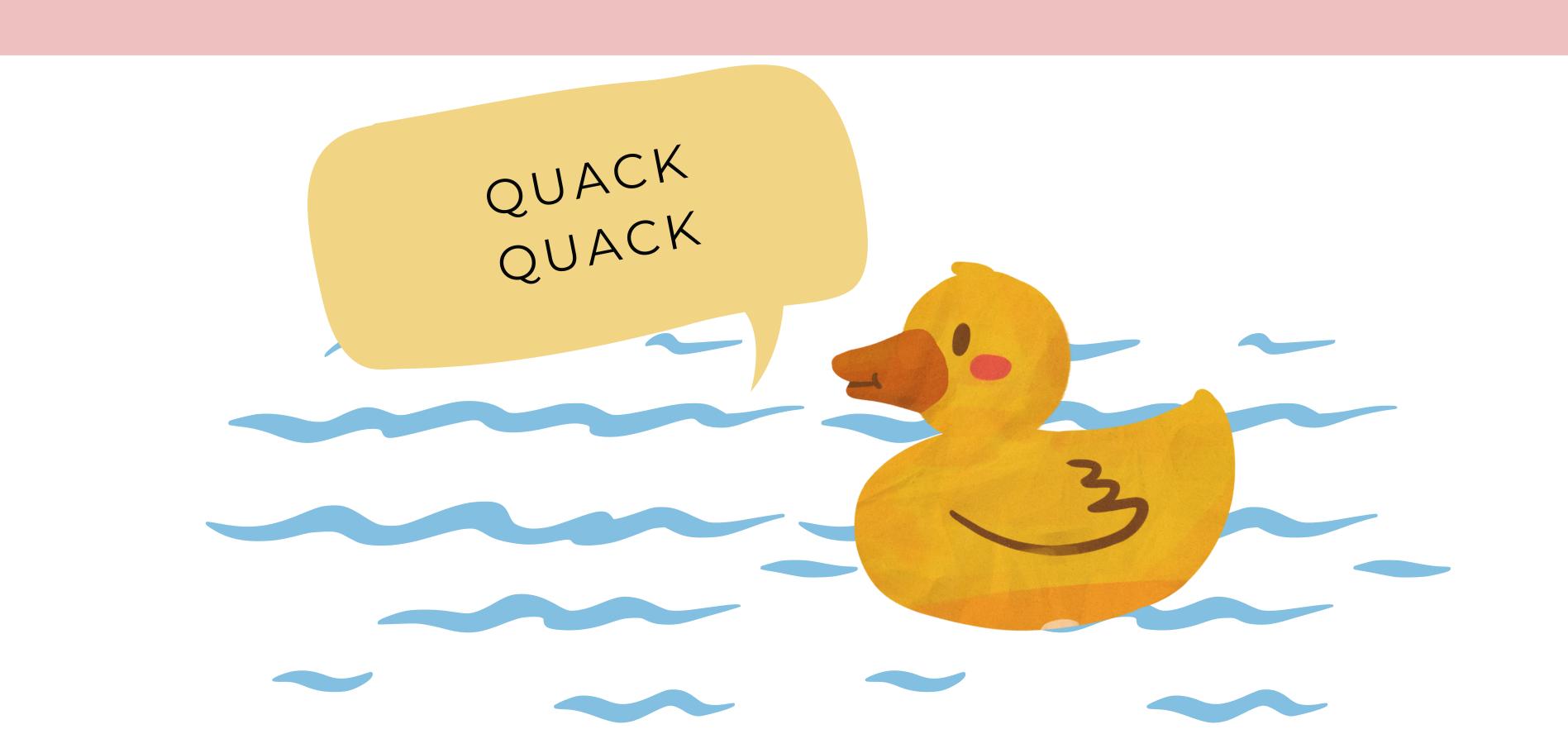
