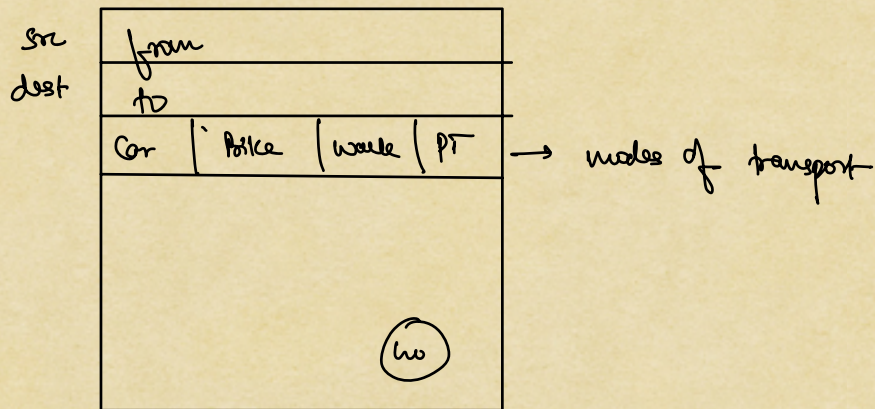


⇒ Behavioural Design Pattern

→ Strategy Design Pattern:-

Maps



→ The path would change depending on the mode of transport

Google Maps ?

findPath(src, dest, mode) {

if (mode == Car) {

=====

} else if (mode == boike) {

=====

Violates

SRP

& OCP


```

    } else if (mode == walk) {
        
            
                



    } else {
        
            
                

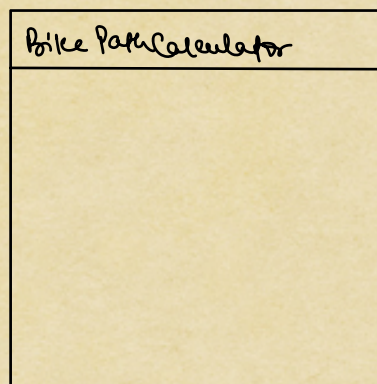
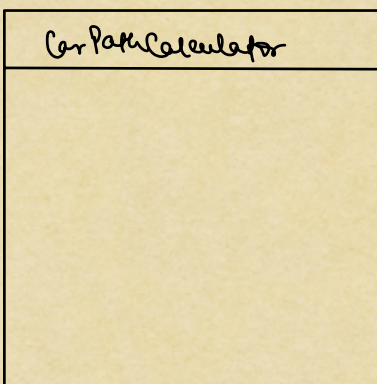


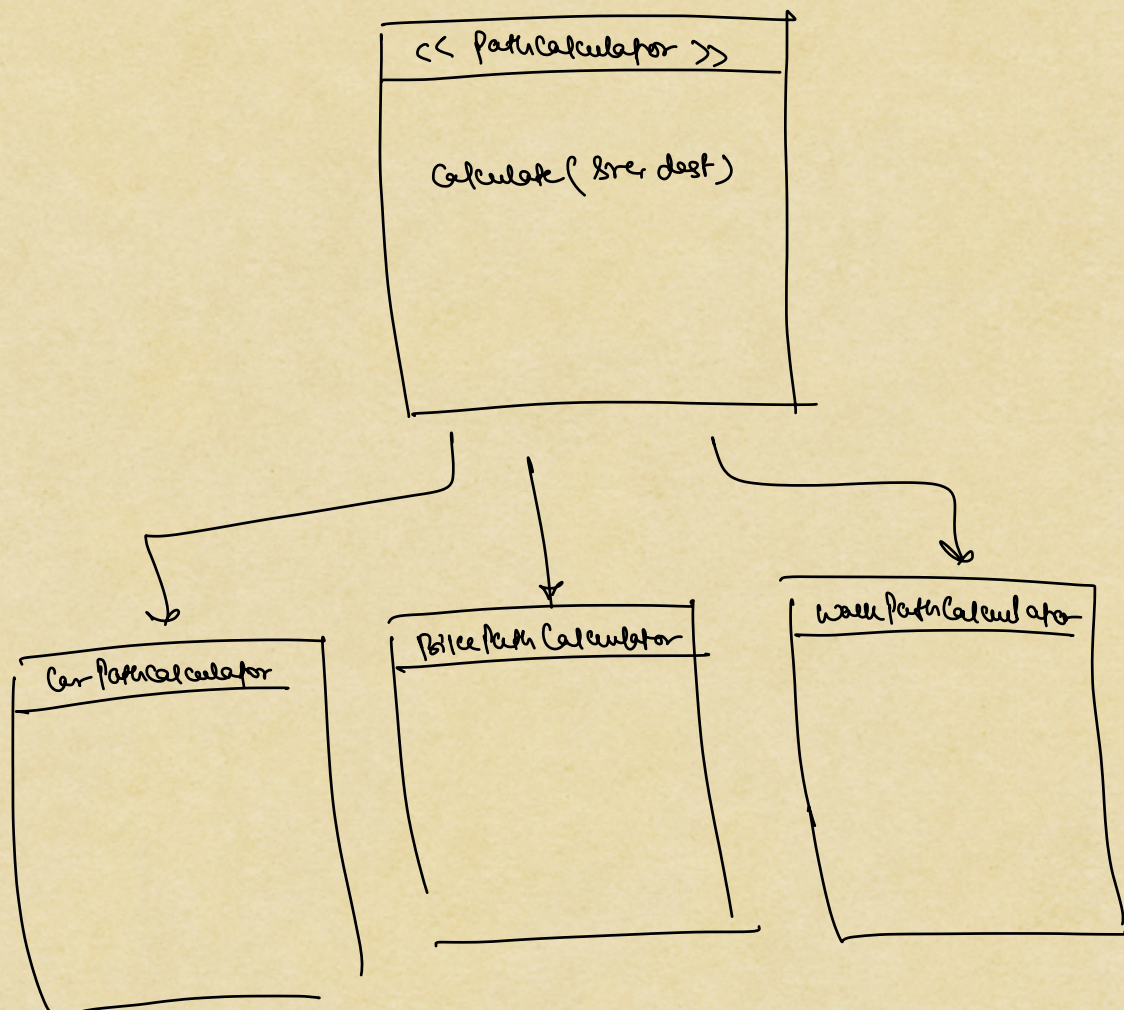
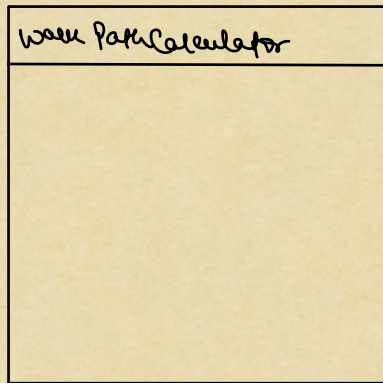
    }
}
}

```

⇒ When we have multiple ways to achieve the same outcome, we can use Strategy Design Pattern

⇒ Rather than implementing multiple strategies in a same method/class, for every strategy we implement in a separate class.





Google Maps

find(src, dest, mode) {

pathCalculator = Pcf.getPathCal(mode)

return pathCalculator.calculate(src, dest);

}