```java
package com.strategy.improve;

public abstract class Duck {

    //属性, 策略接口
    FlyBehavior flyBehavior;
    //其它属性<->策略接口
    QuackBehavior quackBehavior;

    public Duck() {

    }

    public abstract void display();//显示鸭子信息

    public void quack() {
        System.out.println("鸭子嘎嘎叫~~");
    }

    public void swim() {
        System.out.println("鸭子会游泳~~");
    }

    public void fly() {

        //改进
        if(flyBehavior != null) {
            flyBehavior.fly();
        }
    }

    public void setFlyBehavior(FlyBehavior flyBehavior) {
        this.flyBehavior = flyBehavior;
    }


    public void setQuackBehavior(QuackBehavior quackBehavior) {
        this.quackBehavior = quackBehavior;
    }



}
```