Exercise:

The Bridge pattern is an application of the old advice, “prefer composition over inheritance”. It becomes handy when you must subclass different times in ways that are orthogonal with one another.

The base for this exercise is from the next diagram:

Diagram

Description automatically generated

This has a problem, if you want to change the Bus class, then you may end up changing ProduceBus and AssembleBus as well probably other classes.

Implement the bridge pattern to have a way that classes don’t have to be created for Assemble and Produce them every time a new specific vehicle.

You can check the solution in detail at:

[Bridge Design Pattern - GeeksforGeeks](https://www.geeksforgeeks.org/bridge-design-pattern/)