

## Structural Design Pattern

### Bridge Pattern:

- There are 2 different Hierarchy of classes
- To communicate between them create a bridge as shown below



- For communication, Inject the top most class/interface in other Hierarchy as shown in below code snippet:

```
public abstract class Account {  
    Payment payment;  
  
    public Account(Payment payment) {  
        this.payment = payment;  
    }  
}
```

As you can see, Payment is injected in Account. So Payment brings all its sub classes with it.

Advantage: From SavingAccount, CurrentAccount classes, we need no directly reach out to(create object) of UPI,CC, DC classes.