
class MacCheckbox implements Checkbox is
method paint() is
// Render a checkbox in macOS style.
```



By [FreddyAlmeida](#)

[cheatography.com/freddyalmeida/](https://cheatography.com/freddyalmeida/)

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