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**Exercise 8: Implementing the Strategy Pattern**

**Scenario:**

You are developing a payment system where different payment methods (e.g., Credit Card, PayPal) can be selected at runtime. Use the Strategy Pattern to achieve this.

**Steps:**

1. Create a New Java Project:

Create a new Java project named StrategyPatternExample.

2. Define Strategy Interface:

Create an interface PaymentStrategy with a method pay().

3. Implement Concrete Strategies:

Create classes CreditCardPayment, PayPalPayment that implement PaymentStrategy.

4. Implement Context Class:

Create a class PaymentContext that holds a reference to PaymentStrategy and a method to execute the strategy.

5. Test the Strategy Implementation:

Create a test class to demonstrate selecting and using different payment strategies.  
**output:**

