

Strategy Pattern

The **Strategy pattern** enables an object, called the **context**, to support variations in its logic by extracting the *variable* parts into separate, interchangeable objects called **strategies**.

The **context** implements the common logic of a family of algorithms, while a **strategy** implements the mutable parts, allowing the context to adapt its behavior depending on different factors, such as input value, a system configuration, or user preferences.

Strategies are usually part of a family of solutions and all of them implement same interface expected by the context.

