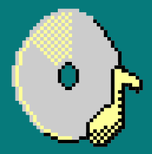
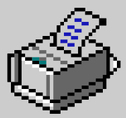
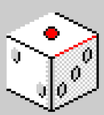



Decorator

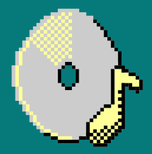
GoF Patterns
Sergio Montoya Badilla
Diseño de software

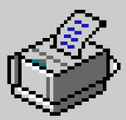


3:00 p. m.

¿Qué es?



Es un patrón estructural, también conocido como Wrapper, cuyo fin es el de asignar responsabilidades adicionales a un objeto dinámicamente



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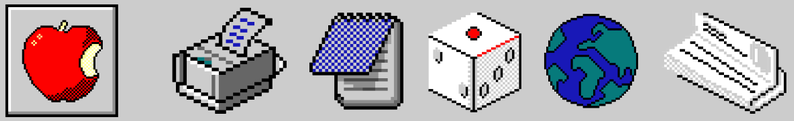
Es útil cuando

- La herencia no es viable, por lo que brinda una alternativa.
- Se desea añadir responsabilidades a objetos individuales sin afectar a los otros objetos.





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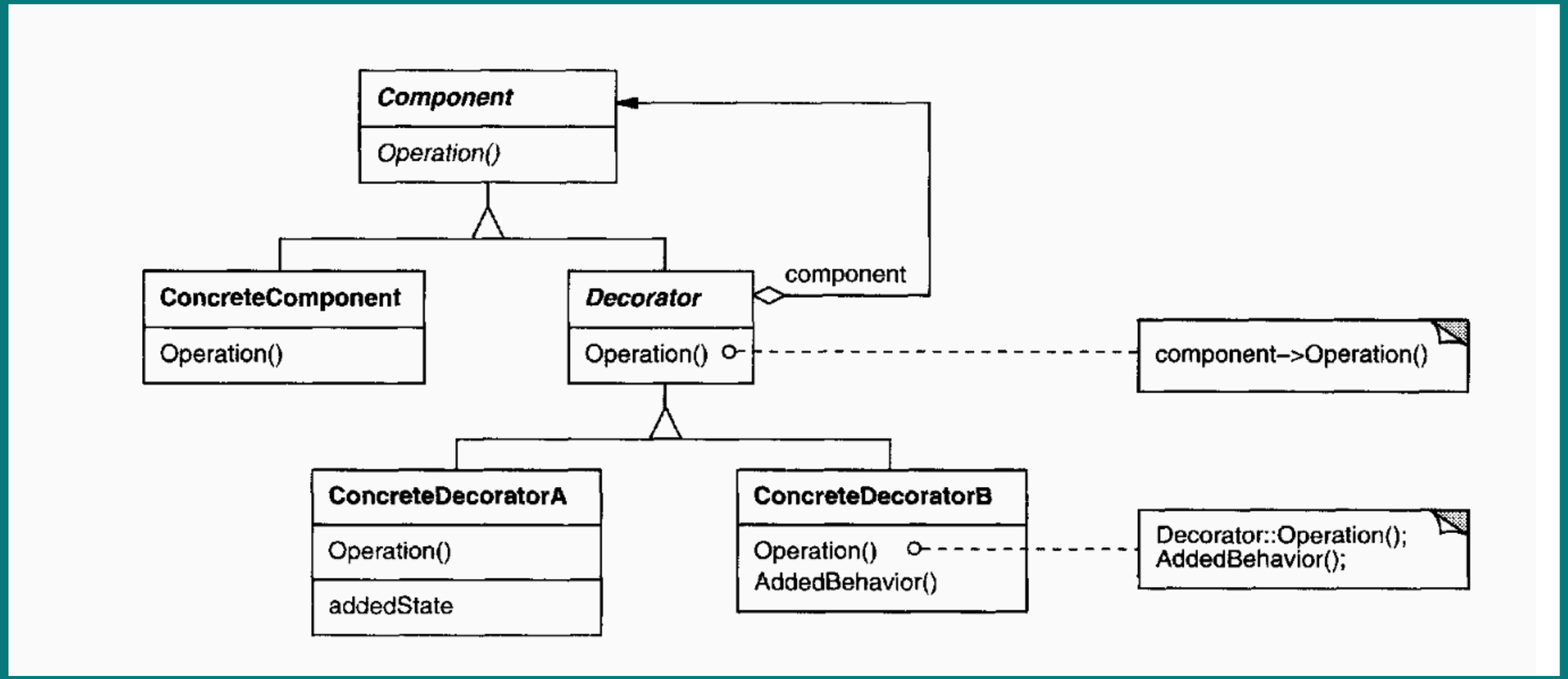

