

# Use a class factory

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/*
C#: The Complete Reference
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Publisher: Osborne/McGraw-Hill (March 8, 2002)
ISBN: 0072134852
*/

// Use a class factory.

using System;

class MyClass {
int a, b; // private

// Create a class factory for MyClass.
public MyClass factory(int i, int j) {
MyClass t = new MyClass();

t.a = i;
t.b = j;

return t; // return an object
}

public void show() {
Console.WriteLine("a and b: " + a + " " + b);
}

}

public class MakeObjects {
public static void Main() {
MyClass ob = new MyClass();
int i, j;

// generate objects using the factory
```

```
for(i=0, j=10; i < 10; i++, j--) { MyClass anotherOb =  
ob.factory(i, j); // make an object anotherOb.show(); }  
Console.WriteLine(); } } [/csharp]
```