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| **FactoryMethodEx.java** | |
| **Line** | **Code** |
| **1**  **2**  **3**  **4**  **5**  **6**  **7**  **8**  **9**  **10**  **11**  **12**  **13**  **14**  **15**  **16**  **17**  **18**  **19**  **20**  **21**  **22**  **23**  **24**  **25**  **26**  **27**  **28**  **29**  **30**  **31**  **32**  **33**  **34**  **35**  **36**  **37**  **38**  **39**  **40**  **41**  **42**  **43**  **44**  **45**  **46**  **47**  **48**  **49**  **50**  **51**  **52**  **53**  **54**  **55** | **package** Creational;  **interface** SoundCard{  **void** Play();  **void** Stop();  **void** FF();  **void** Rev();  **void** Pause();  }  **class** SoundBluster **implements** SoundCard{  **@Override** **public void** Play(){System.out.print("SoundBluster:Play");}  **@Override** **public void** Stop(){System.out.print("SoundBluster:Stop");}  **@Override** **public void** FF(){System.out.print("SoundBluster:FF");}  **@Override** **public void** Rev(){System.out.print("SoundBluster:Rev");}  **@Override** **public void** Pause(){System.out.print("SoundBluster:Pause");}  }  **class** SoundCardX **implements** SoundCard{  **@Override** **public void** Play(){System.out.print("SoundCardX:Play");}  **@Override** **public void** Stop(){System.out.print("SoundCardX:Stop");}  **@Override** **public void** FF(){System.out.print("SoundCardX:FF");}  **@Override** **public void** Rev(){System.out.print("SoundCardX:Rev");}  **@Override** **public void** Pause(){System.out.print("SoundCardX:Pause");}  }  **interface** SoundCardProvider{  SoundCard getSoundCard(**double** price);  }  **class** SengHeng **implements** SoundCardProvider{  **@Override**  **public** SoundCard getSoundCard(**double** price){  **if**(price>100) **return new** SoundBluster();  **else return new** SoundCardX();  }  }  **class** HarveyNorman **implements** SoundCardProvider{  **@Override**  **public** SoundCard getSoundCard(**double** price){  **if**(price>120) **return new** SoundBluster();  **else return new** SoundCardX();  }  }  **public class** FactoryMethodEx {  **public static void** main(String[] args) {  SoundCardProvider cardProvider = **new** SengHeng();  SoundCard soundCard = cardProvider.getSoundCard(90);  soundCard.Play();  soundCard.Pause();  soundCard.Stop();  }  } |