```
        else
            return new addButterfly(y);    //get add/sub class
    }
}
```

Thought Questions

1. Consider a personal checkbook management program such as Quicken. It manages several bank accounts and investments and can handle your bill paying. Where could you use a Factory pattern in designing a program like that?
2. Suppose that you are writing a program to assist homeowners in designing additions to their houses. What objects might a Factory pattern be used to produce?

Programs on the CD-ROM

Program	Description
`\Base Factory\`	Illustrates the Namer factory.
`\FactoryIllustration\`	A simple prototype showing a Simple Factory pattern.
`\FFT\`	Illustrates the use of the Simple Factory in FFT.