Week9

10/25/23
Notes were all on IntelliJ

10/27/23

First we define a strategy interface that gives the methods that will be used for the task.
- General behaviors.
- Common name convention for this interface would be ___Strategy, or ___Behavior.

Then we create a class called a behavior class for each variation that implements the strategy and overrides the interface methods.
Finally a concrete class will instantiate the behavior class as needed through association.
An interface can be instantiated as a polymorphic reference.