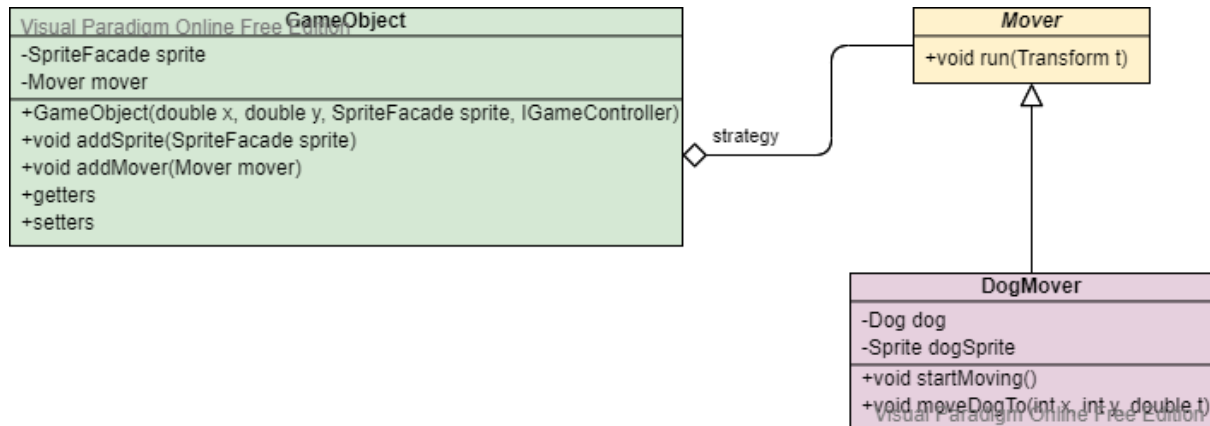


Strategy



Before refactoring we only had a DogMover class which moves a dog randomly. However, in the future, we are going to have other game objects which need to move in a separate thread. Therefore, we are going to have multiple Mover classes that only differ in their behaviour, using the same algorithms, and we want to decouple the implementation of the class from the implementation of the algorithms. Mover class is an interface of DogMover and other Mover classes, extracted from them, and GameObject maintains a reference to a Mover object, but is independent of how the algorithm is implemented. By using Strategy design pattern, we could avoid nested classes and don't need to add other classes or modify the methods.