1. **Vehicle** - Component Interface.
2. **HondaCity**- ConcreteComponent class.
3. **VehicleDecorator**- Decorator Class.
4. **Special Offer**- ConcreteDecorator class.

C# - Sample Code

/// <summary>

/// The 'Component' interface

/// </summary>

public interface Vehicle

{

string Make { get; }

string Model { get; }

double Price { get; }

}

/// <summary>

/// The 'ConcreteComponent' class

/// </summary>

public class HondaCity : Vehicle

{

public string Make

{

get { return "HondaCity"; }

}

public string Model

{

get { return "CNG"; }

}

public double Price

{

get { return 1000000; }

}

}

/// <summary>

/// The 'Decorator' abstract class

/// </summary>

public abstract class VehicleDecorator : Vehicle

{

private Vehicle \_vehicle;

public VehicleDecorator(Vehicle vehicle)

{

\_vehicle = vehicle;

}

public string Make

{

get { return \_vehicle.Make; }

}

public string Model

{

get { return \_vehicle.Model; }

}

public double Price

{

get { return \_vehicle.Price; }

}

}

/// <summary>

/// The 'ConcreteDecorator' class

/// </summary>

public class SpecialOffer : VehicleDecorator

{

public SpecialOffer(Vehicle vehicle) : base(vehicle) { }

public int DiscountPercentage { get; set; }

public string Offer { get; set; }

public double Price

{

get

{

double price = base.Price;

int percentage = 100 - DiscountPercentage;

return Math.Round((price \* percentage) / 100, 2);

}

}

}

/// <summary>

/// Decorator Pattern Demo

/// </summary>

class Program

{

static void Main(string[] args)

{

// Basic vehicle

HondaCity car = new HondaCity();

Console.WriteLine("Honda City base price are : {0}", car.Price);

// Special offer

SpecialOffer offer = new SpecialOffer(car);

offer.DiscountPercentage = 25;

offer.Offer = "25 % discount";

Console.WriteLine("{1} @ Diwali Special Offer and price are : {0} ", offer.Price, offer.Offer);

Console.ReadKey();

}

}