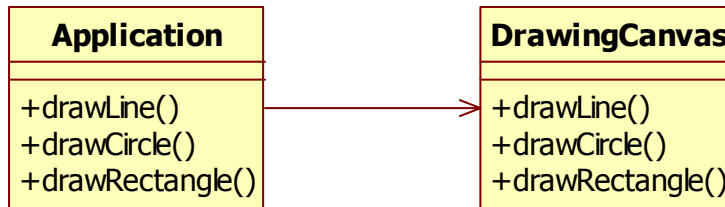


Strategy pattern

Suppose we have the following simple drawing program:



If you call `drawLine()` from the **Application** class, then the `drawLine` of the **DrawingCanvas** gets called, and a line is drawn on the canvas.

An disadvantage of the given drawing application is that it only draws lines, circles and rectangles, and if we also want to draw triangles, we have to change the code of the **DrawingCanvas** class. Redraw the class diagram such that it will be easier to add new shapes to the drawing program.

Also make a sequence diagram that shows how we can draw for example a line and 2 circles.