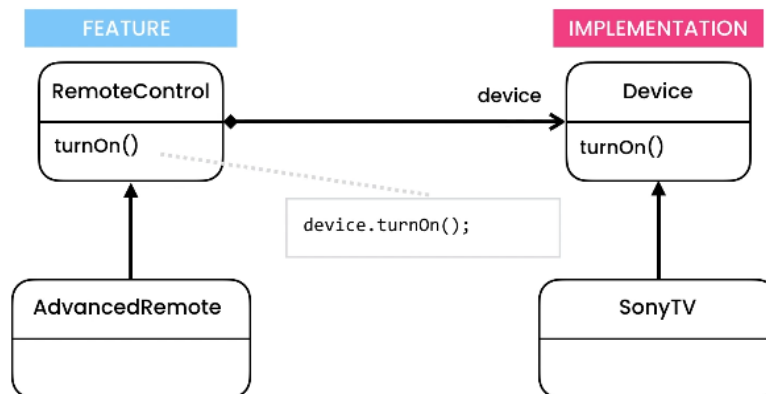


Bridge Design Pattern

This pattern is used whenever we have a hierarchy that grows in two different dimensions. We need to split it them into two different hierarchy and connect them by using the Bridge.

Class Diagrams



Explanation

In this example, different TVs may have different kinds of Remotes. The **RemoteControl** class a basic remote control with only basic features. The **AdvancedRemoteControl** has some additional features. The **Device** interface is responsible for TV device operations that have control methods. The **SonyTV** implements the **Device** interface.