```
package com. sxt. decorator;
/**
* 抽象构建
* @author 江
*/
public interface ICar {
   void move();
}
//ConcreteComponent 具体构建角色(真实对象)
class Car implements ICar{
       @Override
       public void move() {
               System.out.println("路上跑");
       }
}
//Decorator装饰角色
class SuperCar implements ICar{
   protected ICar car;
   public SuperCar(ICar car) {
       this.car=car;
       @Override
       public void move() {
       car.move();
       }
}
//具体装饰对象
class FlyCar extends SuperCar{
```

```
public FlyCar(ICar car) {
                super(car);
        }
       public void fly() {
                System.err.println("天上飞");
        }
        @Override
        public void move() {
                super.move();
                fly();
        }
}
class WaterCar extends SuperCar{
        public WaterCar(ICar car) {
                super(car);
        }
        public void swim() {
                System.err.println("水上游");
        }
        @Override
        public void move() {
                super.move();
                this.swim();
        }
```