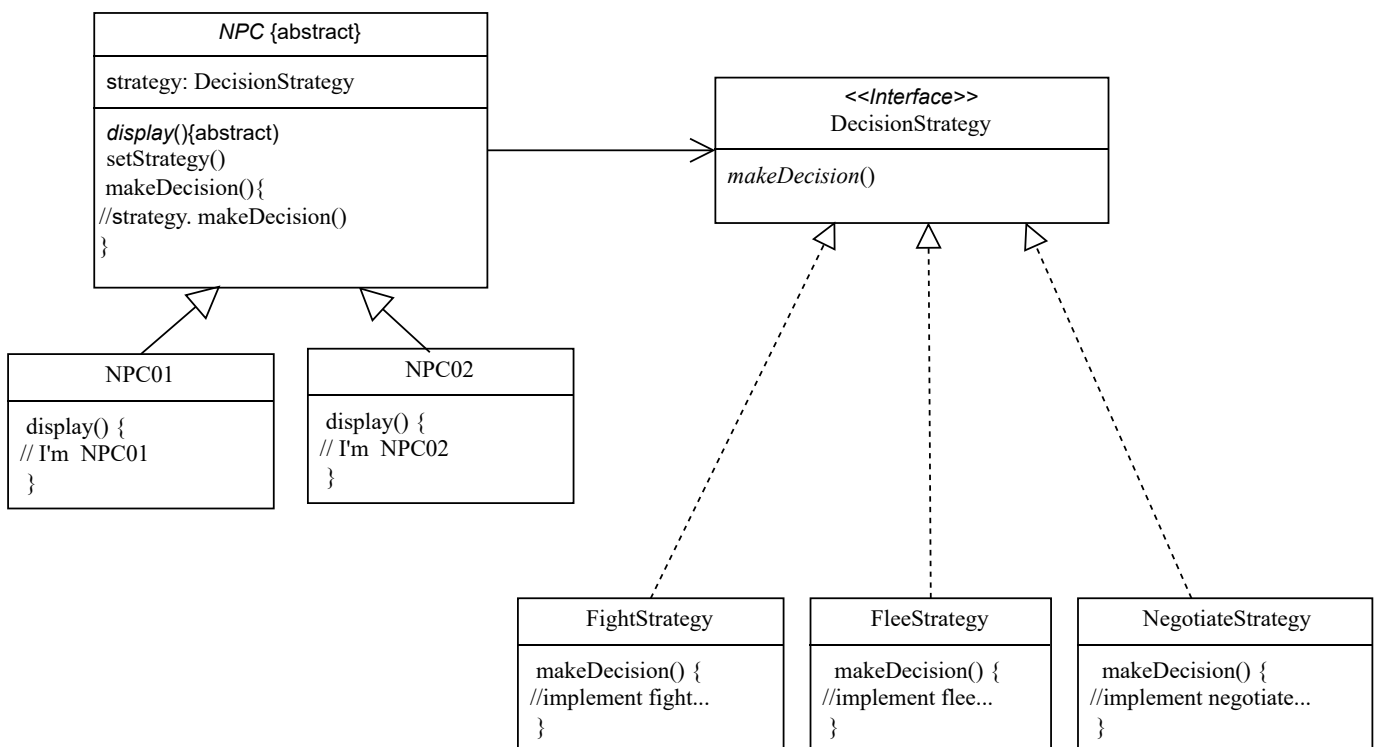


# Homework08

Class diagram:



In this class diagram:

1. **DecisionStrategy** is the interface with the `makeDecision()` method.
  2. Three concrete implementations (**FightStrategy**, **FleeStrategy**, **NegotiateStrategy**) provide actual implementations of decision-making.
  3. The **NPC** class holds a reference to a **DecisionStrategy** and uses the `setStrategy()` method to change strategies at runtime.
  4. The `makeDecision()` method in the **NPC** class delegates the decision to the current strategy object.
- This design allows for flexible strategy implementation and easy extension of the system by adding new strategy implementations.