

🚀 What is Strategy design Pattern 🤖 (Behavioral Design Pattern)

"Instead of putting all the logic in one class, **put each behavior (or algorithm) in its own class and use a interface shared among all classes to switch between them easily.**"

🚀 Why do we need Strategy design Pattern 😊

```
if (paymentType == "CreditCard")
{
    // credit card logic
}

else if (paymentType == "Cash")
{
    // cash logic
}



else if (paymentType == "UPI")
{
    // upi logic
}
```

Looks okay at first. But **what happens when we want to add Net Banking, Wallet, or other types?** 🤔 🤖

- It's common to put all logic in **one big class**. You often use **lots of** if-else or switch statements to handle different behaviors.
- But as the project **grows** and you keep adding more conditions as a result the code becomes **messy, hard to read, and difficult to maintain.**


🚀 How does the strategy pattern solves this

- 📁 **Wrap each algorithm in its own class**
- 🔗 **Swap behaviors at runtime** Need different logic on the fly? Just inject a new strategy, no code rewrite needed.
- 🗑️ **Keeps the algorithm details separate** Your core code stays focused as strategies can handle their own logic.

-  **Prefer composition over inheritance** No rigid parent- child class structure, making the whole structure loosely coupled.
-  **Open/Closed Principle in action** Add new strategies by extending the code instead of modifying it.

What's Next?

In the next step, I will explain the **application**, **implementation**, **pros**, and **cons** of the **Strategy Pattern**.

Stay tuned! 

Follow me for more useful insights on design patterns.

 Check out my previous posts on design patterns:

- Singleton Pattern: <https://lnkd.in/gcqa6fHt>
- Factory Pattern: <https://lnkd.in/gp4PtXsD>

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