# Behavioral Pattern Implementation Strategy Pattern

A java implementation of strategy design pattern has been done for the Payment application in our project. This implementation takes into consideration the various payment methods used by the clients. Strategy lets the algorithm vary independently from clients that use the application.

#### **Classes Implemented:**

- App\_TestPayment (main() method class)
- 2. CreditCard
- OnlineBanking
- 4. PayByCard
- 5. PaymentService
- 6. PaymentStrategies

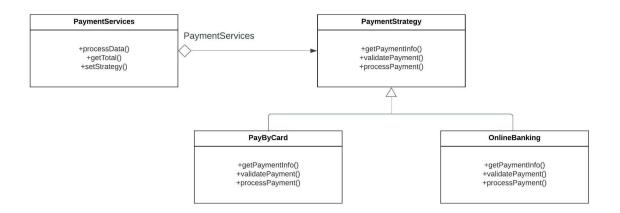
When the App\_TestPayment.java file is run, the output displays the payment details for two test cases. One is when the payment is done through credit card and other is when the payment is done through online banking. The total cost that is to be paid is also displayed. This cost includes the cost of the product and the delivery charges (\$10).

#### Steps to compile and run the code:

- 1. javac App\_TestPayment.java
- 2. java App\_TestPayment

#### **Output Screenshot:**

## **Class Diagram - Strategy Pattern:**



### **Sequence Diagram - Strategy Pattern:**

