Bridge Desion Pattern -> Decouples an Abstraction from its Implemental

Do that the 2 Can Vary Independently. => MML of Bridge Pattern Suplementor Abstraction Juplementation Method (); Suplementer obj. Function ()

Obj. implementer Method();

(reference) Refined Abstractor Concrete Junglamentor Implement in Method U; -) A (though the Bridge & Strategy Patter looks Similer but the difficient heir Intent, Strategy => The haviour & Bridge => Structure

enamplec < Suterface >> Breathing Process Living Things (Abstraction) (Suplementer) Breathing Process obj; Breath(1) = 0; (Pure vistual function) Breathe (); Breather; Breathe (1; Breathe (1; Will breathing Lung Breathing Fish obj; Client Breather Breathe(); Breathe () Tree deji