# The Strategy Pattern

**Design Patterns** 



#### **Overview**

- Intent
- Also Known As
- Motivating Example
- Applicability
- Implementation Example
- Consequences
- Known Uses
- Related Patterns



# **Motivating Example**

- An order shipping calculator
- The calculator must determine shipping costs
  - For FedEx
  - For UPS
  - For the US Postal Service (USPS)



#### Intent

- Encapsulate a family of related algorithms
- Let the algorithm vary and evolve separate from the class using it
- Allow a class to maintain a single purpose
- Separate the calculation from the delivery of its results



# **Applicability**

- Switch statements are a red flag
- Adding a new calculation will cause a class file to be modified



# Implementation Example

- Create classes for each calculation (Strategies)
- Use a common interface for each Strategy



### Consequence

- Strategies may not use members of the containing class
- Tests may now be written for individual concrete strategies
- Strategies may be mocked when testing the Context class
- Adding a new Strategy does not modify the Context class



#### **Known Uses**

- Delegates in C# 3.5 and greater
- Service classes passed to constructors for
  - ASP.NET MVC Controllers



### **Variations**

Property Injection



### **Related Patterns**



#### References

