



Today's agenda

↳ Strategy design Pattern



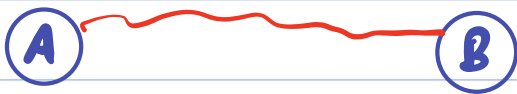
AlgoPrep



at Behavioural design pattern

↳ Define the behaviours to be implemented.
(method)

Google maps



car	Bike	walking

→ Shows Paths
for multiple
mode of transportation

So

Googlemap {

findPath (from, To, mode) {

if (mode == car) {

==

}

else if (mode == bike) {

==

else if (mode == walk) { == }

S&P xa

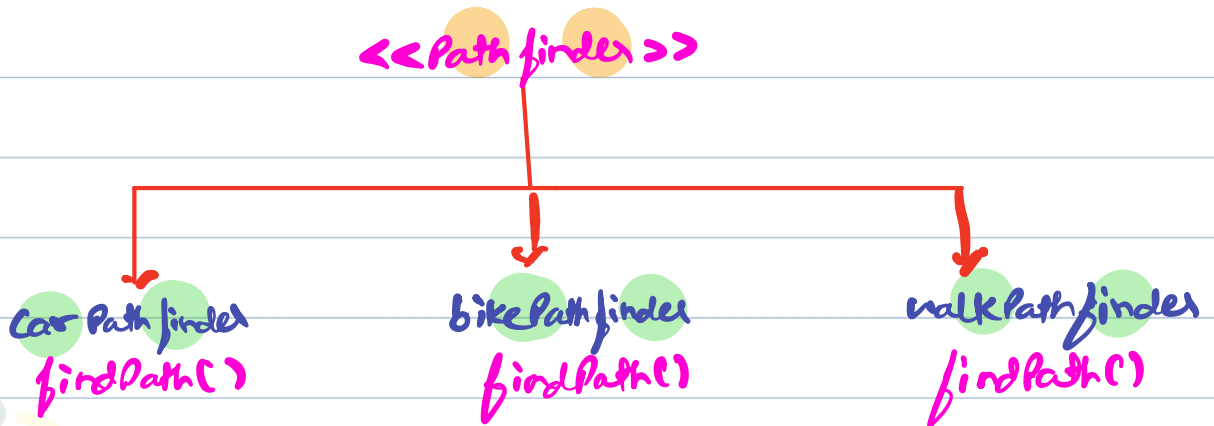
O&P xa

}



↳ when we have multiple ways to do something & all of them are in a method.

↓
implement them in separate class and



Googlemap {
 findPath (from, to, mode) {

```
        Pathfinder Pf = PathfinderFactory.getObject(mode);
        Pf.findPath();
    }
```

}

```
class PathfinderFactory {
    CPF car;
    BPF bike;
    WPF walk;
    static Pathfinder getObject(mode) {
        if (mode == "car") return this.car;
        else ~ ~ ~
    }
}
```



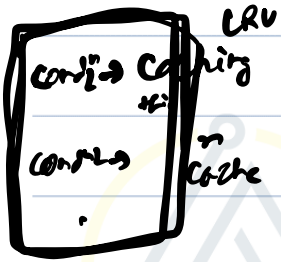
Strategy design Pattern: Multiple Algos/Ways to do something.



Caching Algo implem.



strategy + factory



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