Strategy
Define a family of algorithms, encapsulate each one, and make them interchangeable. Strategy lets the algorithm vary independently from clients that use it.

(Behavioral)
The structure of the Strategy pattern is isomorphic with other patterns.

Client

Context

setStrategy()
contextOp()

Strategy

algorithm()

ConcreteStrategyA

algorithm()

ConcreteStrategyB

algorithm()

ConcreteStrategyC

algorithm()
The intent of the Strategy pattern gives it distinguishing characteristics from other patterns.

- “Family” refers to a set of algorithms that perform the same type of operation but use different techniques.
  - Sorting
  - Searching
  - Java Swing Layout Manager

- The client usually specifies the strategy to use.
- Usually the strategy is relevant to only one aspect of the Context’s operation.