

[Strategy Design Pattern]

The **Strategy Pattern** is a behavioral design pattern that defines a family of algorithms, encapsulates each one in a separate class, and makes them interchangeable. This pattern allows a client to choose a behavior or algorithm dynamically at runtime without altering the context object that uses it.

Key Concepts:

1. Strategy Interface:

- Defines a common interface for all strategies (algorithms or behaviors).

2. Concrete Strategies:

- Implement specific variations of the algorithm.

3. Context:

- Maintains a reference to a Strategy object and uses it to execute the algorithm.
- Allows the Strategy to be swapped dynamically.