**Strategy Pattern Example: Go Vehicle**

**Class: Vehicle**

**package** vehicle.go;

**public** **abstract** **class** Vehicle {

**private** GoAlgorithm algorithm;

**public** **void** setGoAlgorithm(GoAlgorithm algorithm) {

**this**.algorithm = algorithm;

}

**public** **void** go() {

algorithm.go();

}

}

**Class: StreetRacer**

**package** vehicle.go;

**public** **class** StreetRacer **extends** Vehicle {

**public** StreetRacer() {

setGoAlgorithm(**new** GoByDriving());

}

}

**Class: FormulaOne**

**package** vehicle.go;

**public** **class** FormulaOne **extends** Vehicle {

**public** FormulaOne() {

setGoAlgorithm(**new** GoByDriving());

}

}

**Class: Helicopter**

**package** vehicle.go;

**public** **class** Helicopter **extends** Vehicle {

**public** Helicopter() {

setGoAlgorithm(**new** GoByFlying());

}

}

**Class: Jet**

**package** vehicle.go;

**public** **class** Jet **extends** Vehicle {

**public** Jet() {

setGoAlgorithm(**new** GoByFlyingFast());

}

}

**Class: GoAlgorithm**

**package** vehicle.go;

**public** **interface** GoAlgorithm {

**public** **void** go();

}

**Class: GoByDriving**

**package** vehicle.go;

**public** **class** GoByDriving **implements** GoAlgorithm {

**public** **void** go() {

System.***out***.println("Now I'm driving.");

}

}

**Class: GoByFlying**

**package** vehicle.go;

**public** **class** GoByFlying **implements** GoAlgorithm {

**public** **void** go() {

System.***out***.println("Now I'm flying.");

}

}

**Class: GoByFlyingFast**

**package** vehicle.go;

**public** **class** GoByFlyingFast **implements** GoAlgorithm {

**public** **void** go() {

System.***out***.println("Now I'm flying fast.");

}

}

**Class: Main**

**package** vehicle.go;

**public** **class** Main {

**public** **static** **void** main(String[] args) {

StreetRacer streetRacer = **new** StreetRacer();

FormulaOne formulaOne = **new** FormulaOne();

Helicopter helicopter = **new** Helicopter();

Jet jet = **new** Jet();

streetRacer.go();

formulaOne.go();

helicopter.go();

jet.go();

Jet realJet = **new** Jet();

realJet.setGoAlgorithm(**new** GoByDriving());

realJet.go();

realJet.setGoAlgorithm(**new** GoByFlyingFast());

realJet.go();

realJet.setGoAlgorithm(**new** GoByDriving());

realJet.go();

}

}

Result:

Now I'm driving.

Now I'm driving.

Now I'm flying.

Now I'm flying fast.

Now I'm driving.

Now I'm flying fast.

Now I'm driving.