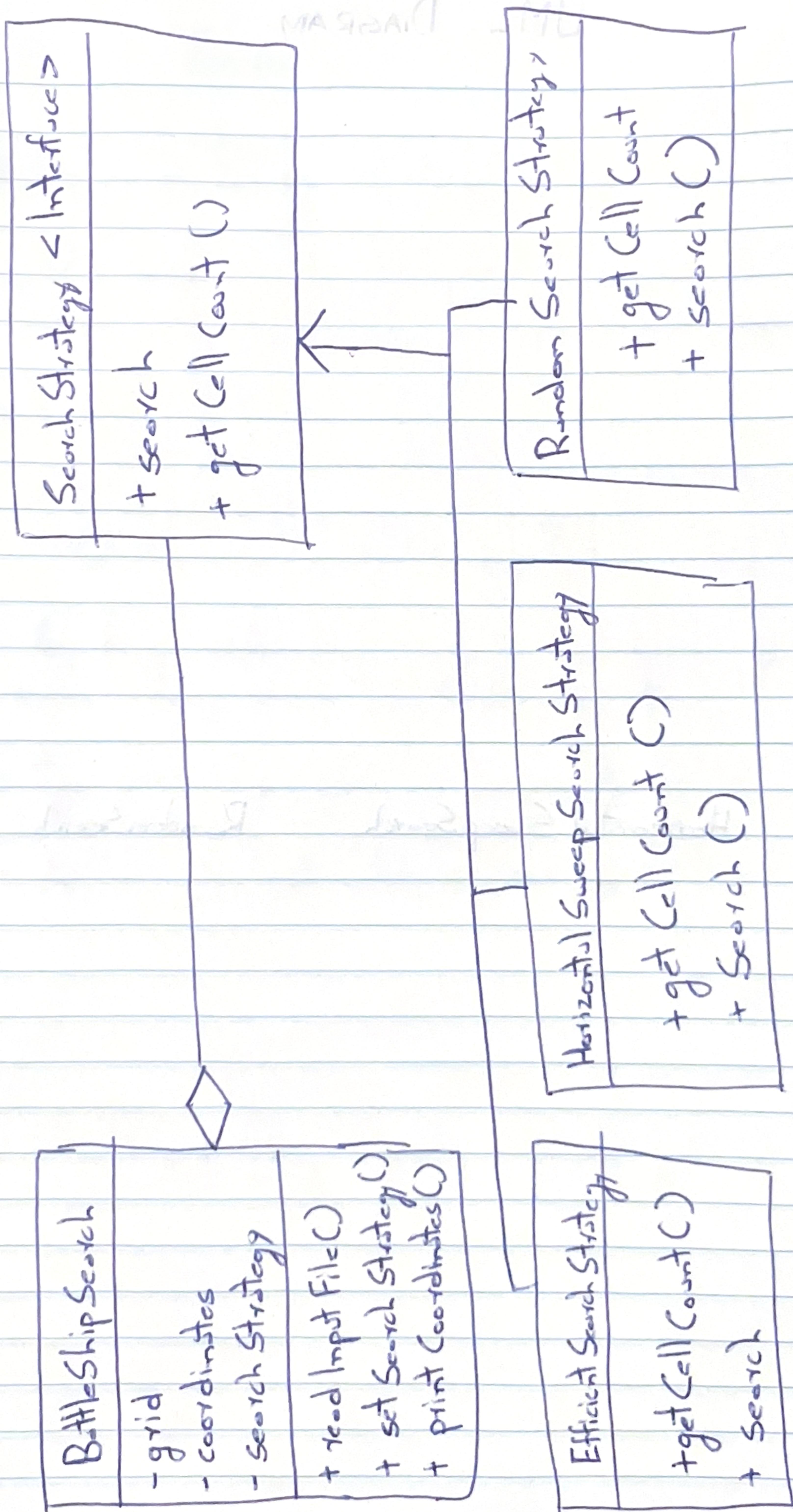


# UML



# JOURNAL

→ We are using strategy design patterns

↳ Purpose is to change it during runtime or whenever we want, without messing up with main code

- 3 search classes used:
  - ① Horizontal Sweep Strategy
  - ② Efficient Search Strategy
  - ③ Random Search Strategy
- So, this advantage does not mess up our main class, which is Battleship Search
- This perk can give us access to search things in different ways
- As we do not until runtime, what user wants to do