Both Strategy and Bridge design patterns both decouples implementations, but there are some deciding factors that help us to apply the best one.

When the problem looks like a two-dimensional concept, and there are more than one hierarchical structure, in that case we use Bridge pattern, which is a structural pattern.

Take the Shape and Color as an example. We want to implement the hierarchy of colored shapes. We don’t want to subclasses Rectangle, Circle, then RedRectangle, GreenCircle and so on. In this case the Bridge design pattern becomes handy. We implement two different hierarchy structure of Color, Shape and use composition to connect them.