

# Strategy Design Pattern

Basically this design pattern more oriented towards “open-closed principle”. Its defines a family of algorithm, encapsulating each one of them and make all of them interchangeable. In this design pattern base class contains interface details and bury implementation details in derived class. Clients are coupled to the interface only so does not experience any “Upheavel” associates with changes as there is no impact in the changes made in derived class.

Its basically “maximize cohesion and minimize coupling”.

