

Nachteile

If you only have a couple of algorithms and they rarely change, there's no real reason to overcomplicate the program with new classes and interfaces that come along with the pattern.

Clients must be aware of the differences between strategies to be able to select a proper one.

A lot of modern programming languages have functional type support that lets you implement different versions of an algorithm inside a set of anonymous functions. Use these functions exactly as you'd have used the strategy object, without bloating your code with extra classes and interfaces.