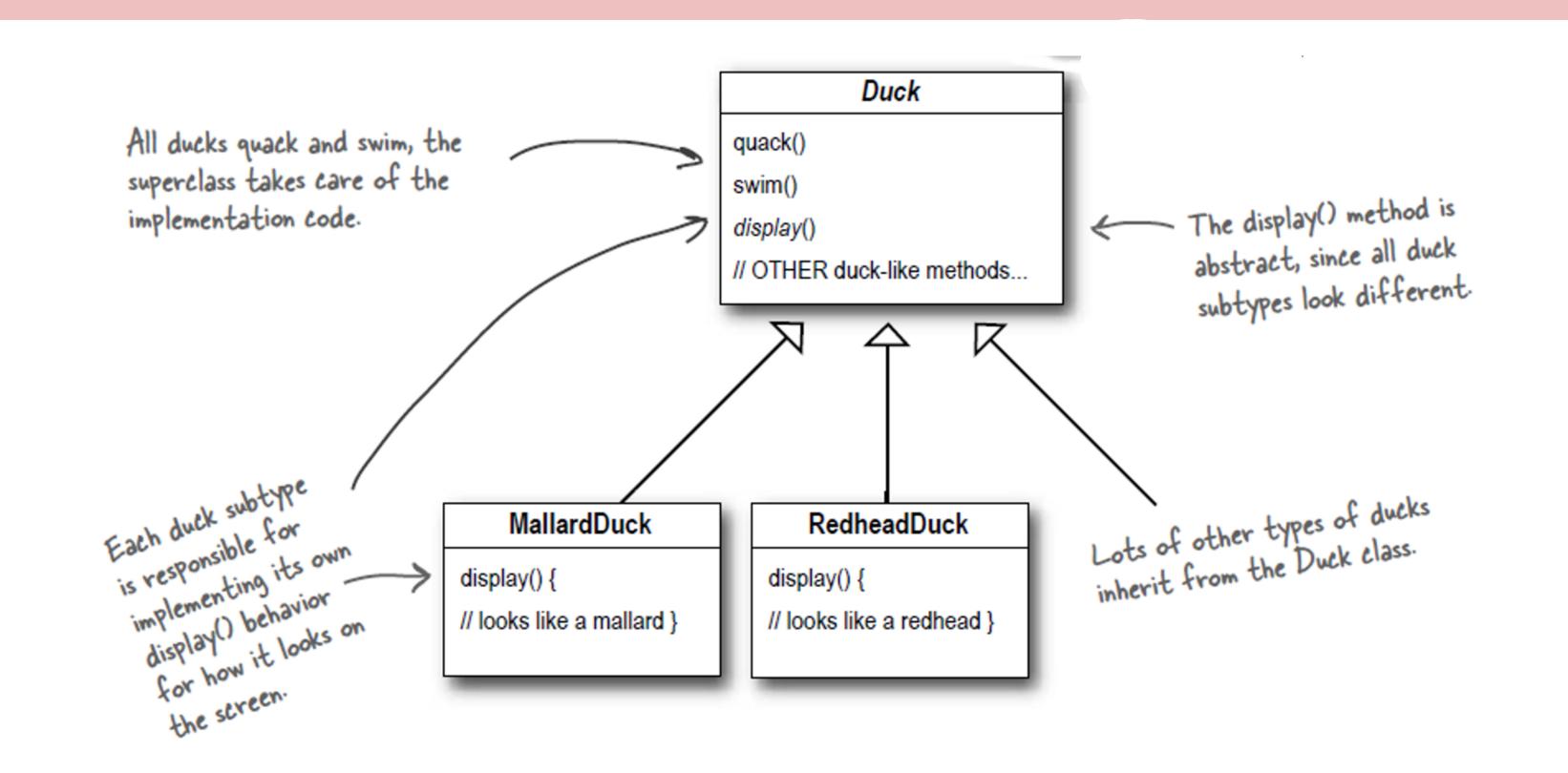
STRATEGY I:

