

```
StoreMethod.java x Dictionary.java SpellChecker.java 2.ucls kj.useq
13     thing.change(info);
14     String in = "";
15
16     //Allows user to change storage strategy at will
17     while(!in.equals("q")) {
18         System.out.println("Which strategy do you want to use, Relational, noSQL, or Graph? Q will terminate the program: ");
19         in = input.next().toLowerCase();
20         if(in.equals("nosql")) {
21             thing = new SwitchStrategy(new noSQL());
22             thing.change(info);
23         }
24         else if(in.equals("relational")) {
25             thing = new SwitchStrategy(new Relational());
26             thing.change(info);
27         }
28         else if(in.equals("graph")) {
29             thing = new SwitchStrategy(new Graph());
30             thing.change(info);
31         }
32     }
33 }
```

ESOF322.SwitchStrategy.SwitchStrategy(SwitchStrategy strategy)

```
Console x
<terminated> StoreMethod [Java Application] C:\Program Files\Java\jre-10.0.2\bin\javaw.exe (Sep 19, 2019, 11:26:48 AM)
The information was stored using noSQL
Which strategy do you want to use, Relational, noSQL, or Graph? Q will terminate the program:
Graph
The information was stored using Graph
Which strategy do you want to use, Relational, noSQL, or Graph? Q will terminate the program:
nosql
The information was stored using noSQL
Which strategy do you want to use, Relational, noSQL, or Graph? Q will terminate the program:
Q
|
```