**WIF3007 – Lab 2**

1. Strategy pattern is suitable for the VehicleSystem because the vehicle has one or more ways to move itself and these moving behaviors can be called as strategies. For this case there are vehicles that drive on the ground and also that flies in the air. There are many possible ways of how these vehicles move but each of them only does one kind of moving behavior at a time so we can’t put every each of them in the VehicleSystem class and use inheritance here. But by using strategy design pattern we can switch out different implementations for different vehicles and situations. Moreover, we can add new strategies (moving behavior) without changing anything in the context (VehicleSystem class) or other strategies.
2. 