TRẦN HỮU BÁCH - ĐỖ DUY HIỆP

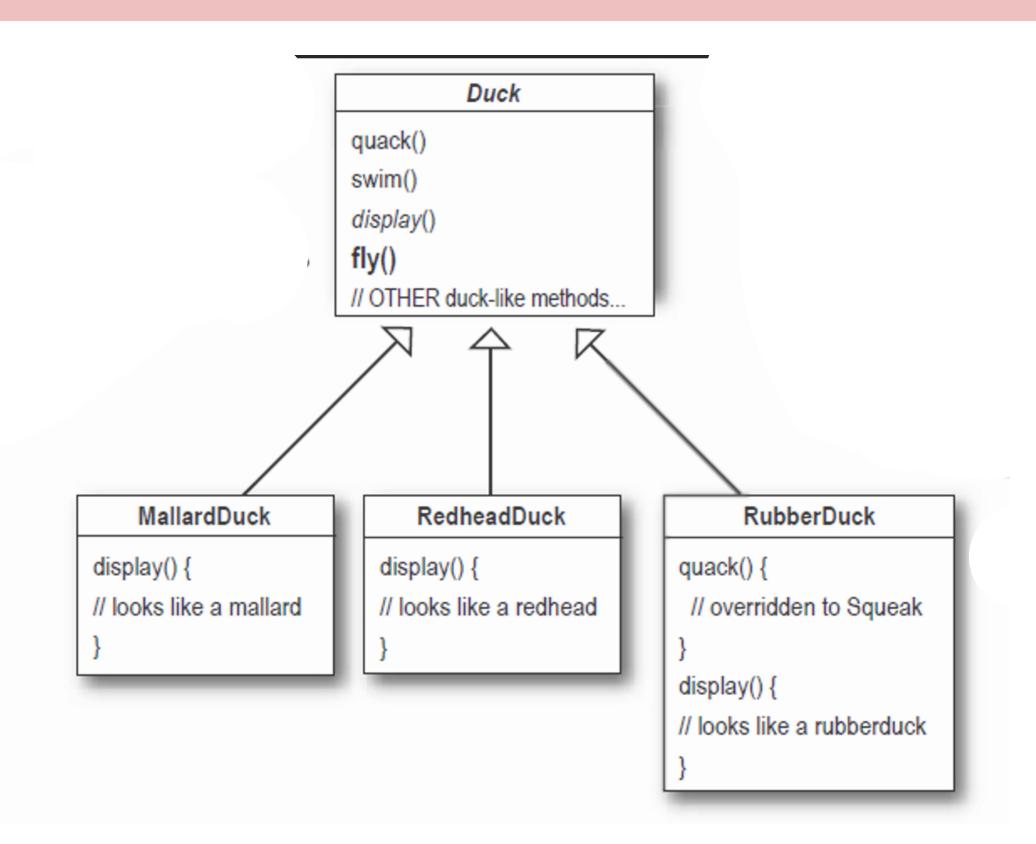
SimUDuck



