Strategy Design Pattern

*Project : DesignPatterns>Strategy*

## Implementing The run-time changeable abilities for a super class

Info : Use this pattern if you need to dynamically change an algorithm used by an object at run time.

Using an interface as an instance variable, and inside that interface placing different classes that including that different abilities.

Inside the subclasses, it is able to change this behavior by just re-instantiating this interface. so now it is possible to use this new ability by not effecting the super class or the subclasses.

Factory Design Pattern

## When to Use ?

* When all potential classes are in the same subclass hierarchy
* Centralize class selection code
* To encapsulate object creation

## Abstract

There is an extra class to do the deciding mechanism and return a sub-class depending on the conditions. No magic.