VDM++ Sorting Algorithms

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1 Introduction

This document contains a sorting example. The class diagram can be seen in Figure **??**. The structure of the example is known as the *strategy* pattern. This pattern defines a family of algorithms, encapsulates each one and make them interchangeable. The *strategy* pattern lets the algorithm vary independently from clients that use it. The `SortMachine` class is the client that uses the different sorting algorithms. The `Sorter` class is an abstract class that defines a common interface to all supported algorithms.
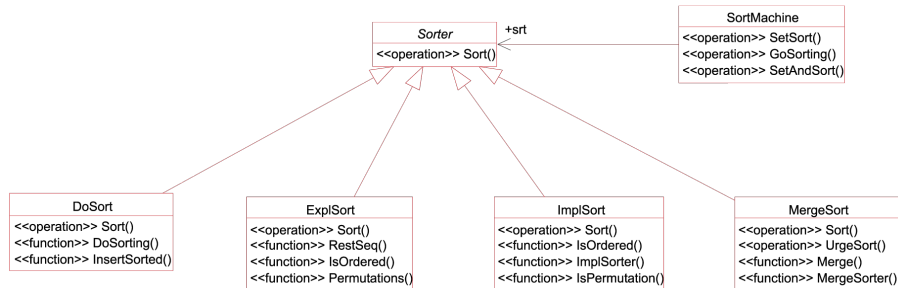

Figure 1: Class diagram for the sort example