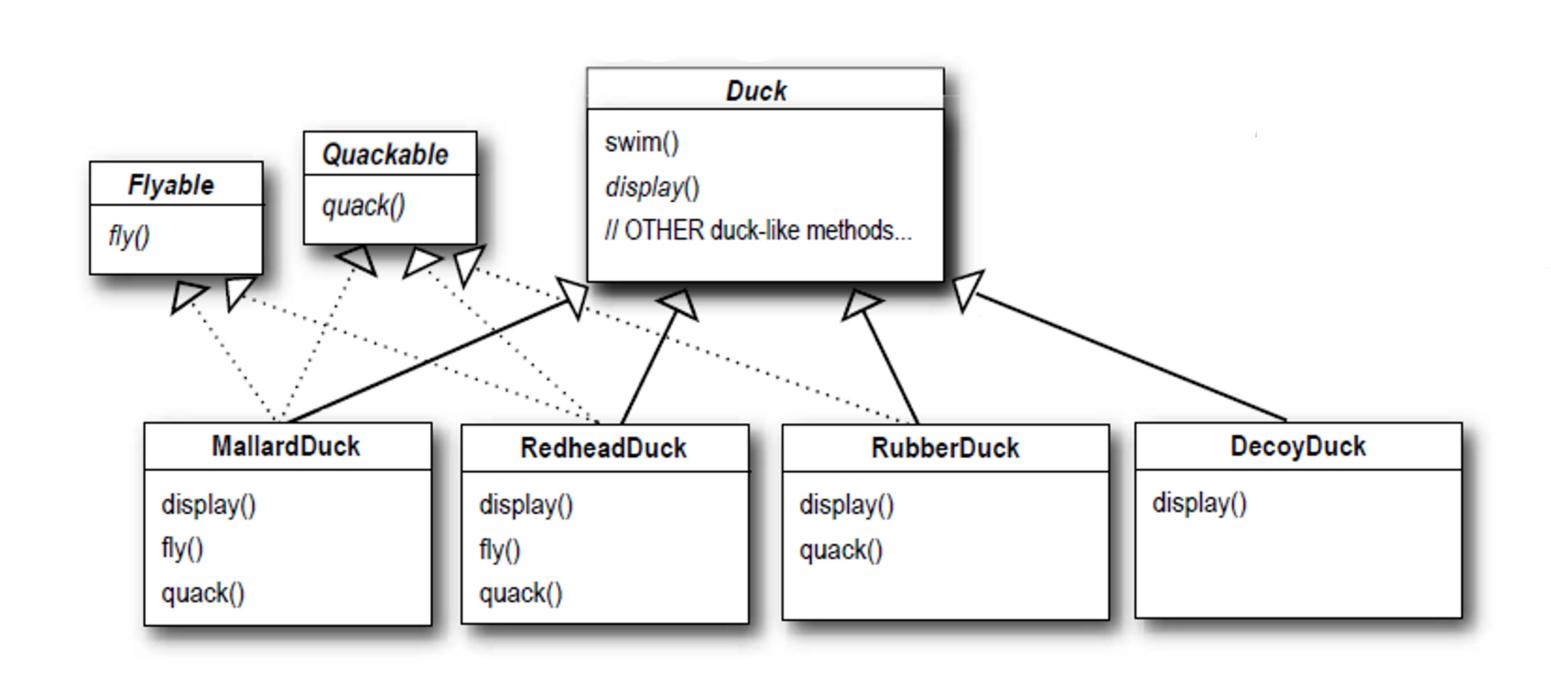
I. DUCK SUPER CLASS



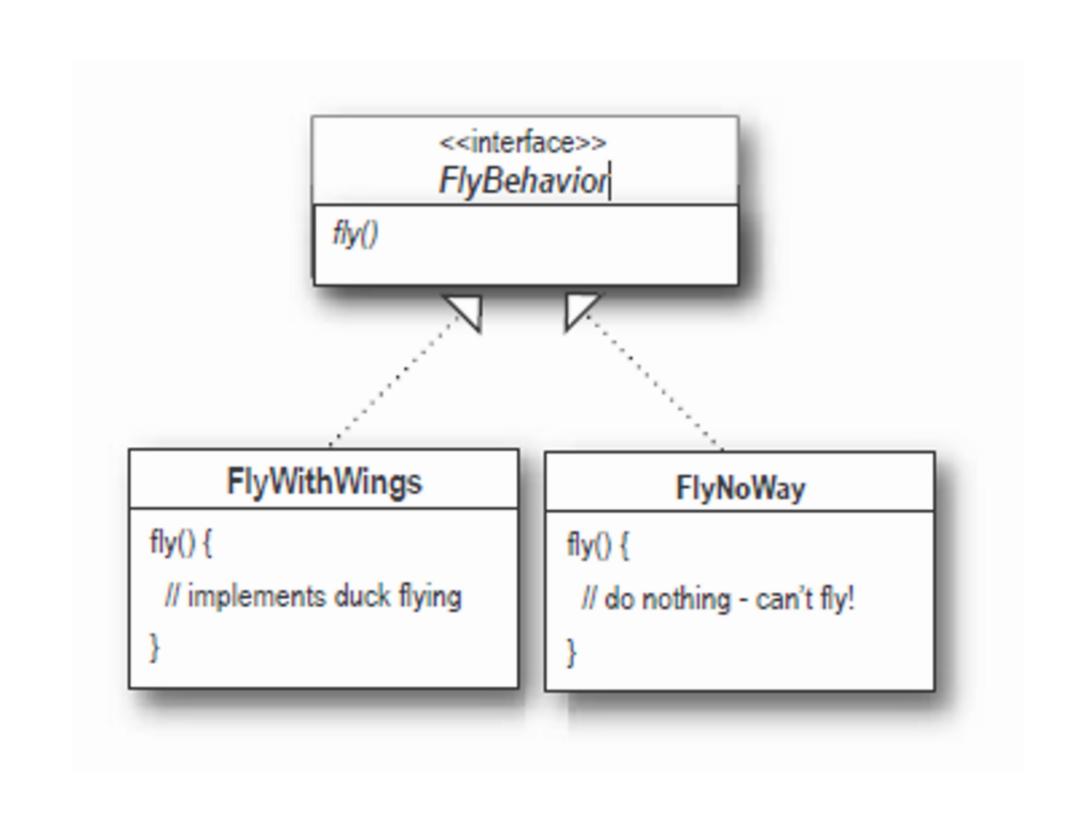
PROBLEM:



