using System;

using System.Collections.Generic;

using System.Text;

using static System.Console;

namespace FlyWeightPattern

{

class Item

{

public string Message { get; set; }

public string ImagePath { get; set; }

}

interface IPizza

{

string GetPizzaType();

}

class Pizza : IPizza

{

public string GetPizzaType()

{

return "This is a normal pizza";

}

}

class PizzaDecorator : IPizza

{

private IPizza \_pizza;

public PizzaDecorator(IPizza pizza)

{

\_pizza = pizza;

}

public virtual string GetPizzaType()

{

return \_pizza.GetPizzaType();

}

}

class CheeseDecorator : PizzaDecorator

{

public CheeseDecorator(IPizza pizza) : base(pizza)

{

}

public override string GetPizzaType()

{

string type = base.GetPizzaType();

type += "\nwith extra cheese";

return type;

}

}

class TomatoDecorator : PizzaDecorator

{

public TomatoDecorator(IPizza pizza) : base(pizza)

{

}

public override string GetPizzaType()

{

string type = base.GetPizzaType();

type += "\nwith extra tomatoes";

return type;

}

}

class OnionDecorator : PizzaDecorator

{

public OnionDecorator(IPizza pizza) : base(pizza)

{

}

public override string GetPizzaType()

{

string type = base.GetPizzaType();

type += "\nwith extra Onion";

return type;

}

}

class Program

{

static void Main(string[] args)

{

IPizza pizza = new Pizza();

//Console.WriteLine(pizza.GetPizzaType());

PizzaDecorator decorator = new PizzaDecorator(pizza);

Console.WriteLine(decorator.GetPizzaType());

Console.WriteLine();

IPizza cheesePizza = new CheeseDecorator(decorator);

Console.WriteLine(cheesePizza.GetPizzaType());

Console.WriteLine();

IPizza tomatoesCheeseNormal = new TomatoDecorator(cheesePizza);

Console.WriteLine(tomatoesCheeseNormal.GetPizzaType());

IPizza onion = new OnionDecorator(tomatoesCheeseNormal);

Console.WriteLine();

Console.WriteLine(onion.GetPizzaType());

}

}

}