**Difference between strategy pattern and factory pattern**

The factory pattern and the strategy pattern look very similar and are often confusing;  
Where is the difference between them, it needs to be carefully tasted;

**Similarity**

In terms of schema structure, the two are very similar;

**difference**

* different uses

Factory is a creational pattern, its role is to create objects;  
A strategy is a behavioral pattern, its role is to let an object choose one behavior among many behaviors;

* different focus

A concern object is created

A behavior-focused encapsulation

* solve different problems

The factory pattern is a creational design pattern. It accepts instructions and creates instances that meet the requirements. It mainly solves the unified distribution of resources, completely separates the creation of objects, and makes the creation of objects independent of specific customers. Mainly used in multiple database selection, class library file loading, etc.  
The strategy mode is to solve the switching and expansion of the strategy. More concisely, it is to define the strategy family and encapsulate them separately so that they can be replaced with each other. The strategy mode makes the change of the strategy independent of the customers who use the strategy.

* The factory is equivalent to a black box, and the strategy is equivalent to a white box;