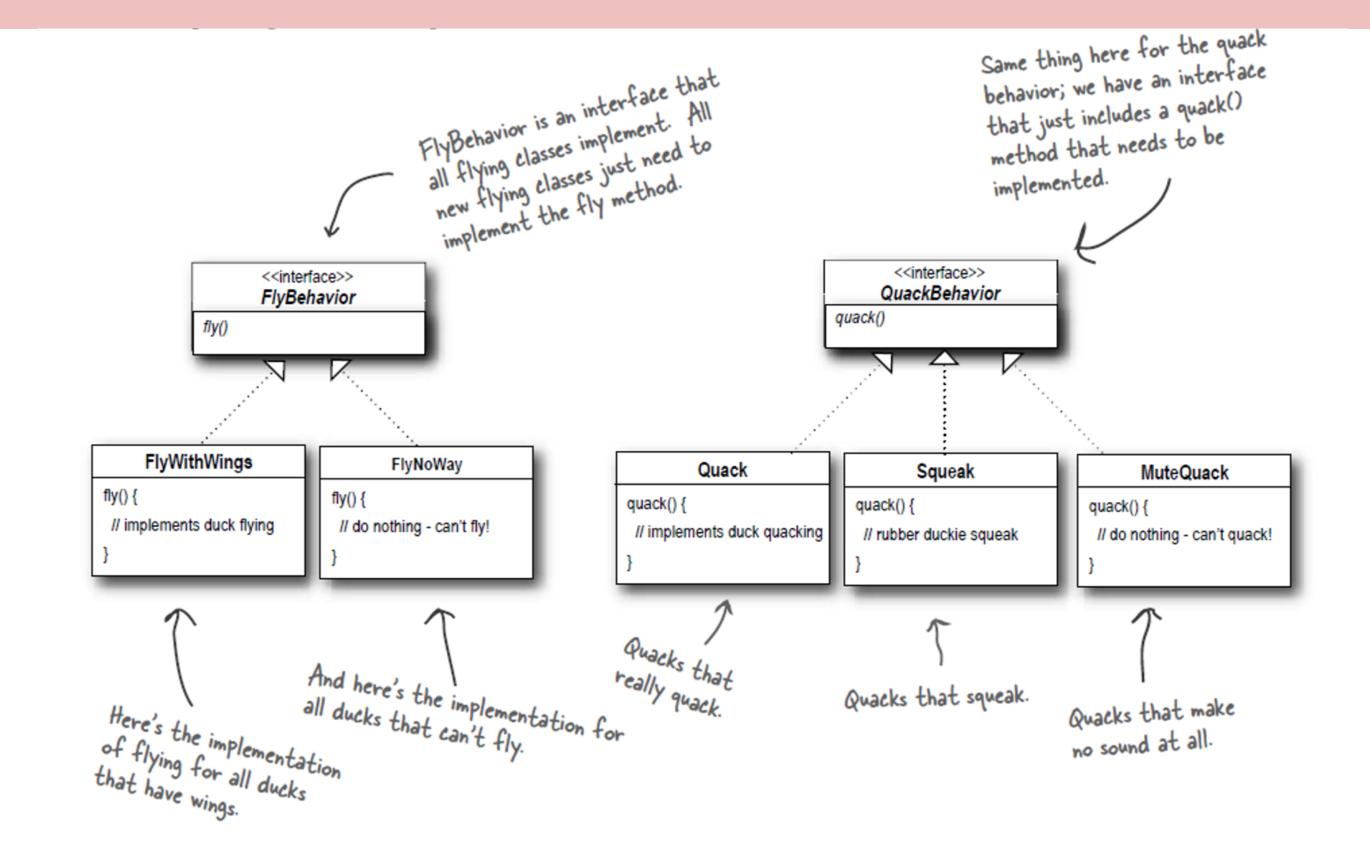
II. USE INTERFACE



THE STRATEGY PATTERN



THE STRATEGY PATTER.N



IMPLEMENTATION

The behavior variables are declared as the behavior INTERFACE type.

These methods replace fly() and quack().

Instance variables hold a reference to a specific behavior at runtime.

