

# Strategy Pattern

By definition, Strategy design pattern allows an object to change its behavior when it's internal state changes. The object will appear to change its class. The Strategy design pattern enables a client to choose which algorithm to use from a family of algorithms and gives it a simple way to access it. The algorithms can also be expressed independently of the data they are using. Following is the variant of Strategy Pattern given below:

## Flexible Strategy Pattern [77]

This variant advocates to use multiple classes in the sense that there is only difference in presentation behavior can adopt strategy pattern. Dynamic conditions determine which behavior to execute at run time; needs different strategy at different scene; strategy may be implemented by other approach in the future; hidden the concrete implementation's detail to client. Following is the UML Diagram of Strategy Pattern:

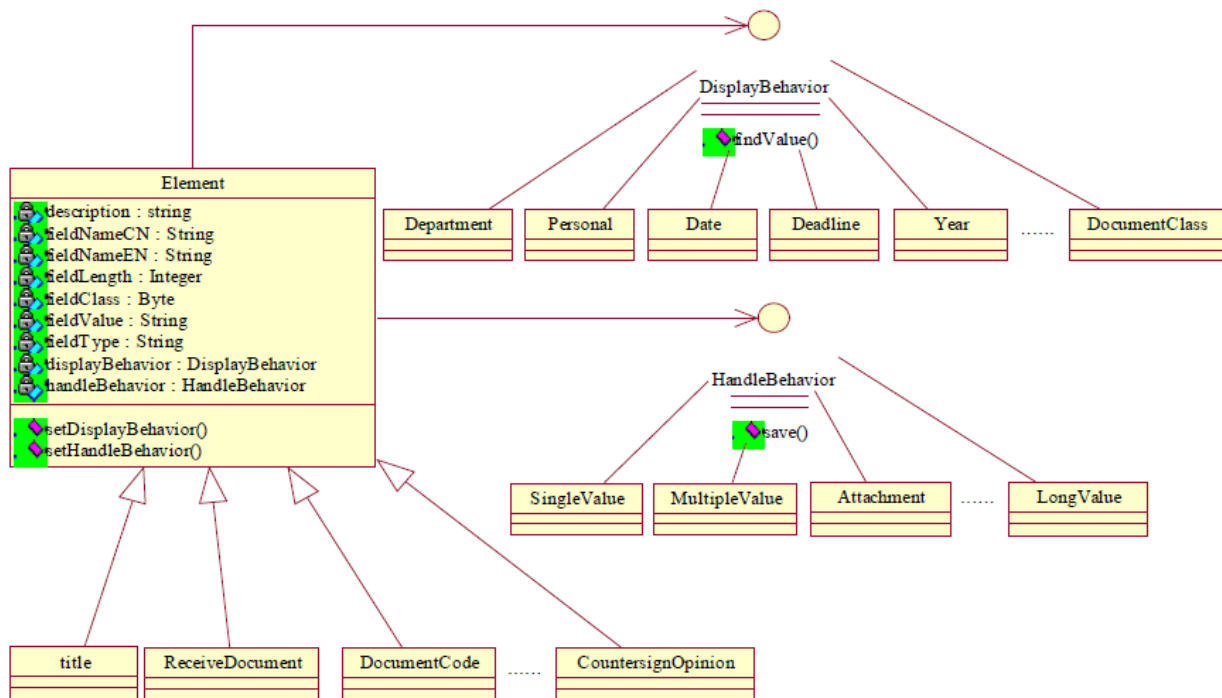


Figure 1.32 Strategy Pattern variant