**Exercise 8: Implementing the Strategy Pattern**

**Scenario:**

You are developing a payment system where different payment methods (e.g., Credit Card, PayPal) can be selected at runtime. Use the Strategy Pattern to achieve this.

**Steps:**

1. **Create a New Java Project:**

A new Java project is created and is named as **StrategyPatternExample**.

1. **Define Strategy Interface:**

An interface PaymentStrategy is created with a method **pay()**.The implementation code is provided in the wordpad.

1. **Implement Concrete Strategies:**

The classes **CreditCardPayment**, **PayPalPayment** is created that implement **PaymentStrategy**.The implementation code is provided in the wordpad.

1. **Implement Context Class:**

A class **PaymentContext** is created that holds a reference to **PaymentStrategy** and a method to execute the strategy.The implementation code is provided in the wordpad.

1. **Test the Strategy Implementation:**

A test class is created to demonstrate selecting and using different payment strategies. The implementation code is provided in the wordpad.