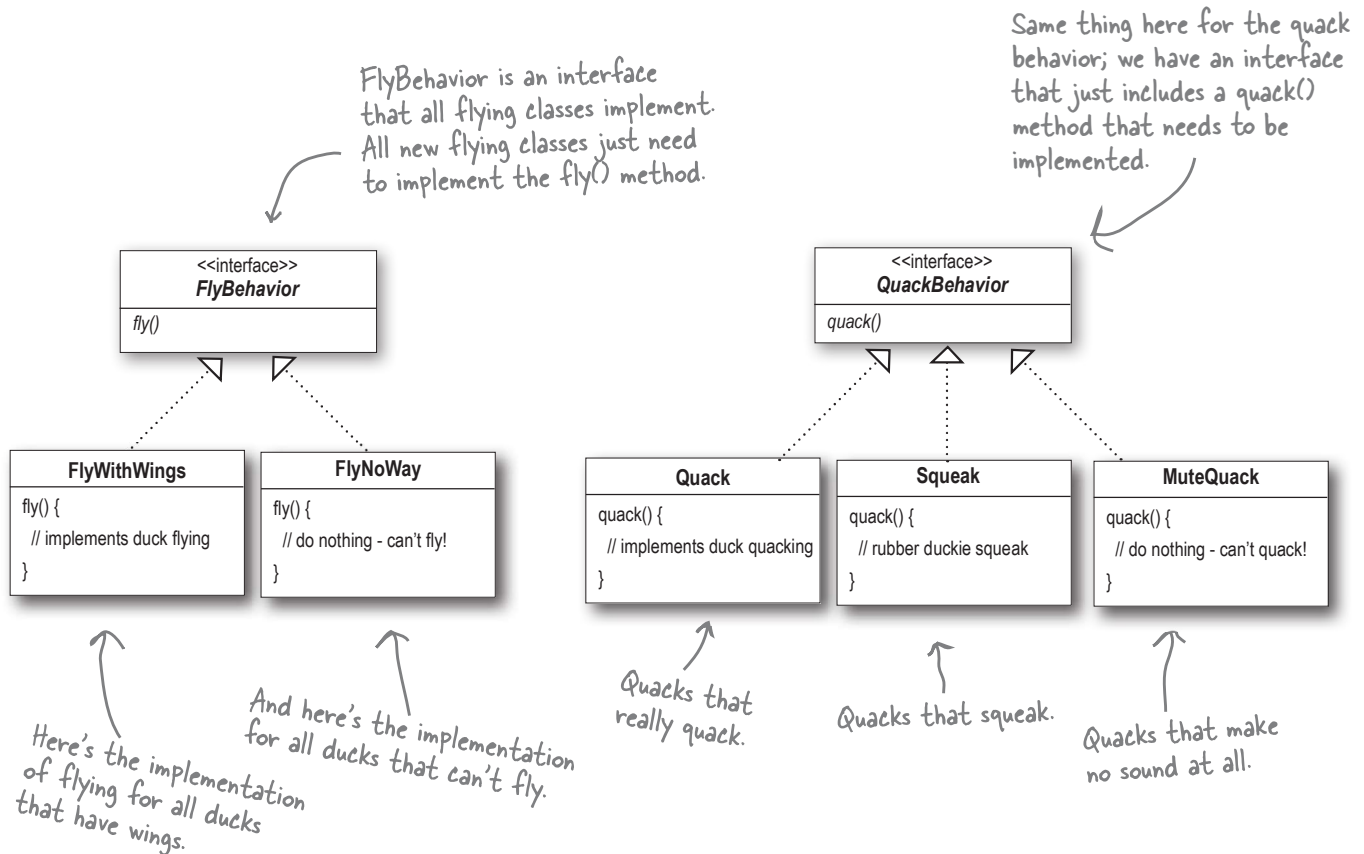


Implementing the Duck Behaviors

Here we have the two interfaces, FlyBehavior and QuackBehavior, along with the corresponding classes that implement each concrete behavior:



With this design, other types of objects can reuse our fly and quack behaviors because these behaviors are no longer hidden away in our Duck classes!

And we can add new behaviors without modifying any of our existing behavior classes or touching any of the Duck classes that use flying behaviors.

So we get the benefit of REUSE without all the baggage that comes along with inheritance.