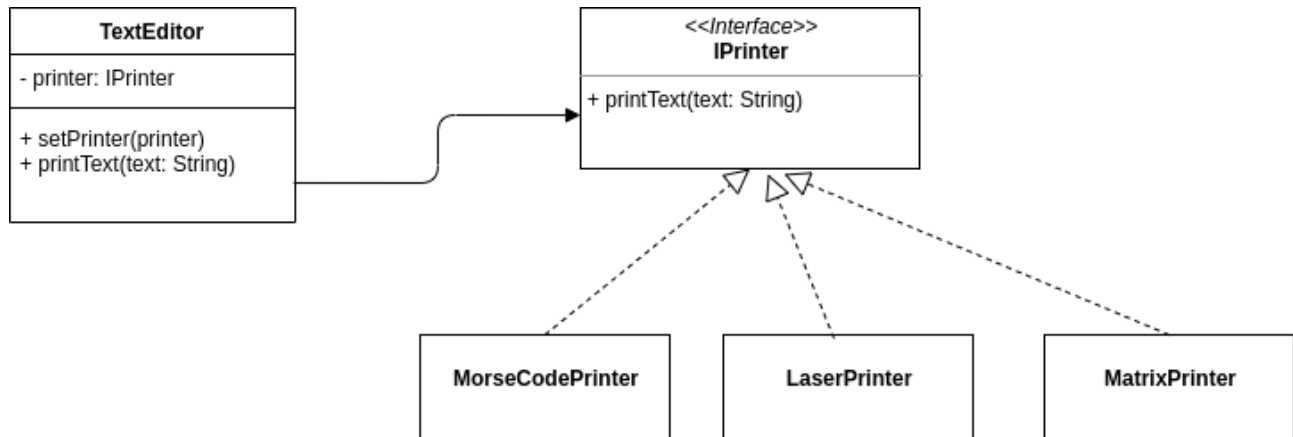**Exercise: Printer - GoF Strategy**

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