Duck

FlyBehavior flyBehavior QuackBehavior quackBehavior

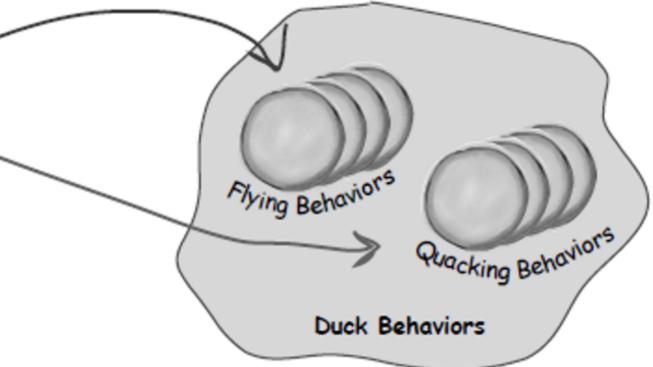
performQuack()

swim()

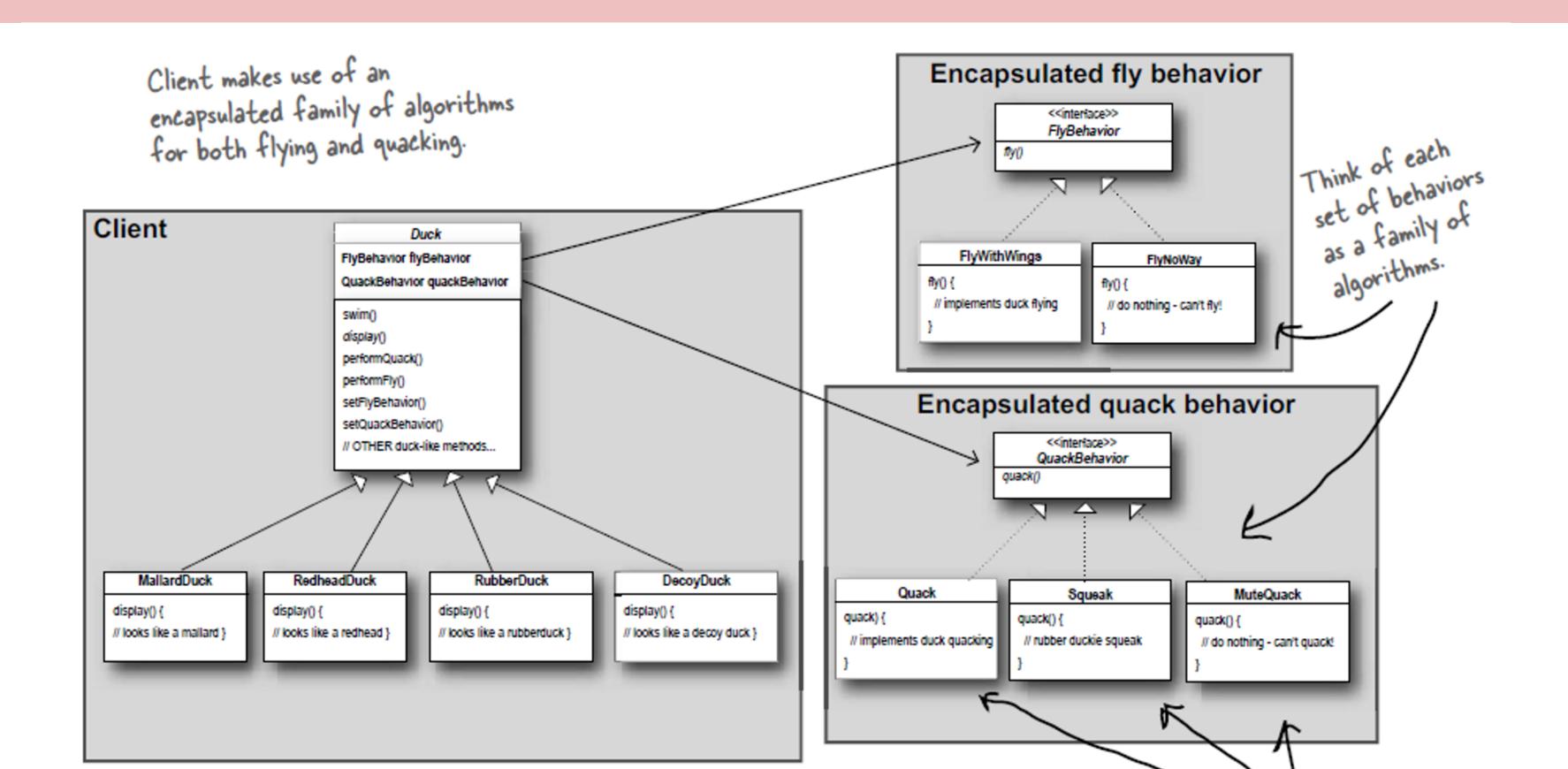
display()

performFly()

// OTHER duck-like methods...



OVERVIEW



THANKS FOR LISTENING