Robot

```
void fight() {
    moveAndPunchOtherRobot...
}
```

Terminator

```
void fight() {
    super.fight();
    useBigMuscles...
}
```

R2D2

```
void fight() {
    super.fight();
    makeFunnySounds...
}
```

RobotDecorator

```
Robot decoratedRobot
```

```
RobotDecorator(Robot decorated) {
    this.decoratedRobot = decorated;
}

void fight() {
    decoratedRobot.fight();
}
```

Shield

```
void fight() {
    super.fight();
    protectMe...
}
```

LaserGun

```
void fight() {
    super.fight();
    aimAndShoot...
}
```

PackOfCPUs

```
void fight() {
    super.fight();
    useExtraCPUsToBeSmart...
}
```