

Abstract

The object oriented software will represent real world into a system by focusing on objects that involves in the application building. Design pattern is one of the object oriented programming method that applied at the first time we design a system. The applied design pattern on system produce a reliable software as can be seen in fungsionality, maintenance, and development process.

Strategy pattern is one of the design pattern. Strategy pattern appears because there are some methods in parent's class can't be inherited in child's class, so it needs interface. Interface is made to declare methods in parent's class so they can be implementated in child's class.

In this final project, a software is built by implementing the strategy pattern. To know the strength and weakness of the software, it needs a parameter. The parameter is called object oriented metrics or OO metrics.

The strategy pattern implementation result shows that not only the software can increase of flexibility and reusability but also complete the characteristics of well formed design class.

Key words: *object oriented programming, design pattern, strategy pattern, object-oriented metrics*