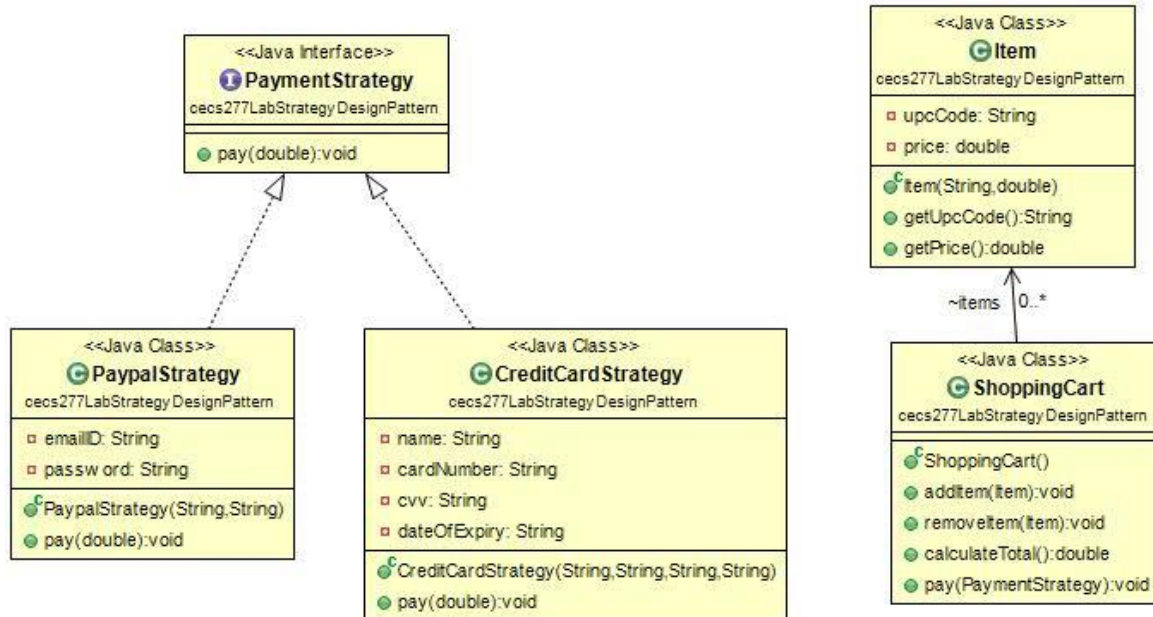


# CECS 277 LAB STRATEGY DESIGN PATTERN

**OBJECTIVE:** Give you some experience implementing the Strategy Design Pattern.

**INTRODUCTION:** Please remember the coding standards [here](#).

The UML diagram for the classes and interfaces in this lab is:



<Things that they need to know to complete the assignment>

## PROCEDURE:

1. Go to [here](#) for the code for the Item and the ShoppingCart code that you need.
2. Implement the two concrete classes: PaypalStrategy and CreditCardStrategy. Remember that an instance of each of these classes represents a single Paypal or Credit Card account respectively. So each instance will have the information particular to that account.
3. The pay member method in ShoppingCart needs an instance of a concrete implementation of PaymentStrategy so that it knows how to pay for all the items in the cart.
4. Write a class, called StrategyRunner that builds a cart, puts a number of Items in it using the addItem method, and then pays for the cart with an instance of one of your two PaymentStrategy interface implementations.

## WHAT TO TURN IN:

- PaypalStrategy.java
- CreditCardStrategy.java
- StrategyRunner.java
- The sample output, named console.txt