

Strategy



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Overview

Motivation

Logger Demo

- Console and in-memory logging

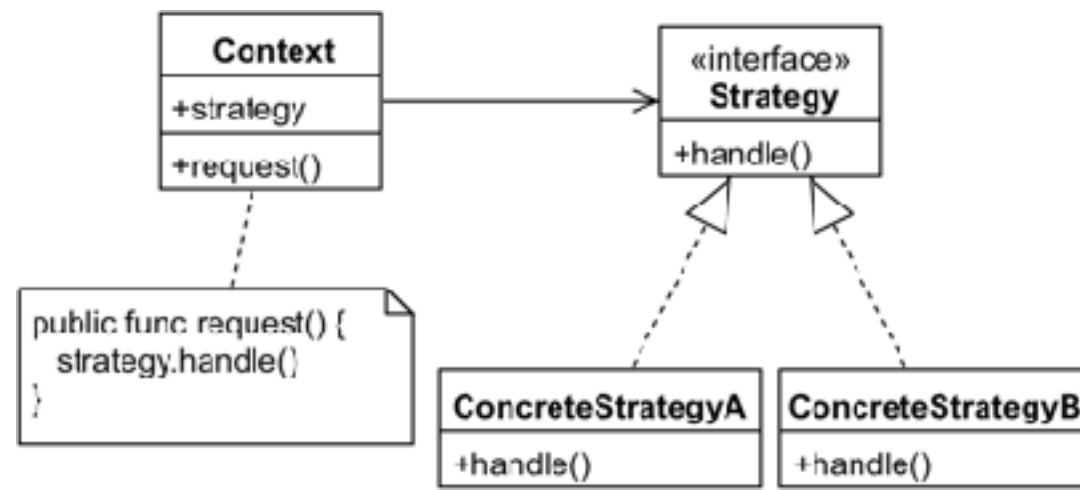
Motivation



Change behavior by switching algorithms

- Define a common algorithm interface
- Encapsulate algorithms in separate Strategy types
- Vary the algorithm independent of its context

State Design



Context

- Exposes client-side interface
- Delegates requests to the strategy

Strategy

- Defines the interface for all algorithms

Concrete strategy

- Implements a specific algorithm

Strategy

Decouples algorithm implementation details from the type that uses it. Allows changing behavior at runtime.

Demo

Logger demo

- Use different strategies to produce logs

Summary

The Strategy design pattern:

- Defines a family of algorithms that can be used interchangeably
- Decouples algorithm implementation details from the type that uses it
- Allows changing the behavior at runtime