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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(); }} |