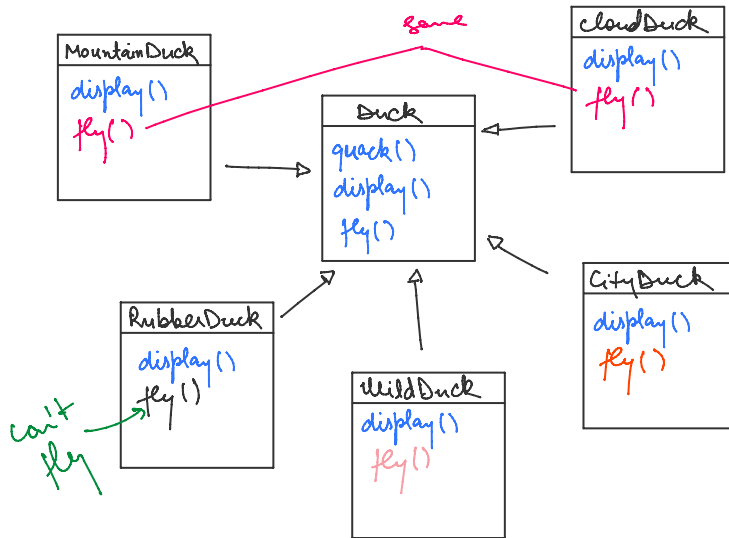


Q. why do we need Strategy Pattern?



### Definition:

In Strategy pattern, a class behavior or its algorithm can be changed at run time. This type of design pattern comes under behavior pattern.

In Strategy pattern, we create objects which represent various strategies and a context object whose behavior varies as per its strategy object. The strategy object changes the executing algorithm of the context object.

As we can see in the above UML Diagram the fly methods are different for different types of Ducks. Hence, Inheritance is not a viable option to use. A lot of code needs to be refactored and duplicated if a small change is made.

