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| OOPs Design Principles | |
| Delegation | |
| Delegation means hand over the responsibility for a particular task to another class or method.  It is a technique where an object expresses certain behavior to the outside but in reality delegates responsibility for implementing that behavior to an associated object. | |
| APPLICABILITY | * Reduce the coupling of methods to their class * Components that behave identically, but realize that this situation can change in the future. * If you need to use functionality in another class but you do not want to change that functionality then use delegation instead of inheritance. |