

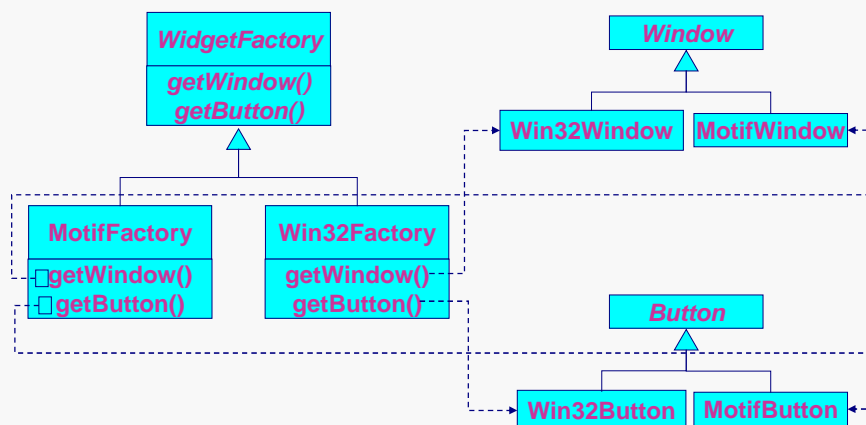
The Abstract Factory groups part creation for a family of parts so the family can be changed.

- § Define an common interface for each family element that the application uses
- § Define a class that is responsible for creating all elements in the family via a factory method for each element
- § Application instantiates desired factory

1



Example: WidgetFactory



2

