## Strategy Pattern( Source Code)

all the abstract and concrete action classes(inside the EventActions package) are responsible for the strategy pattern.

(example: AbstractDisplayMsg, DisplayMsg1, DisplayMsg2)

```
Source code in AbstractDisplayMsg class:
public abstract class AbstractDisplayMenu {
    Data data;
    public AbstractDisplayMenu(Data data) {
        this.data = data;
    //encapsulate a group of individual factories that have a common theme without
specifying their concrete classes.
    public abstract void displayMenu();
}
Source code in DisplayMsg1 class:
public class DisplayMenu1 extends AbstractDisplayMenu {
    public DisplayMenu1(Data data) {
        super(data);
    }
    //one of the concrete implementations of displayMenu function, called by gasPump-1
    @Override
    public void displayMenu() {
       //call the data from the data storage class for gasPump-1, in order to display the
unite price of the gas;
        DataForGasPump1 d = (DataForGasPump1) data;
        System.out.println("Approverd!");
        System.out.println("Please select gas type:");
        System.out.println(
                "Input 5 to select Regular Gas, it is " + d.getrPrice() + " dollars per
gallon. " + "\nInput 6 to select Super Gas, it is " + d.getsPrice() + " dollars per
gallon.");
        System.out.println("input 7 to cancel the transaction.");
    }
}
Source code in DisplayMsg2 class:
public class DisplayMenu2 extends AbstractDisplayMenu {
    public DisplayMenu2(Data data) {
        super(data);
    //one of the concrete implementations of displayMenu function, called by gasPump-2;
    @Override
    public void displayMenu() {
       //call the data from the data storage class for gasPump-2, in order to display the
unite price of the gas;
        DataForGasPump2 d = (DataForGasPump2) data;
```