THE STRATEGY PATTERN

EACH "ALGORITHM OBJECT"
CAN SPECIFY ITS OWN LOGIC
FOR DETERMINING THIS ORDER

ECT"

EACH OF WHICH IMPLEMENTS
THE INTERFACE

Comparator<String>

ANY OBJECT THAT IMPLEMENTS
THIS INTERFACE HAS A METHOD
THAT TAKES IN 2 STRINGS, AND
SPECIFIES WHICH
STRING COMES FIRST

HOW? BY RETURNING -1,0,1TO SAY IF THE FIRST STRING IS "LESS THAN", "EQUAL TO", OR "GREATER THAN" THE SECOND STRING

int compare(String s1, String s2)

ONCE YOU HAVE ALL THESE ALGORITHM OBJECTS READY, PASS ANY ONE OF THEM INTO THE

Collections.sort(List<String> list, Comparator<String> comparator)

METHOD OF THE COLLECTIONS CLASS

THIS IS PRECISELY THE

STRATEGY PATTERN

AT WORK

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THE STRATEGY PATTERN IS USED TO SPECIFY A BEHAVIOR ("HOW TO SORT")

ON THE FLY (WHEN THE USER SELECTS A SORT METHOD FROM A USER INTERFACE)

BY PASSING ALGORITHM OBJECTS IN ASMEMBER VARIABLES

IMPLEMENTING THE STRATEGY PATTERN

```
// Step 1: Create a list of strings
                                       List<String> listOfStrings = new ArrayList<String>();
THEN PASS AN
OBJECT OF THIS
                                       // Step 2: populate listOfStrings with names from a data file
                                       // Won't bother with the code for this here
CLASS RIGHT INTO
                                       // Step 3: Sort this list of strings in lexicographical order,
                                                                                                     CREATE AND INSTANTIATE A CLASS
THE COLLECTIONS.SOR
                                         but with the added twist that if the name "Donald Trump" appears
                                                                                                     THAT IMPLEMENTS THE
                                                                                                     COMPARATOR<STRING>INTERFACE
METHOD
                                         public int compare (String s1, String s2)
                                                                                                     IN A SINGLE LINE
                                             if (sl.equals("Donald Trump") && !s2.equals("Donald Trump")) {
                                              else if (s2.equals("Donald Trump") && !s1.equals("Donald Trump"))
                                                return -1;
                                             return sl.compareTo(s2);
```

COMPARATOR<STRING>HAS ONLY
ONE MEMBER FUNCTION THAT IT MUST
IMPLEMENT - DO THAT RIGHT HERE ON
THE FLY

WE CAN CREATE AS MANY DIFFERENT COMPARATOR OBJECTS AS WE LIKE -EACH DEFINING A DIFFERENT SORT ALGORITHM - AND USE THEM ALL ON THE FLY

DEPENDENCY INJECTION

WHICH WE BRIEFLY MENTIONED -

IS A WIDELY USED AND VERY POWERFUL TECHNIQUE OF SETTING UP MEMBER VARIABLES OF COMPLICATED CLASSES ON THE FLY

IT IS FUNDAMENTALLY SIMILAR TO THE STRATEGY PATTERN

FOR THESE 2 REASONS IT IS WORTH EXPLORING IN MORE DETAIL