Component
Operation()
ConcreteComponent
Operation()
Decorator
Operation()
component
component->Operation()
ConcreteDecoratorA
Operation()
addedState
ConcreteDecoratorB
Operation()
AddedBehavior()
Decorator::Operation();
AddedBehavior();

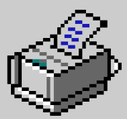



Ayuda a cumplir



- Principio de responsabilidad única: Cada decorador concreto tiene una sola razón de ser

- Principio abierto-cerrado: No es necesario modificar código para añadir nuevas funcionalidades



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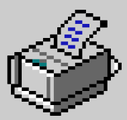
Ejemplos

Tenemos una Pizza básica y queremos agregarle varios ingredientes



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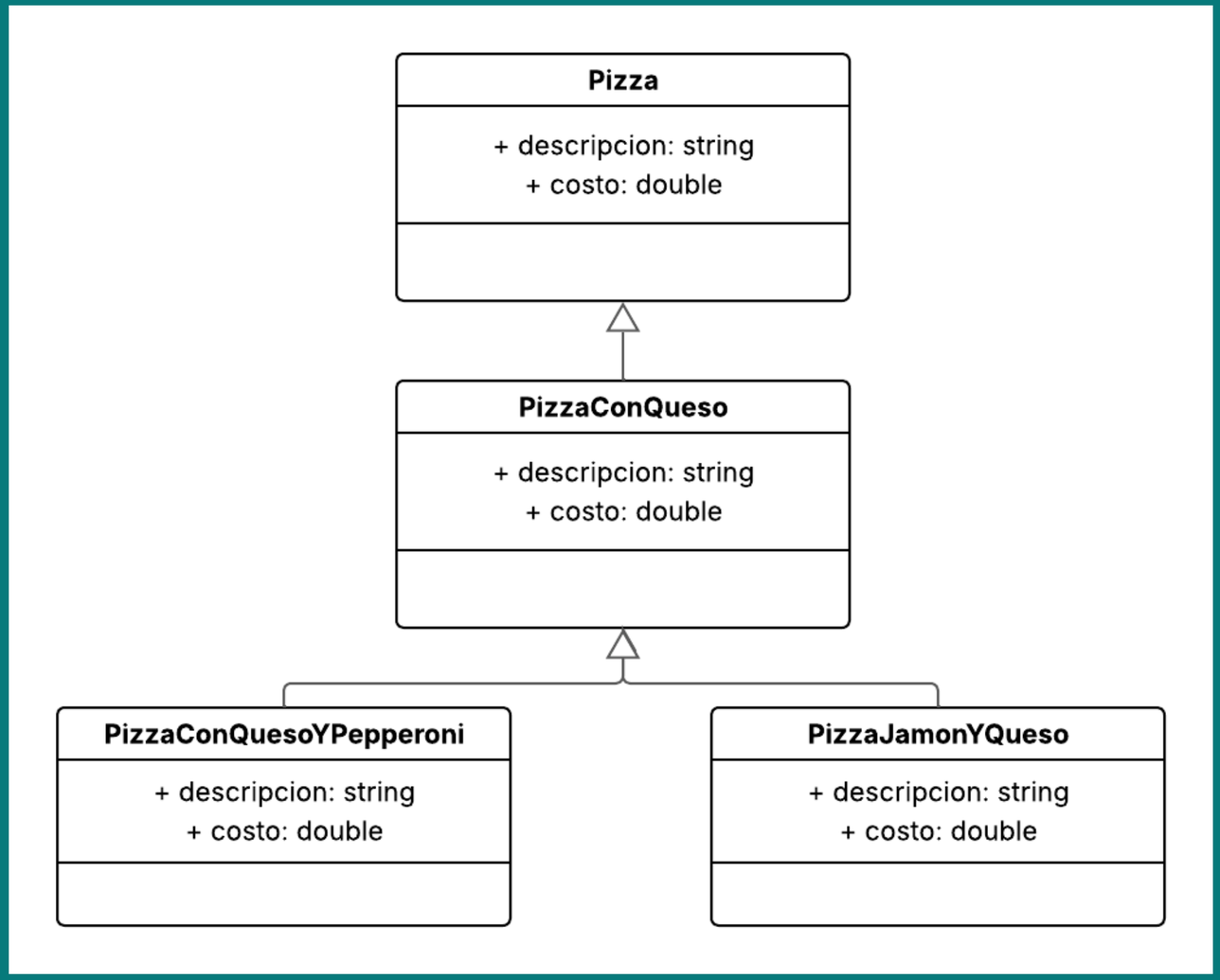
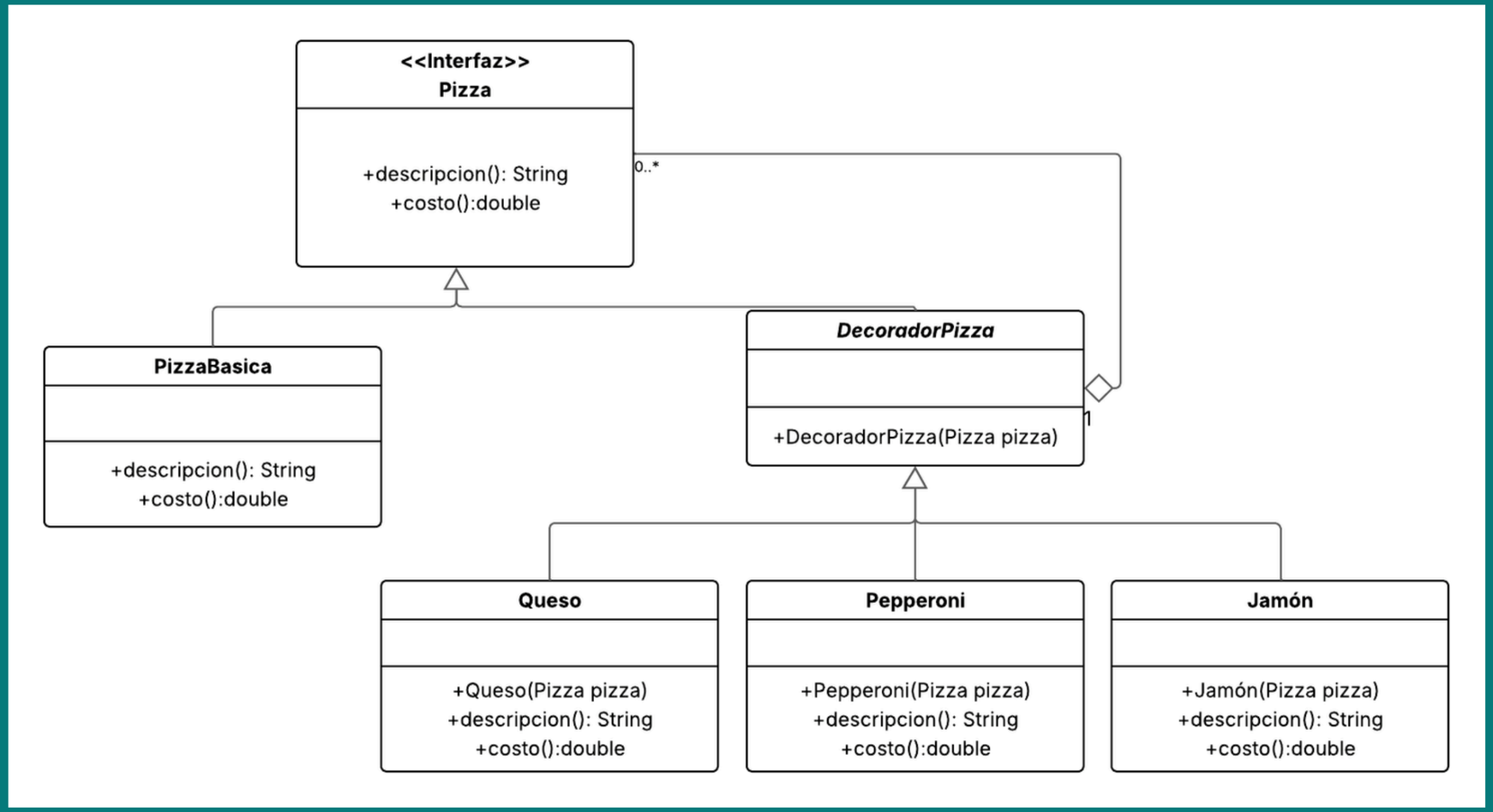
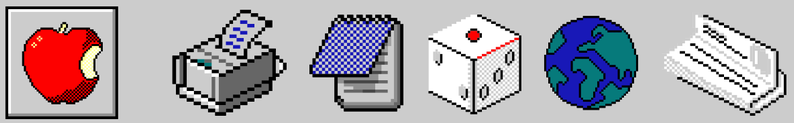
Sin Decorator



