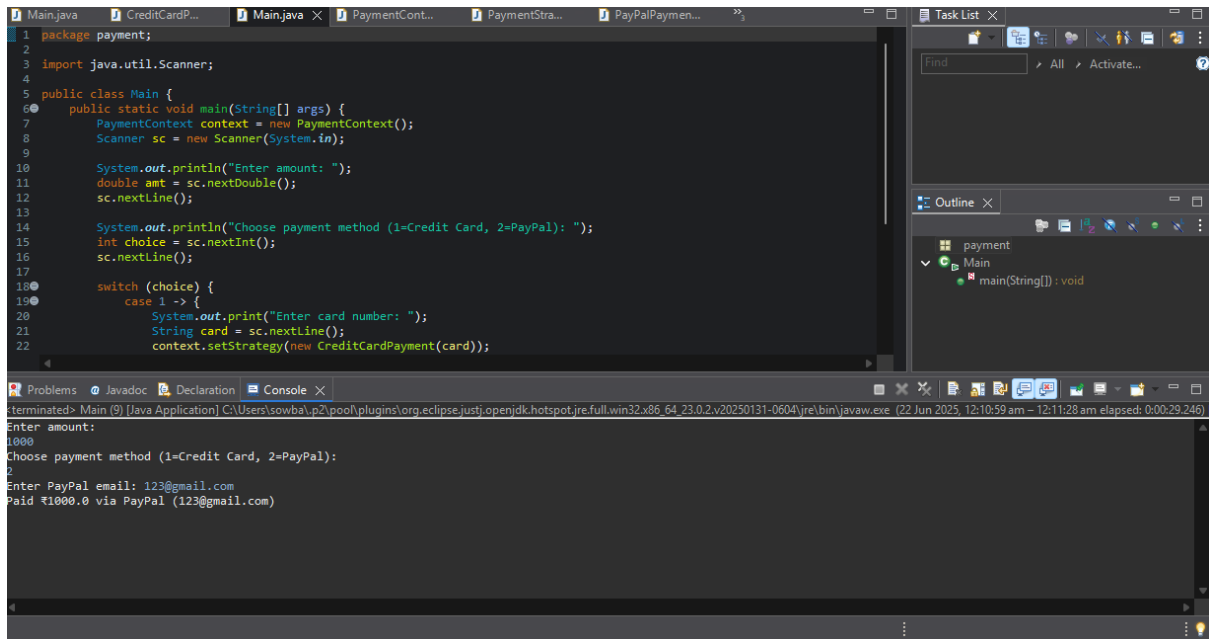


## Exercise 8: Implementing the Strategy Pattern

### OUTPUT:



The screenshot displays an IDE with a Java project named 'payment'. The main class, 'Main', implements the Strategy Pattern. It prompts the user for an amount and a payment method (1 for Credit Card, 2 for PayPal). Based on the choice, it uses either 'CreditCardPayment' or 'PayPalPayment' strategies. The console output shows the program running successfully with the following interactions:

```
Enter amount:
1000
Choose payment method (1=Credit Card, 2=PayPal):
2
Enter PayPal email: 123@gmail.com
Paid ₹1000.0 via PayPal (123@gmail.com)
```

The Strategy Pattern allows selecting different payment methods (like Credit Card or PayPal) at runtime. It provides flexibility, promotes code reusability, and makes the system easy to extend with new payment strategies.