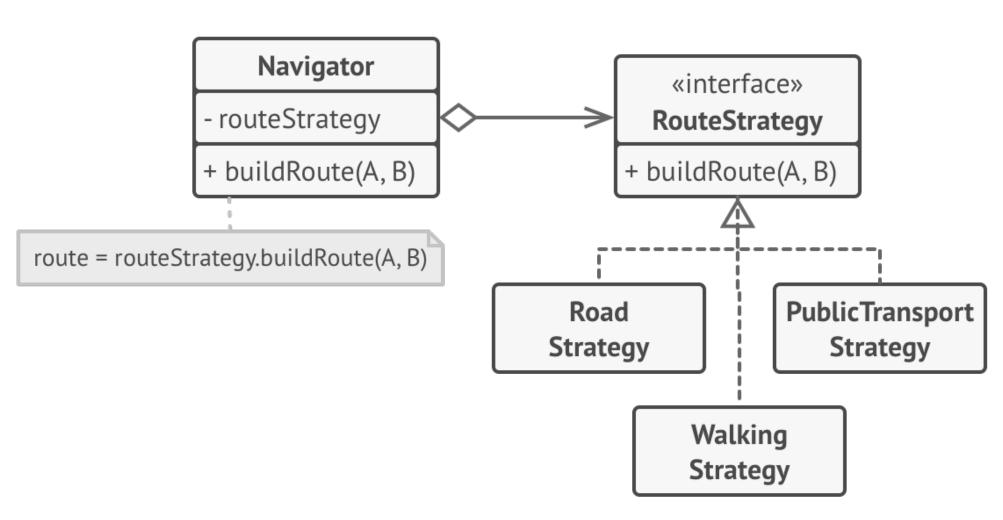


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Strategy Pattern

Each routing algorithm in the navigation app can be

and returns a collection of the route's checkpoints.

Even though given the same arguments, each routing class

replace the currently selected routing behavior with

strategy.

The main navigator class doesn't really care which

The buildRoute method accepts an origin and destination

another one.

might build a different route.

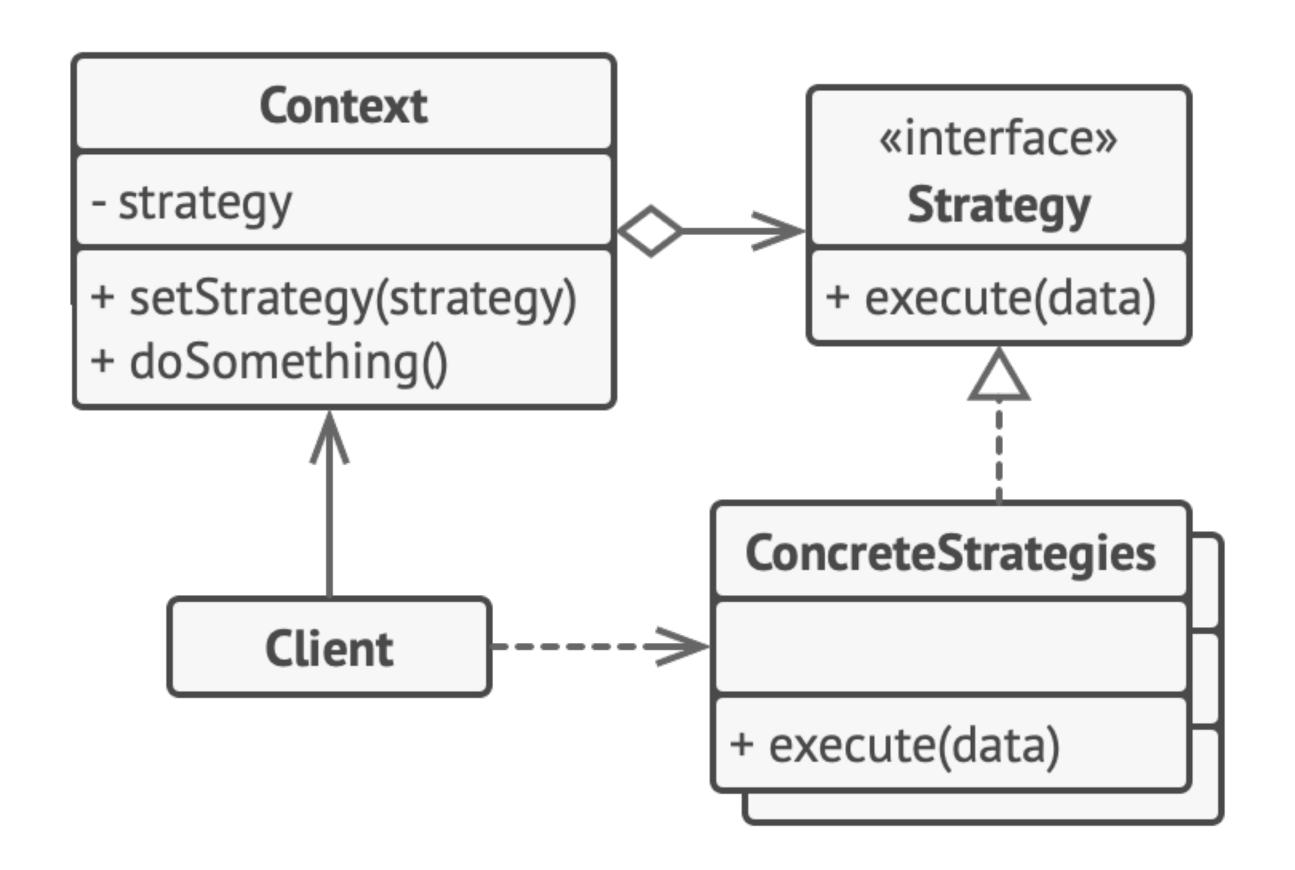
The class has a method for switching the active routing

The clients, such as the buttons in the user interface, can

algorithm is selected since its primary job is to render a set

of checkpoints on the map.

extracted to its own class with a single buildRoute method.



Strategy Pattern UML