

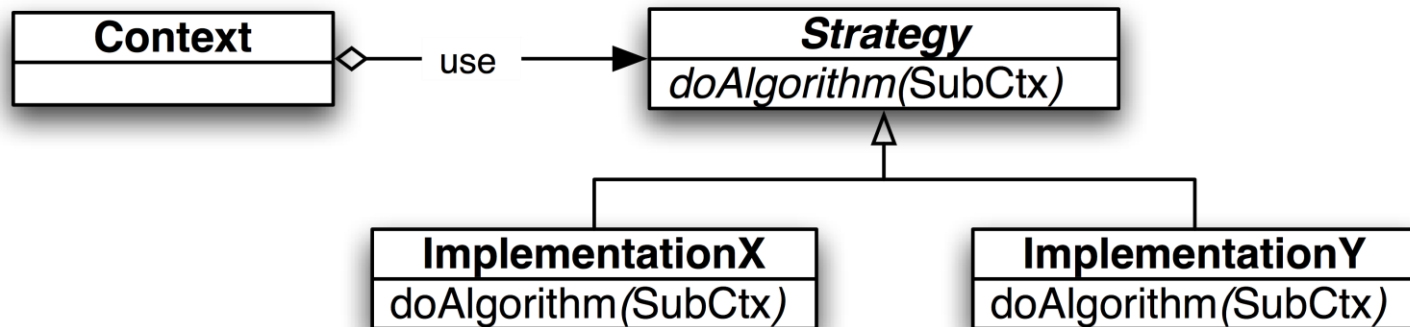
Team #3

Design Pattern Strategy Pattern

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Strategy Pattern

In Strategy pattern, a class behavior or its algorithm can be changed at run time. This type of design pattern comes under behavior pattern.



Strategy Pattern

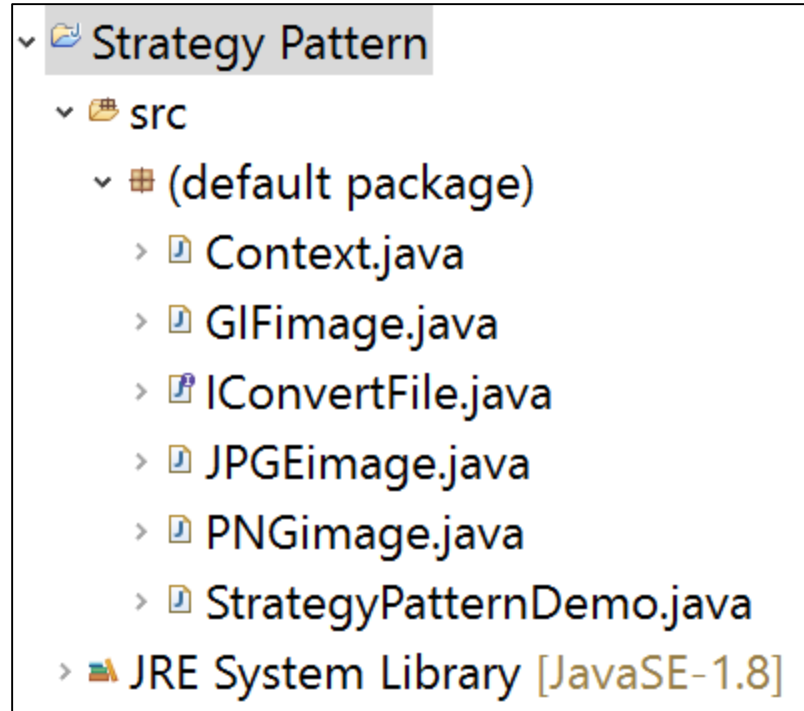
- **Pros**

- Enables the clients to choose the required algorithm, without using a "switch" statement or a series of "if-else" statements.
- The strategy pattern application can switch strategies at run-time.

- **Cons**

- Increase the number of objects in an application.
- The client must be aware of all the strategies to select the right one for the right situation.

