The participants in the Strategy design pattern are as follows:

- *Strategy* (e.g., `Function`), which declares an interface common to all supported algorithms.
- *ConcreteStrategy* (e.g., `Sine` and `Cosine`), which implements the algorithm using the *Strategy* interface.
- *Context* (e.g., `MultiPlotter`), which maintains references to one or more Strategy objects (e.g., functions in `MultiPlotter`).