Strategy: System behavior partially specified at runtime

1. Many algorithms can be decomposed into higher- and lower-level parts
2. Making tea can be decomposed into
   1. The process of making a hot beverage (boil water, pour into cup); and
   2. Tea-specific things (put tea bag into water)
3. The high-level algorithm can then be reused for making coffee or hot chocolate
4. Strategy: Enables the exact behavior of a system to be selected either at runtime (dynamic) or compile-time (static).
5. Also known as a policy (esp. In the c++ world)

Dynamic Strategy

1. Different strategy classes that implement the same interface and can switch between these strategies.

Static Strategy

1. Because of java type arrangement you need to do the following
   1. Make the class that switched between strategies generic: TextProcesser<LS extends Listtrategy>
   2. Get a supplier in the constructor argument and get the constructor of the strategy from the supplier

Summary

1. Define an algorithm at a high level
2. Define the interface you expect each strategy to follow
3. Provide for either dynamic or static composition of strategy in the overall algorithm