

# Use a static class factory

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/*
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*/

// Use a static class factory.

using System;

class MyClass {
int a, b;

// Create a class factory for MyClass.
static 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 MakeObjects1 {
public static void Main() {
int i, j;

// generate objects using the factory
for(i=0, j=10; i < 10; i++, j--) { MyClass ob =
```

```
MyClass.factory(i, j); // get an object ob.show(); }  
Console.WriteLine(); } } [/csharp]
```