**Oel1**

**Class1:**

**Main Class:**

using System;

namespace decorateRoom

{

class Program

{

static void Main(string[] args)

{

string opt;

decorateRoom obj = new curtains();

decorateRoom obj1 = new newCurtains(obj);

decorateRoom obj3 = new lights();

decorateRoom obj4 = new newlights(obj3);

decorateRoom obj5 = new wallPaper();

decorateRoom obj6 = new newWallpapers(obj5);

Console.WriteLine("You want to decorate the room?");

opt = Console.ReadLine();

if (opt == "yes")

{

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_");

Console.WriteLine("previously "+obj.getProperties());

Console.WriteLine("newly " + obj1.getProperties());

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_");

Console.WriteLine("previously " + obj3.getProperties());

Console.WriteLine("newly " + obj4.getProperties());

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_");

Console.WriteLine("previously " + obj4.getProperties());

Console.WriteLine("newly " + obj5.getProperties());

Console.WriteLine("\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_");

}

else

{

Console.WriteLine("Thankyou for answering us!");

}

Console.WriteLine("How many stars you want to rate for!");

int rate = Convert.ToInt32(Console.ReadLine());

Console.WriteLine("You rated the " + rate + " stars");

}

}

}

**Curtain Class:**

using System;

using System.Collections.Generic;

using System.Text;

namespace decorateRoom

{

class curtains : decorateRoom

{

public string getProperties()

{

return "It has curtains";

}

}

}

**Color class:**

using System;

using System.Collections.Generic;

using System.Text;

namespace decorateRoom

{

class color : decorateRoom

{

public string getProperties()

{

return "It has color property";

}

}

}

**Light Clas:**

using System;

using System.Collections.Generic;

using System.Text;

namespace decorateRoom

{

class lights : decorateRoom

{

public string getProperties()

{

return "It has lights property";

}

}

}

**Wallpaper Class:**

using System;

using System.Collections.Generic;

using System.Text;

namespace decorateRoom

{

class wallPaper : decorateRoom

{

public string getProperties()

{

return "It has wallpaper property";

}

}

}

**Decorater Class:**

using System.Text;

namespace decorateRoom

{

abstract class roomDecorater : decorateRoom

{

protected decorateRoom property;

public roomDecorater(decorateRoom property)

{

this.property = property;

}

public virtual string getProperties()

{

return property.getProperties();

}

}

}

**Concrete Decorater:**

using System;

using System.Collections.Generic;

using System.Text;

namespace decorateRoom

{

class newCurtains : roomDecorater

{

public newCurtains(decorateRoom property) :base(property)

{

}

public string getProperties()

{

return property.getProperties() + "\n new curtains are added";

}

}

class newColors : roomDecorater

{

public newColors(decorateRoom property) : base(property)

{

}

public string getProperties()

{

return property.getProperties() + "\n new colors are added";

}

}

class newlights : roomDecorater

{

public newlights(decorateRoom property) : base(property)

{

}

public string getProperties()

{

return property.getProperties() + "\n new lights are added";

}

public void newcurtain(decorateRoom property)

{

Console.WriteLine("new curtain are added");

}

}

class newWallpapers : roomDecorater

{

public newWallpapers(decorateRoom property) : base(property)

{

}

public string getProperties()

{

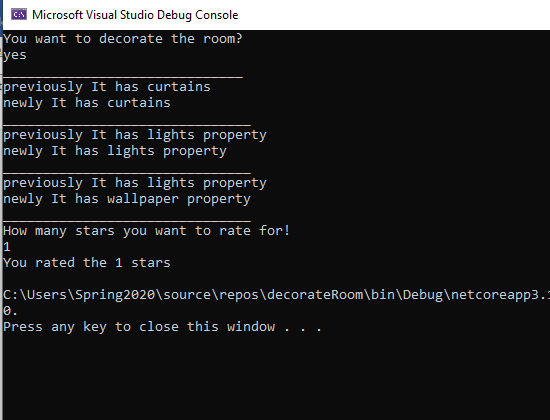
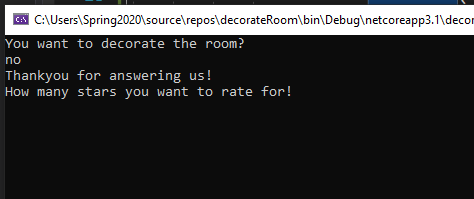
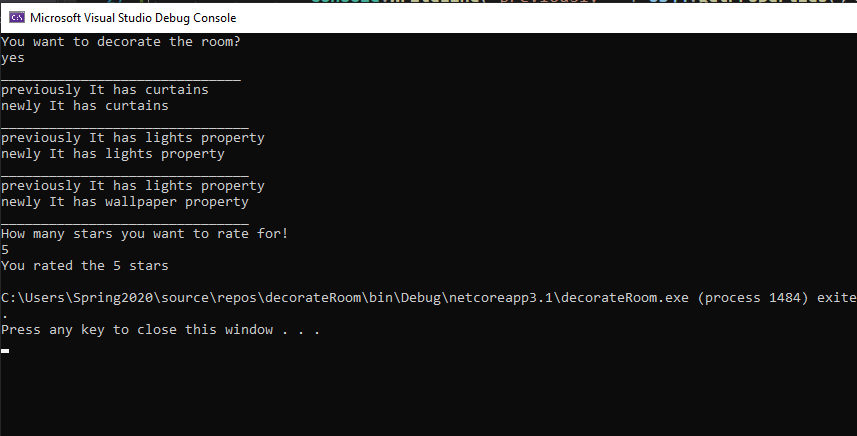
return property.getProperties() + "\n new wallpapers are added";

}

}

}

**Outputs:**

****