Design Pattern - Strategy

Intent

Define a family of algorithms, encapsulate each one, and make them interchangeable.
Strategy lets the algorithm vary independently from clients that use it.

Context
strategy
SetStrategy(strategy) DoSomething()

<<Interface>> **Strategy**
Execute(data)

strategy.Execute()

Client

ConcreteStates
...
Execute(data)

```
str = new SomeStrategy()
context.SetStrategy(str)
context.DoSomething()
// ...
other = new OtherStrategy()
context.SetStrategy(other)
context.DoSomething()
```