

The design pattern I implemented was a strategy. This was done using the Encryptor Class. This class takes in a CharReader, CharWriter, and an EncryptionAlgorithm, all interfaces that will be implemented by various classes. These classes will differ only in their behaviour (an important element for the strategy design pattern.) The encryptor class decouples the implementation of the function from the implementation of the algorithms used as a strategy would.

UML Diagram of Encrypter:

