

decoratedSmallOne

super.fight() results in a call to decoratedRobot.fight()

<<Shield>>

Robot decoratedRobot

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



<<LaserGun>>

Robot decoratedRobot

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



<<PackOfCPUs>>

Robot decoratedRobot

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



<<R2D2>>

Robot decoratedRobot

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