2.

Strategy Design Pattern has been used in the given code. It comes under behavior pattern. In Strategy pattern, the behavior of a class can be changed at run time.

a) Classes: Car and Plane implements the Vehicle interface. The methods are overridden and the behavoir of the two different classes are changed.

b) One other pattern which can be used is Template Design Pattern. The abstract class Vehicle holds the abstract methods and the Car and Plane classes which extend the Vehicle class, override its methods but the invocation is in the same way in both of them according to the abstract class.