This project uses strategy pattern which is a flexible design patter.

The advantages are

1. The whole program can implement different algorithms according to different scenario. For example, in our project, we can have two sorting algorithms are implements the ‘SortingStrategy’ interface, for different building type.

2. It is easy to swap to another strategy without too much modification in other classes.

3. It is easy to add a new strategy. We just need to create a new class and in the ‘Simulation’ class, create an new instance of the class.

4. The strategy is relatively invisible to the other class. It follows the principle of object oriented development. Also it can reuse some parts of the code.

However, there are some disadvantages

1. In the main method, it must decide which strategy to use. It must create corresponding instance of strategy in different scenario.