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Pros/Cons of Decorator Design Patterns

Pros:

* Can add behavior to an object at run time instead of statically declaring them through inheritance.
  + Any number of these behaviors can be wrapped around an object.
* Follows the principle of classes being closed to modification but open to extension, as modification may introduce bugs that were not present before.
* Follows single responsibility principle.
* Allows for easy combining of different behaviors that may be unreasonable with regular inheritance.

Cons:

* May result in many small objects, which can increase complexity.
* Can make the process of instantiating the object harder as you also need to instantiate the decorators.
* Can be very hard to “un-decorate” an object.
* Sometimes, the order that the decorators are applied matters. This increases complexity and can be confusing.