Con Decorator

Ver código ->





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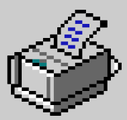
UI

Ejemplos

Tenemos un sistema de notificaciones y queremos implementar varios tipos



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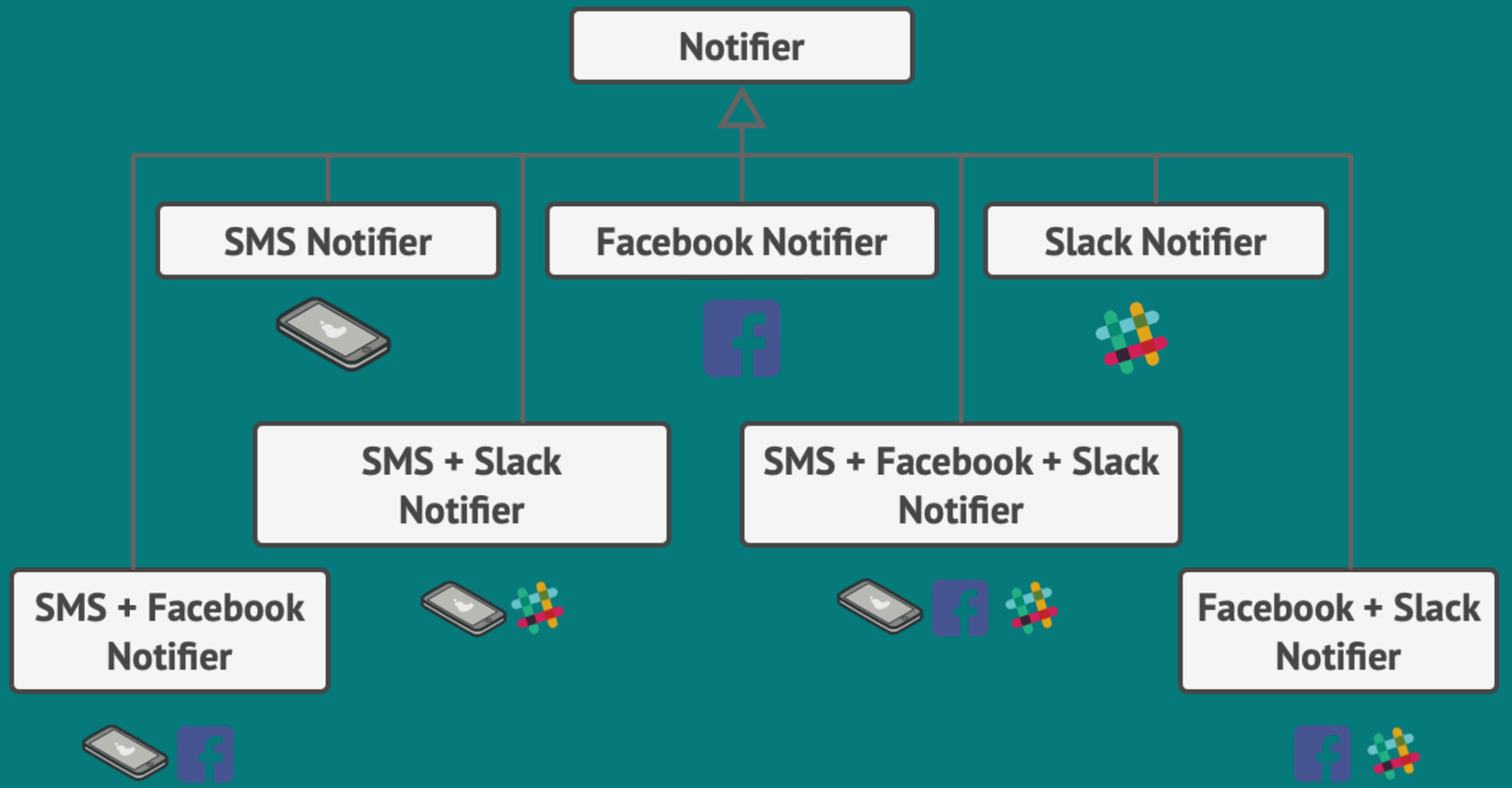
Sin Decorator



