

```

package com.principle.ocp;

public class Ocp {
    public static void main(String[] args) {
        //使用看看存在的问题
        GraphicEditor graphicEditor = new GraphicEditor();
        graphicEditor.drawShape(new Rectangle());
        graphicEditor.drawShape(new Circle());
        graphicEditor.drawShape(new Triangle());
    }
}

//这是一个用于绘图的类 [使用方]
class GraphicEditor {
    //接收Shape对象，然后根据type，来绘制不同的图形
    public void drawShape(Shape s) {
        if (s.m_type == 1)
            drawRectangle(s);
        else if (s.m_type == 2)
            drawCircle(s);
        else if (s.m_type == 3)
            drawTriangle(s);
    }

    //绘制矩形
    public void drawRectangle(Shape r) {
        System.out.println(" 绘制矩形 ");
    }

    //绘制圆形
    public void drawCircle(Shape r) {
        System.out.println(" 绘制圆形 ");
    }

    //绘制三角形
    public void drawTriangle(Shape r) {
        System.out.println(" 绘制三角形 ");
    }
}

//Shape类，基类
class Shape {
    int m_type;
}

```

```
class Rectangle extends Shape {  
    Rectangle() {  
        super.m_type = 1;  
    }  
}
```

```
class Circle extends Shape {  
    Circle() {  
        super.m_type = 2;  
    }  
}
```

```
//新增画三角形  
class Triangle extends Shape {  
    Triangle() {  
        super.m_type = 3;  
    }  
}
```