Design Pattern - Visitor

Intent

Represent an operation to be performed on the elements of an object structure. Visitor lets you define a new operation without changing the classes of the elements on which it operates.

```
Client
```

```
<<Interface>>
Visitor
─────────────────────────────────
VisitConcreteElementA(ConcreteElementA)
VisitConcreteElementB(ConcreteElementB)
```

```
ConcreteVisitor1
...
─────────────────────────────────
VisitConcreteElementA(ConcreteElementA)
VisitConcreteElementB(ConcreteElementB)
```

```
ConcreteVisitor2
...
─────────────────────────────────
VisitConcreteElementA(ConcreteElementA)
VisitConcreteElementB(ConcreteElementB)
```

```
ObjectStructure
```

```
<<Interface>>
Element
─────────────────
Accept(Visitor)
```

```
ConcreteElementA
...
─────────────────
Accept(v: Visitor)
OperationA()
```

v->VisitConcreteElementA(**this**)

```
ConcreteElementB
...
─────────────────
Accept(v: Visitor)
OperationB()
```

v->VisitConcreteElementB(**this**)