Design Patterns

Slot: C1 Course Code: SWE2019

Digital Assignment - I

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Drive Video Link:

https://drive.google.com/file/d/1YQ0nNS9-

IYFbEyWnEFS3G9PZ939tw4Vm/view?usp=sharing

Youtube Video Link:

https://youtu.be/RcclpU_o5Gg

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Title: Decorator Pattern

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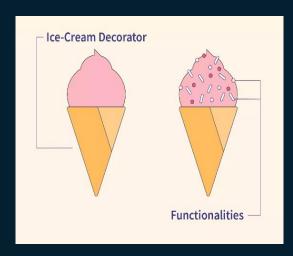
Decorator Pattern

- The decorator design pattern is a structural design pattern in object-oriented programming.
- It enables behaviour and functionality to be dynamically extended to an object while not impacting other objects in the same class.

Real World Example







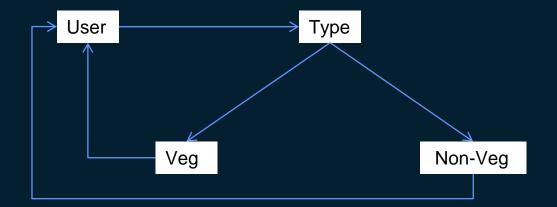
Applicability

- Functionalities that are needed to add dynamically without affecting the other object in the class
- We use inheritance or composition to extend the behaviour of an object but this is done at compile time and its applicable to all the instances of the class.

When:

The Decorator pattern is mostly used for implementing caching.

Implementation





Consequences

- Decorators might result in a lot of small elements in our design, which can be difficult to manage.
- This design pattern is not beginner-friendly.
- ❖ A decorator and its component aren't identical.
- ❖ It can lead to a system with "lots of little objects" that all look alike to the programmer trying to maintain the code.

Related Pattern

❖ Adapter Pattern - A decorator is different from an adapter in that a decorator changes object's responsibilities, while an adapter changes an object interface.

Composite Pattern - A decorator can be viewed as a degenerate composite with only one component. However, a decorator adds additional responsibilities.