Implementation



PNGimage Class

```
1
2 public class PNGimage implements IConvertFile {
3
4     @Override
5     public String doConvert(String file) {
6         return " has been converted to PNG image";
7     }
8
9 }
```

JPGImage Class

```
1
2 public class JPGImage implements IConvertFile {
3
4     @Override
5     public String doConvert(String file) {
6         return " has been converted to JPG image";
7     }
8
9
10 }
```

GIFimage

```
1
2 public class GIFimage implements IConvertFile {
3
4     @Override
5     public String doConvert(String file) {
6         return " has been converted to GIF image";
7     }
8
9 }
10
```

Context and IConvertFile Classes

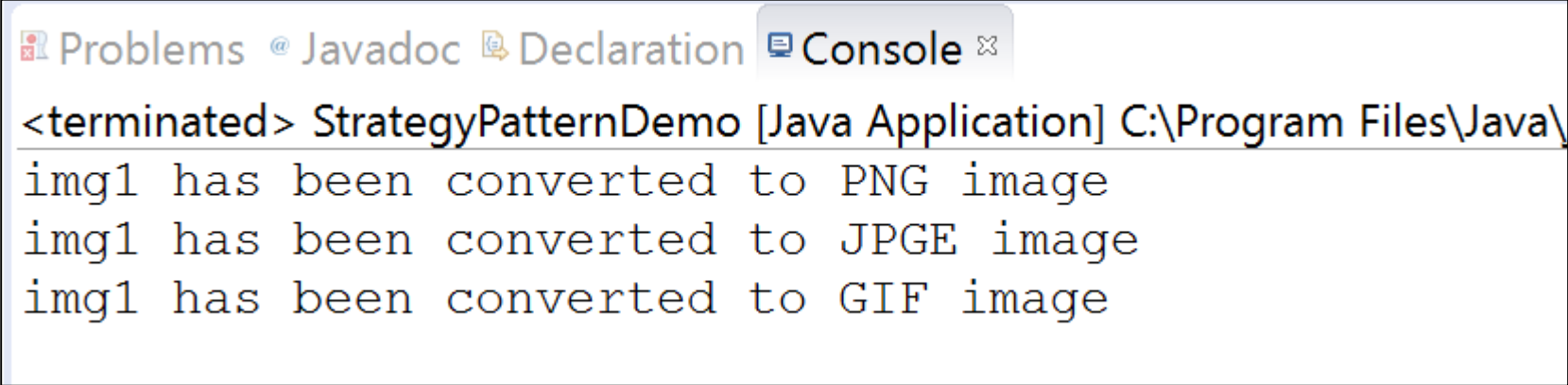
```
1 public class Context {  
2     private IConvertFile strategy;  
3  
4     public Context(IConvertFile strategy) {  
5         this.strategy = strategy;  
6     }  
7  
8     public String executeStrategy(String file) {  
9         return strategy.doConvert(file);  
10    }  
11 }
```

```
1  
2 public interface IConvertFile {  
3     public String doConvert(String file );  
4  
5 }  
6
```


Demo Classes

```
1 public class StrategyPatternDemo {  
2     public static void main(String[] args) {  
3         Context context = new Context(new PNGImage());  
4         System.out.println("img1"+context.executeStrategy("image"));  
5  
6         context = new Context(new JPEGImage());  
7         System.out.println("img1"+context.executeStrategy ("image"));  
8  
9         context = new Context(new GIFImage());  
10        System.out.println("img1"+context.executeStrategy("image"));  
11    }  
12 }
```

The Output



The screenshot shows an IDE window with four tabs: Problems, Javadoc, Declaration, and Console. The Console tab is active, displaying the output of a Java application named StrategyPatternDemo. The output consists of three lines, each indicating that the variable 'img1' has been converted to a different image format: PNG, JPGE, and GIF.

```
<terminated> StrategyPatternDemo [Java Application] C:\Program Files\Java\  
img1 has been converted to PNG image  
img1 has been converted to JPGE image  
img1 has been converted to GIF image
```