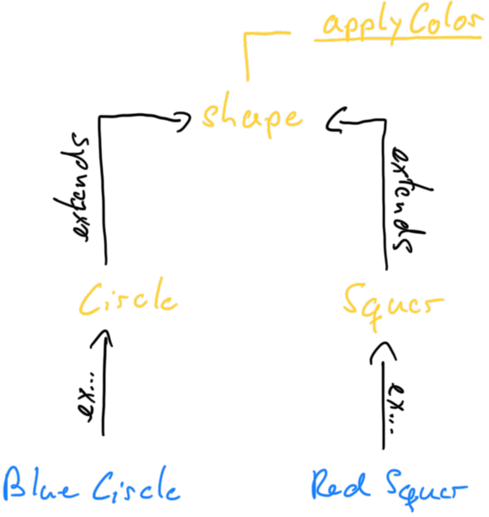
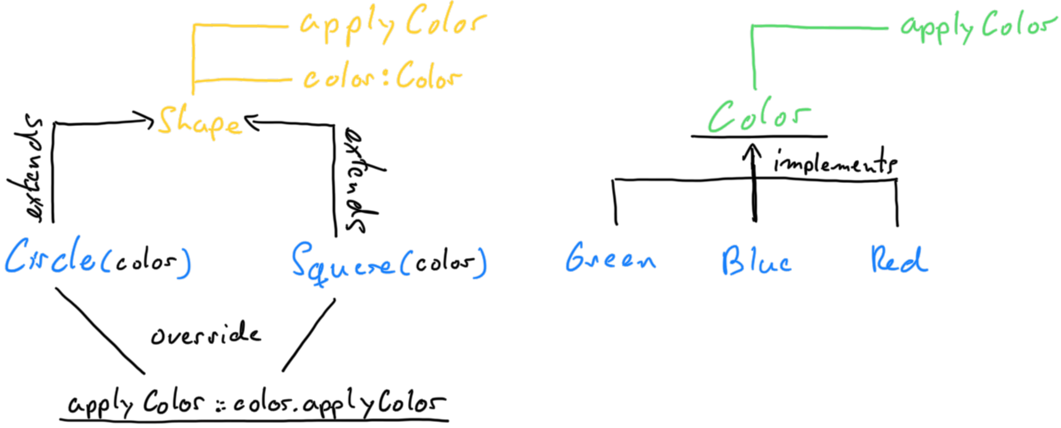
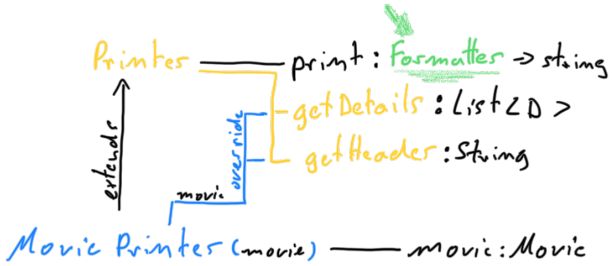
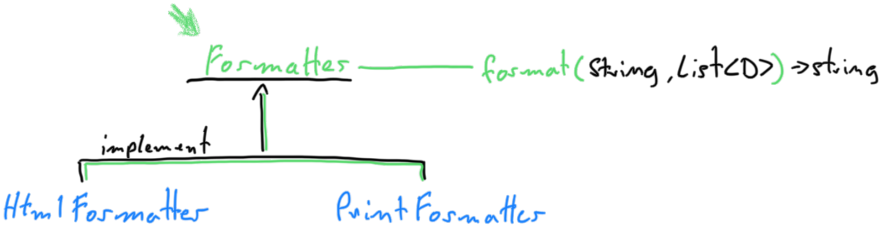
Bridge Pattern





- The color is abstracted out of circle and squer
- The bridge = the curtract of conpoPition and abstraction.
- On the one side we have the shape on the other hand we have the color. We want them independent of each other changes.





① new Movie()

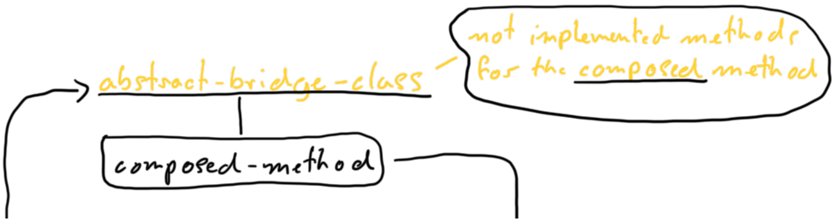
② new PrintFormatter() || new HtmlFormatter()

③ new MoviePrinter(printformatter)

We have an abstract class with an implemented method which should do work.

So the abstract class is the bridg between the concret implementation and the required counter part.

Implement missing parts on the one side and switch interface implementation on other side



process-impl
dynamic-counterpart