**Extract Hierarchy**

*a class implements many variations of a certain responsibility*

*extract a class hierarchy with a class for each responsibility*



**Context:**  
See also :[Collapse Hierarchy](https://web.archive.org/web/20090914100949/http:/www.refactoring.be/thumbnails/rtn-ch.html), *Extract Hierarchy[Fowler]*, *Replace Type Code With Subclass[Fowler]*, *Replace Type Code With State/Strategy[Fowler]*