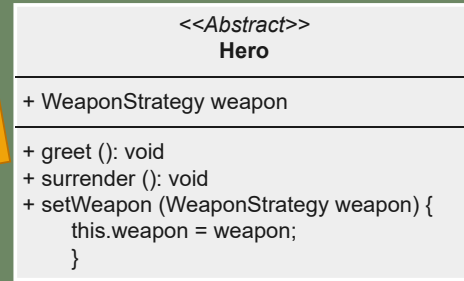


Client

Context

- Composites Strategy class
- Can change strategy dynamically



Mage

```
+ greet () {
    System.out.println("You asked for it!");
}
```

Warrior

```
+ greet () {
    System.out.println("Die with honor!");
}
```

Hunter

```
+ greet () {
    System.out.println("Let the hunt begin!");
}
```

Concrete Context

- Use inheritane & polymorphism

Encapsulated weapon strategy.

<<Interface>> WeaponStrategy

```
+ useWeapon ();
```

Strategy

- Interface for algorithm implementation

AxeStrategy

```
+ useWeapon () {
    // implementation for chopping
    with an axe
}
```

NoWeaponStrategy

```
+ useWeapon () {
    // implementation to do nothing
}
```

SwordStrategy

```
+ useWeapon () {
    // implementation for swinging
    a sword
}
```

Concrete Strategy

- Implements actual algorithm