Paul Marcotte on Transient Factories

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Just a note to say that Paul Marcotte has written an interesting blog post describing a ColdFusion component which is an implementation of a Factory Pattern. This component can be used to centralize creation of transient objects in your model. He has included a description of the usage of the component that he wrote (with a tiny bit of input from me), as well as a download of that component. I am using this Transient Factory inside my own validation framework and have found it to be very useful.

I believe the component will also be available on RIAForge in the not too distant future.