Factory Method Pattern Tutorial
Written Date: September 28, 2009

This tutorial is aimed to guide the definition and application of Gang of Four (GoF) factory design pattern. By reading this tutorial, you will know how to develop a model for the factory pattern, and how to apply it in practice.

**Modeling Design Pattern with Class Diagram**

1. Create a new project Design Patterns.
2. Create a class diagram Factory Method.
3. Select Class from diagram toolbar. Click on diagram to create a class. Name it as Product.
4. Set the Product class abstract by right clicking on it and selecting Model Element Properties > Abstract from the popup menu.

5. Move the mouse cursor over the Product class, and drag out Generalization > Class to create a subclass ConcreteProduct.

6. Create a class Creator, and set it as abstract.

7. Right-click on the Creator class, and select Add > Operation from the popup menu.

8. Name the operation FactoryMethod(), and make it return Product.

9. Right-click on FactoryMethod(), and select Model Element Properties > Abstract to set it as abstract.
10. Add a non abstract operation `AnOperation()` to `Creator`.

```
+ FactoryMethod() : Product
+ AnOperation()
```

11. Move the mouse cursor over the `Creator` class, and drag out Generalization > Class to create a subclass `ConcreteCreator`.

12. Make `ConcreteCreator` inherit the abstract operations provided from `Creator` by right clicking on `ConcreteCreator`, and selecting Related Elements > Realize all Interfaces from the popup menu.

```
+ FactoryMethod() : Product
+ AnOperation()
```

13. In practice, the `FactoryMethod` in `ConcreteCreator` is expected to return an instance of `ConcreteProduct`. Therefore, add a dependency between `ConcreteCreator` and `ConcreteProduct`. Move the mouse cursor over the `ConcreteCreator` class, and drag out Dependency > Class to `ConcreteProduct`. Up to now, the diagram should look like this:
14. There may be more than one operations in the *Creator* class. To represent this, stereotype the *Creator* class as **PTN Members Creatable**. Right-click on *Creator* class and select **Stereotypes > Stereotype** from the popup menu.
15. In the **Stereotypes** tab of class specification, select **PTN Members Creatable** and click > to assign it to the class. Click **OK** to confirm.

16. The **Product** class should also have its own operations. Repeat step 14 and 15 to stereotype it as **PTN Members Creatable**.

17. There may be multiple concrete products and creator. Let's repeat step 14 and 15 to stereotype **ConcreteProduct** and **ConcreteCreator** as **PTN Cloneable**. The diagram should look like this:

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**Defining Pattern**
1. Select all classes on the class diagram.

2. Right-click on the selection and select **Define Design Pattern**... from the popup menu.

3. In the Define Design Pattern dialog box, specify the pattern name **Factory Method**. Keep the file name as is. Click **OK** to proceed.

**Applying Design Pattern on Class Diagram**

In this section, we will try to make use of the factory method pattern to model a part of a text editor.

1. Create a new project **Text Editor**

2. Create a class diagram **Domain Model**.
3. Right-click on the class diagram and select **Utilities > Apply Design Pattern...** from the popup menu.

4. In the **Design Pattern** dialog box, select **Factory Method** from the list of patterns.
5. Click on **Product** in the overview.

6. Rename it to **TextDocument** at the bottom pane.

7. Click on +, and select **New Operation**... from the popup menu. We shall create the operations available in the **TextDocument** class.
8. In the **Operation Specification** dialog box, enter *Open* as operation name.

![Operation Specification dialog box](image1)

9. Repeat step 7 and 8 to create operations *close*, *save*, *reopen*.

![Diagram](image2)

10. Click on *ConcreteProduct* in the overview.
11. Rename `ConcreteProduct` to `PlainTextDocument`.

12. We need to process one more document type for RTF document. Keep `ConcreteProduct` selected and click the + button, then select `Clone...` in the popup menu.

13. Enter 1 to be the number of classes of clone. Click `OK` to confirm.

14. Enter `RTFDocument` as class name.

15. Select the `Creator` class in overview.
16. Rename Creator to TextEditor, operations FactoryMethod to createDoc, AnOperation to newDoc.

17. We need more operations. Click on +, then select New Operation... from the popup menu.

18. In the Operation Specification dialog box, enter loadDoc as name.
19. Repeat the previous steps to create operations closeDoc, saveDoc, reopenDoc.

20. Select ConcreteCreator. Rename ConcreteCreator to MyTextEditor and operation FactoryMethod to createDoc.

21. Click OK to confirm editing and apply the pattern to diagram.

22. Tidy up the diagram. It should become:

Resources
1. Design Patterns.vpp
2. Factory Method.pat
Related Links

- Full set of UML tools and UML diagrams

Visual Paradigm home page
(https://www.visual-paradigm.com/)

Visual Paradigm tutorials
(https://www.visual-paradigm.com/tutorials/)