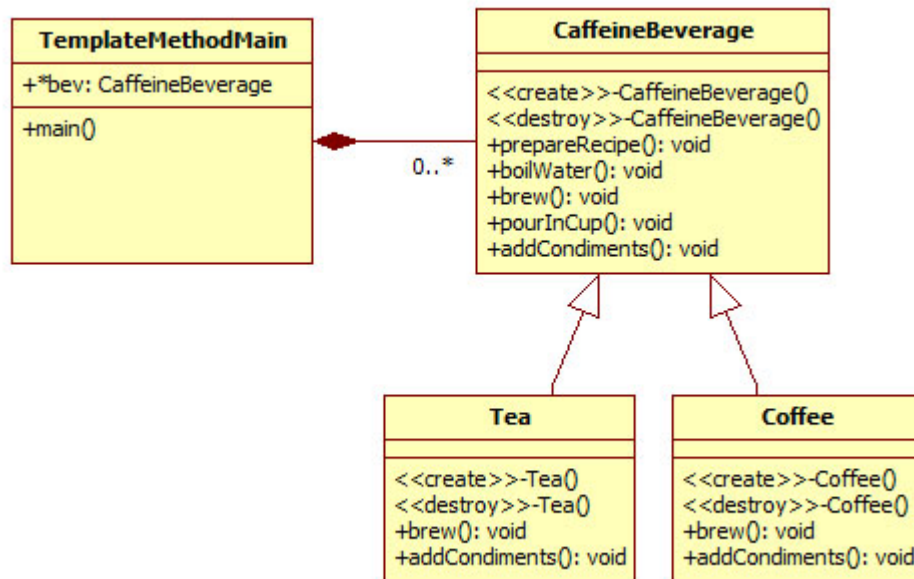


Template Method Design Pattern

GoF Statement: Defines the skeleton of an algorithm in a method, deferring some steps to subclasses. Template Method lets sub-classes redefine certain steps of an algorithm without changing the algorithm's structure.

Category: Behavioral

UML Diagram:



Description of the Demonstration:

Frequently in a program you will have two or more similar actions which must be performed. The algorithms for these actions may be almost identical with just a few steps that may vary. In this demonstration the class **CaffeineBeverage** provides the basic algorithm for preparing a hot beverage but lets the two sub-classes of **Tea** and **Coffee** handle those steps specific to their preparation, i.e. `brew()` and `addCondiments()` thus you do not have to duplicate code to handle the steps of the preparation algorithm, like `boilWater` and `pourInCup`, that are common to both sub-classes of **CaffeineBeverage**.