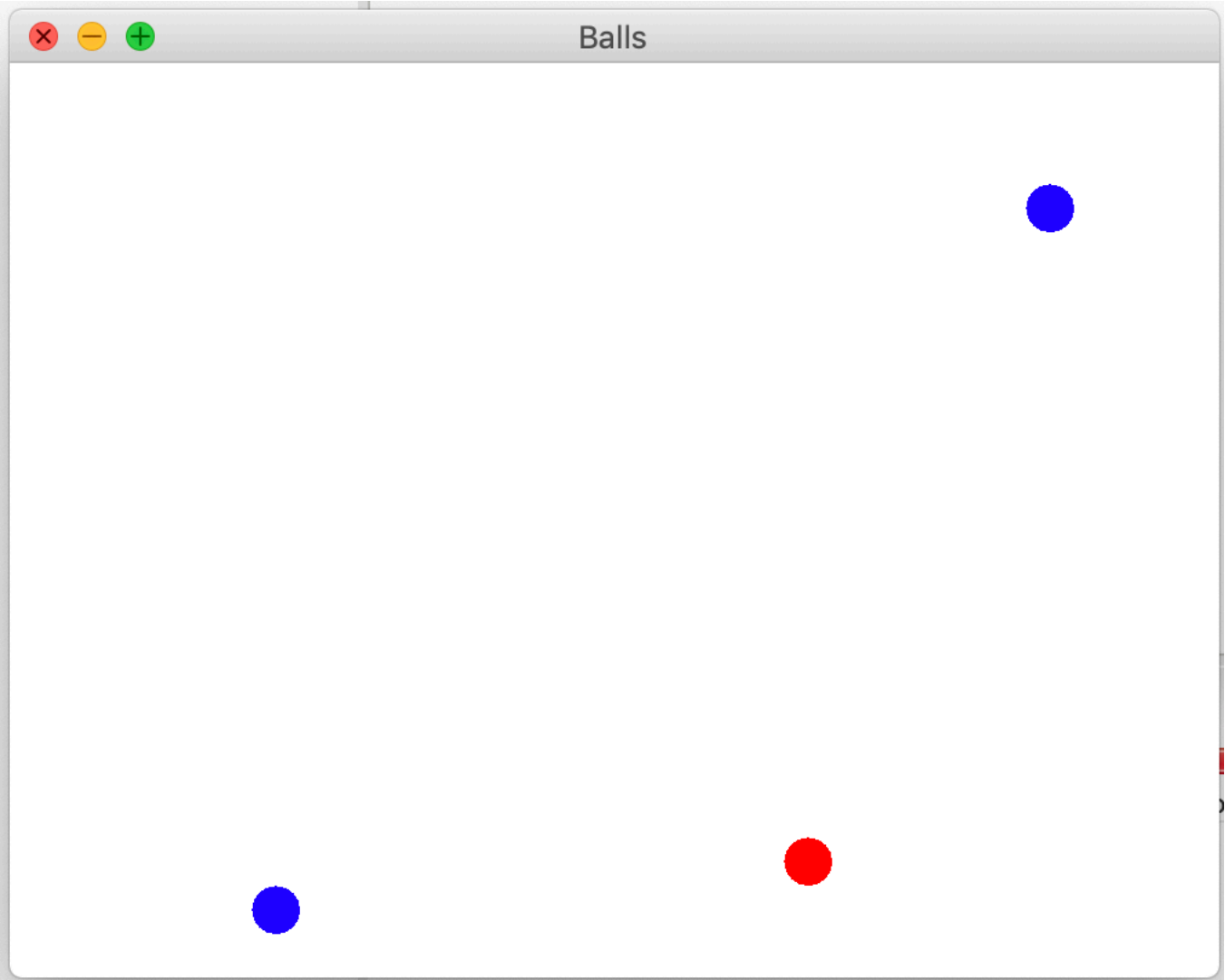
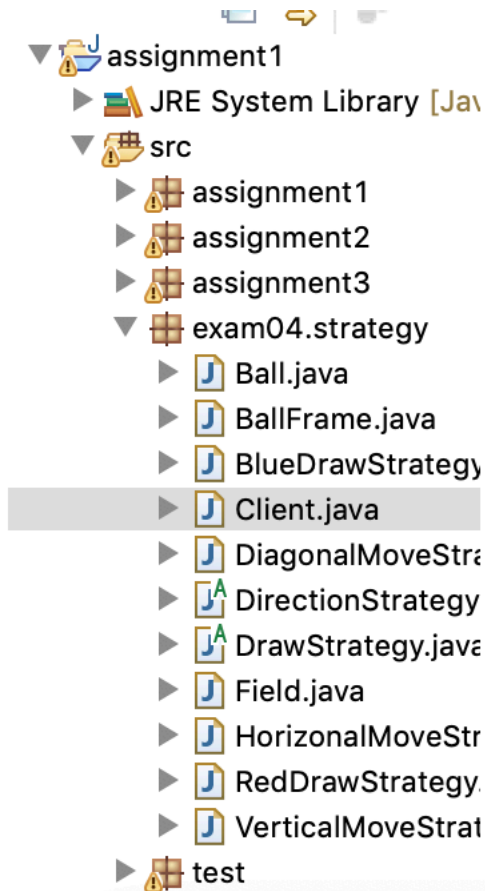


Assignment

2015004239 정성운





```
1 package exam04.strategy;
2
3 public class Client {
4     private static final int INIT_LOCATION[] = {50, 100, 150};
5     public static void main(String[] args) {
6         Ball balls[] = new Ball[3];
7         for (int i = 0; i < balls.length; i++) {
8             balls[i] = new Ball(INIT_LOCATION[i], INIT_LOCATION[i]);
9             balls[i].start();
10        }
11
12        balls[0].setDirectionStrategy(new HorizontalMoveStrategy());
13        balls[0].setDrawStrategy(new BlueDrawStrategy());
14
15        balls[1].setDirectionStrategy(new VerticalMoveStrategy());
16        balls[1].setDrawStrategy(new BlueDrawStrategy());
17
18        balls[2].setDirectionStrategy(new DiagonalMoveStrategy());
19        balls[2].setDrawStrategy(new RedDrawStrategy());
20
21        new BallFrame(balls);
22    }
23 }
```

Strategy 패턴의 각 역할을 어떤 클래스가 하는가?

1. Context

Ball

2. Strategy

DrawStrategy, DirctionStrategy

3. Concrete Strategy

DrawStrategy =

BlueDrawStrategy/RedDrawstrategy

DirectionStrategy =

HorizontalMoveStrategy/VerticalMoveStrategy/DiagonalMoveStrategy