## **OOPL Assignment 10**

## Strategy Design Pattern

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Code:-

```
Name :- Atharva Kinikar
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import java.util.Scanner;
//============ INTERFACE PaymentProcessor
=========//
interface PaymentProcessor {
   void pay(int amount);// interface method pay
========//
// implementing PaymentProcessor interface
class CreditCard implements PaymentProcessor {
   Scanner sc = new Scanner(System.in);// creating object
of scanner class
   String name, ExpDate;// declaration of name, ExpDate
   double CardNo;// declaration of CardNo
   // Constructor of CreditCard class
```

```
CreditCard() {
       super();// calling parent class constructor
       System.out.println("-----
           ·----");
       System.out.print("\tCard holder Name :: ");//
printing on console
       this.name = sc.next();// taking Card holder Name as
input from user
       System.out.print("\tCard Number :: ");// printing on
console
       this.CardNo = sc.nextDouble();// taking Card Number
as input from user
       System.out.print("\tCard Expire Date :: ");//
printing on console
       this.ExpDate = sc.next();// taking Card Expire Date
as input from user
      System.out.println("---
       ----");
   }
   @Override
   public void pay(int amount) { // method for payment
       System.out.println("---
       System.out.println("Paying through CreditCard
payment: Charging $" + amount);
      System.out.println("-
        ·----");
   }
// ======= CLASS PayPal
=========//
// implementing PaymentProcessor interface
class PayPal implements PaymentProcessor {
   // Constructor of PayPal class
```

```
PayPal() {
       super();// calling parent class constructor
       System.out.println("\nChecking Internet
Connection....");
   }
   @Override
   public void pay(int amount) { // method for payment
       System.out.println("----
          ----");
       System.out.println("Paying through PayPal payment:
Charging $" + amount);
       System.out.println("-----
         ----");
   }
// ======== CLASS BitCoin
=========//
// implementing PaymentProcessor interface
class BitCoin implements PaymentProcessor {
   Scanner sc = new Scanner(System.in);// creating object
of scanner class
   String add; // declaration of add
   // Constructor of BitCoin class
   BitCoin() {
       super();// calling parent class constructor
       System.out.print("\nEnter Transaction 'Input
Address' :: ");// asking user of address
       add = sc.next();// taking 'INPUT ADDRESS' as input
from user
   }
   @Override
   public void pay(int amount) { // method for payment
```

```
System.out.println("-----
       System.out.println("Paying through BitCoin payment:
Charging $" + amount);
       System.out.println("-----
        ·----");
// =========== CLASS Order
========//
class Order {
   private final PaymentProcessor paymentProcessor;//
declaration of paymentProcessor object
   private final int amount;// declaration of amount
   // Order Method
   public Order(int amount, PaymentProcessor
paymentProcessor) {
       this.amount = amount;// storing value
       this.paymentProcessor = paymentProcessor;// storing
value
   }
   // process Method
   public void process() {
       paymentProcessor.pay(amount);// calling pay method
   }
// ========== CLASS Main
========//
public class App {
  // calling static void main method
```

```
public static void main(String[] args) {
        int c, amt = 0;// declaration of c, amt
        Order order; // reference of order assign to order
obj
        Scanner sc = new Scanner(System.in);// creating
object of scanner class
        while (true) {// while loop for menu driven
            System.out.println();
            // menu bar
           System.out.println("** SHOPING CART **");
           System.out.print("1.Credit Card \n2.PayPal
\n3.BitCoin \n4.Exit");
           System.out.print("\n\nEnter the Choice ::");
            c = sc.nextInt();// taking input from user
           System.out.println("-----
              ----");
           if (c == 1 || c == 2 || c == 3) {// check}
whether 0<c<4
               System.out.print("\nEnter amount tobe
Tranfer :: ");
               amt = sc.nextInt();// taking amt as input
from user
               System.out.println("-----
            }
           // switch case
            switch (c) {
                case 1:// for input c ==1
                   order = new Order(amt, new
CreditCard());// creating obj of order class
                   order.process();// calling process
method of order class
                   break;
                case 2:// for input c == 2
                   order = new Order(amt, new PayPal());//
creating obj of order class
```

```
order.process();// calling process
method of order class
                   break;
               case 3:// for input c == 3
                   order = new Order(amt, new BitCoin());//
creating obj of order class
                   order.process();// calling process
method of order class
                   break;
               case 4:
                   System.out.println("\nThank you For
Shopping !!!! ");// printing on console
                   System.out.println("-----
                    ----");
                   return;// stop execution of program
               default:
                   System.out.println("Invalid Payment Mode
!!!");// default
                   System.out.println("----
           }
```

Output :-
** SHOPING CART **  1.Credit Card  2.PayPal  3.BitCoin  4.Exit
Enter the Choice ::1
Enter amount tobe Tranfer :: 2000
Card holder Name :: atharva Card Number :: 123456789 Card Expire Date :: 12/25
Paying through CreditCard payment: Charging \$2000
** SHOPING CART ** Checking Internet Connection
Paying through PayPal payment: Charging \$5000
** SHOPING CART **  1.Credit Card  2.PayPal  3.BitCoin  4.Exit
Enter the Choice ::3
Enter amount tobe Tranfer :: 10000

-----

Enter Transaction 'Input Address' :: 5342.9324.2671.1354
Paying through BitCoin payment: Charging \$10000
** SHOPING CART **
1.Credit Card
2.PayPal
3.BitCoin
4.Exit
Enter the Choice ::4
Thank you For Shopping !!!!