Tomado de: https://refactoring.guru/es/design-patterns/decorator

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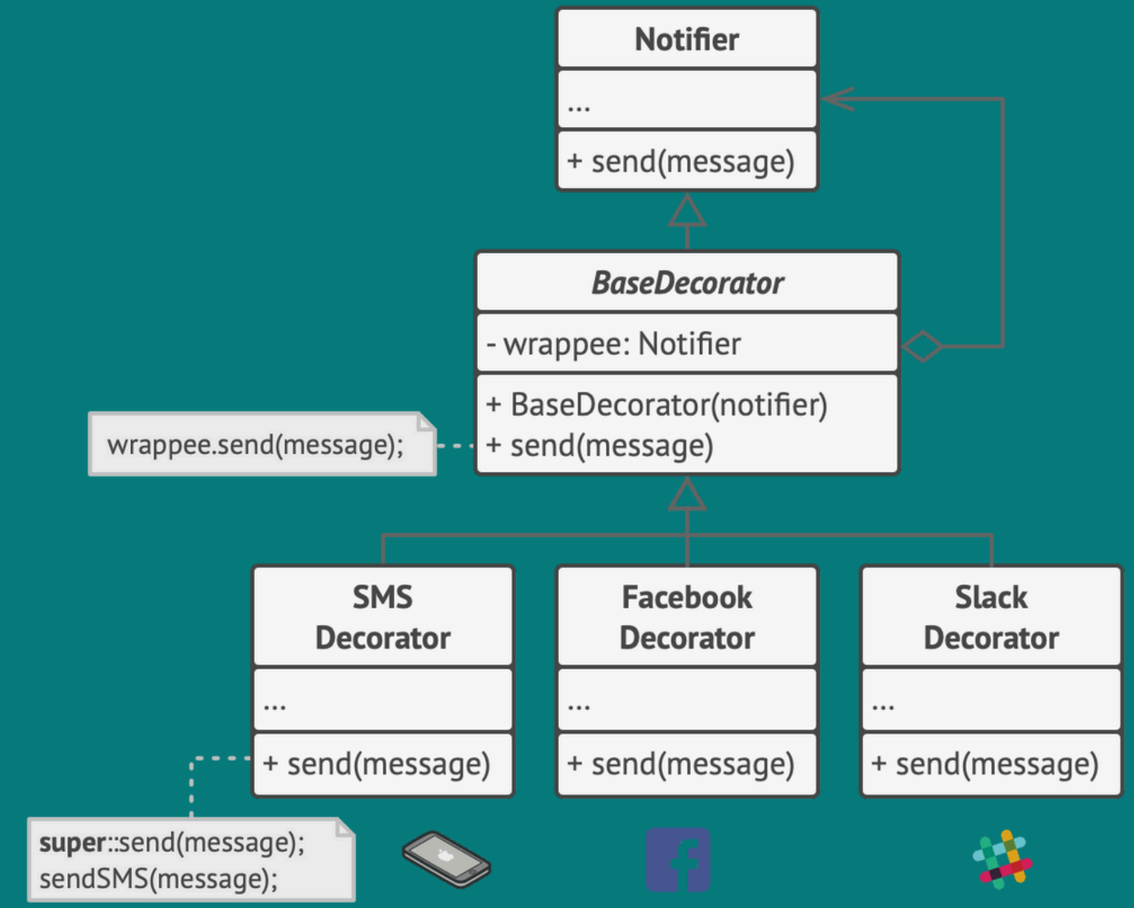
Con Decorator

Ver código ->



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¡MUCHAS GRACIAS!

3:00 pm

Referencias

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3:00 pm