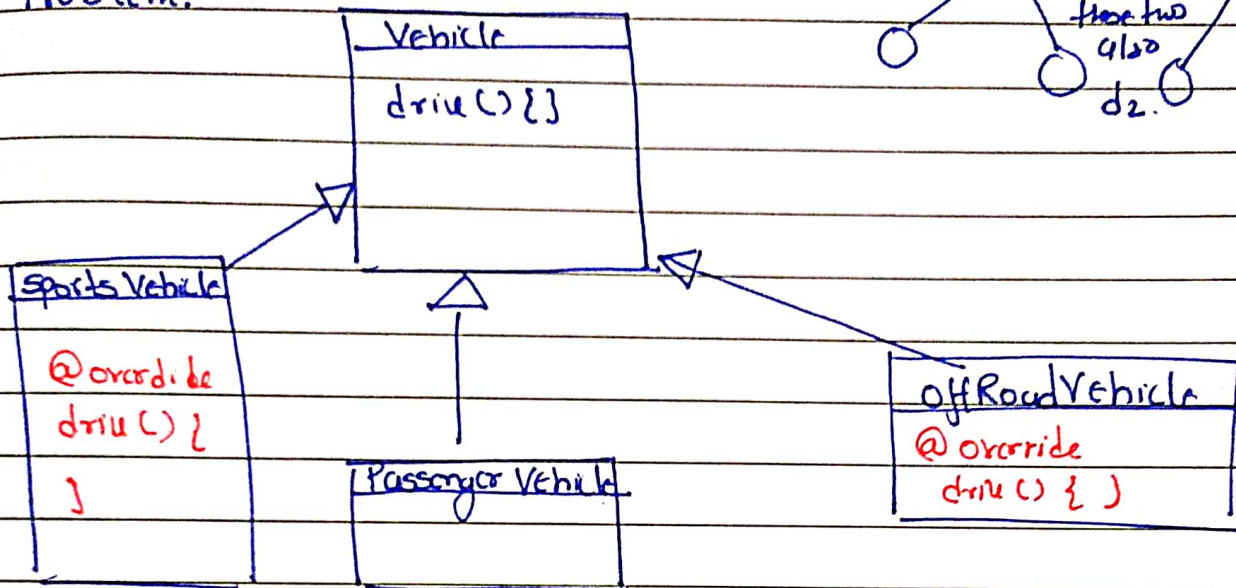


Strategy Design Pattern.

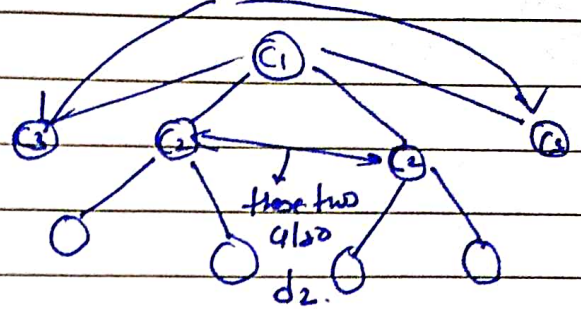
→ is-a (Inheritance)

→ has a

Problem.



these two want same drive strategy d1



=> Suppose SportsVehicle & OffRoadVehicle need same logic for drive but its different from its Parent (i.e Vehicle's drive() function)

So we have to write same logic in both class. this is like rewriting the code so to avoid this we can make Interface of Drive Strategy

→ Rewriting code is not good for scalability as we have to change the code in each child class.

