The Strategy Pattern defines a family of algorithms,  
encapsulates each one, and makes them interchangeable.  
Strategy lets the algorithm vary independently from  
clients that use it.

(The Strategy pattern is to be used where you want to choose the algorithm to use at runtime.)

**Interface Behaviour**

Run();

**Client**

InterfaceBehaviour;

execute();

**ConcreteBehaviourB**

Run();

**ConcreteBehaviourA**

Run();