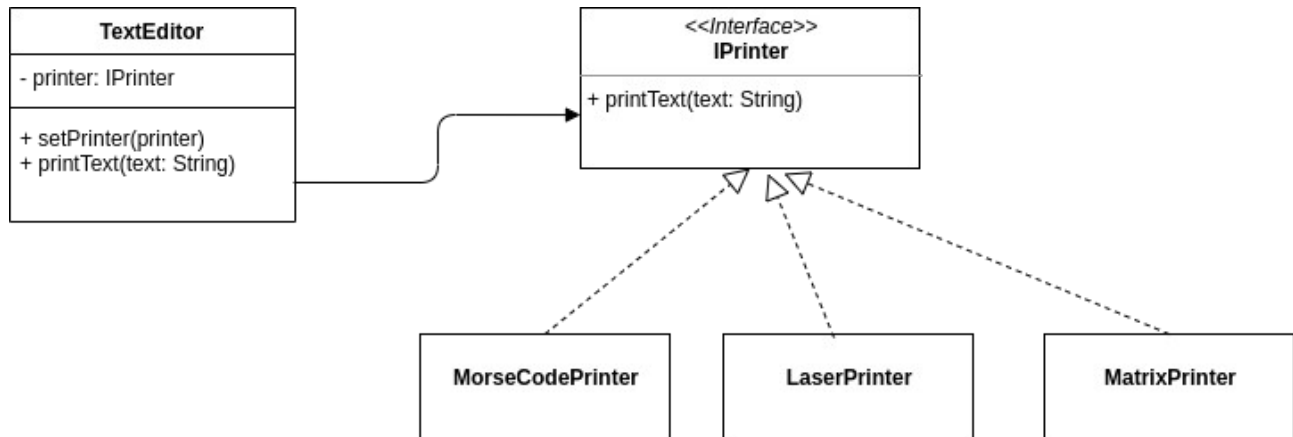


Exercise: Printer - GoF Strategy

In this exercise you will work with the printer example from the class. We will make a simple program that allows the user to change printer type when the program is running.

We need a simple text editor and a number of printers.



Our aim in this exercise is to design and implement a system that will allow us to easily change which printer is being used and let the user control while the program is running which printer is used.

Exercise 1:

Consider the design above. Do this design use the GoF Strategy pattern?

Exercise 2:

Create a Console application

Exercise 3:

Implement the classes above and create an instance of `TextEditor` in the `Program.cs`, with a specific printer type and print out some text.

Note: that your printers don't have to do anything but print out the name of the class followed by the text.

Exercise 4:

In your `Program.cs` alter the code so that the user can alter which Printer object is used before printing – while the program is running.

Hint: use while-loop and switch/case to handle user input.

Exercise 5 (optional):

Alter your `Program.cs` so that you let the user specify some text in the console and then print via a (by the user) chosen printer.