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import java.util.Arrays;
// Strategy interface
interface SortStrategy {
  void sort(int[] data);
}
// Concrete strategy: Bubble Sort
class BubbleSort implements SortStrategy {
  public void sort(int[] data) {
     int n = data.length;
     for (int i = 0; i < n-1; i++) {
        for (int j = 0; j < n-i-1; j++) {
           if (data[j] > data[j+1]) {
             int temp = data[j];
             data[j] = data[j+1];
             data[j+1] = temp;
          }
        }
     }
  }
// Concrete strategy: Merge Sort
class MergeSort implements SortStrategy {
  public void sort(int[] data) {
     if (data.length < 2) return;
     int mid = data.length / 2;
     int[] left = Arrays.copyOfRange(data, 0, mid);
     int[] right = Arrays.copyOfRange(data, mid, data.length);
     sort(left);
     sort(right);
     merge(data, left, right);
  }
  private void merge(int[] data, int[] left, int[] right) {
     int i = 0, j = 0, k = 0;
     while (i < left.length && j < right.length) {
        if (left[i] <= right[j]) {
           data[k++] = left[i++];
        } else {
           data[k++] = right[j++];
        }
     }
```

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while (i < left.length) {
        data[k++] = left[i++];
     while (j < right.length) {
        data[k++] = right[j++];
     }
  }
}
// Context
class Sorter {
  private SortStrategy strategy;
  public Sorter(SortStrategy strategy) {
     this.strategy = strategy;
  }
  public void setStrategy(SortStrategy strategy) {
     this.strategy = strategy;
  }
  public void sortArray(int[] data) {
     strategy.sort(data);
  }
}
// Client code to test Strategy Pattern
public class SortingApp {
  public static void main(String[] args) {
     int[] arr = {64, 25, 12, 22, 11};
     Sorter sorter = new Sorter(new BubbleSort());
     sorter.sortArray(arr);
     System.out.println("Bubble Sorted array: " + Arrays.toString(arr));
     sorter.setStrategy(new MergeSort());
     sorter.sortArray(arr);
     System.out.println("Merge Sorted array: " + Arrays.toString(arr));
}
```