Strategy Pattern NoFly + fly(): String Duck <<Interface>> FlyBehavior # flyBehaviour: FlyBehavior # attackBehaviour: AttackBehavior + fly(): String + getInjured() + performFly(): String + performAttach(power int): String **FlyWithWings** + changeWeapon(attackBehaviour AttackBehaviour) + display(): String + fly(): String Extends Extends AttachWithKnife Extends + attack(power int): String

+ display():String

+ KnightDuck(attack AttackBehaviour, fly FlyBehaviour)

KnightDuck

MagicianDuck

+ display():String

+ MagicianDuck(attack AttackBehaviour, fly FlyBehaviour)

+ attack(power int): String

<<Interface>>

AttackBehavior

AttackWithStaff

+ attack(power int): String

RubberDuck

+ display(): String

+ RubberDuck(attack AttackBehaviour, fly FlyBehaviour)