

# CCSW 413 Lab 6:

## JAVA DECORATOR DESIGN PATTERNS LAB

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# Github Link: [lab6](#)

Main:

```
1 package lab6;
2
3 public class Main {
4     public static void main(String[] args) {
5         System.out.println("----- IN LAB TASK: -----");
6
7         Coffee espresso = new Espresso();
8         espresso = new SugarDecorator(espresso);
9         System.out.println(espresso.getDescription() + " = $" + espresso.cost());
10
11         Coffee latte = new Latte();
12         latte = new SugarDecorator(latte);
13         System.out.println(latte.getDescription() + " = $" + latte.cost());
14
15         // ----- LAB ASSIGNMENT: ----- lab assignment demo below
16         System.out.println("----- LAB ASSIGNMENT: -----");
17
18         Pizza pizza = new StuffedCrust();
19         pizza = new CheeseDecorator(pizza);
20         pizza = new PepperoniDecorator(pizza);
21
22         System.out.println("Order: " + pizza.getDescription());
23         System.out.println("Total Price: $" + pizza.getCost());
24
25     }
26 }
27
28 }
```

output:

```
----- IN LAB TASK: -----
Espresso, Sugar = $3.2
Latte, Sugar = $3.7
----- LAB ASSIGNMENT: -----
Order: Stuffed Crust Pizza, Extra Cheese, Pepperoni
Total Price: $9.5
PS C:\Users\retal\OneDrive\Desktop\SM_Patterns\SM_patterns_lab6>
```

class diagram

