AActor

ICubeInterface

- + virtual void DestroyCube()=0
- + virtual void ChangeColor()=0
- + virtual UStaticMeshComponent
 - * GetStaticMeshComponent()=0



ACubeBaseDecorator

- + ACubeBaseDecorator()
- + void Wrap(ICubeInterface *Source)
- + virtual ICubeInterface
 - * CreateCube(ICubeInterface
 - *Source, TSubclassOf< UObject
 - > CubeClass, UWorld *World)
- + virtual void DestroyCube() override
- + virtual void ChangeColor
- () override+ virtual UStaticMeshComponent
 - * GetStaticMeshComponent () override
- # virtual void BeginPlay
 - () override

ABlueCubeDecorator

- + virtual ICubeInterface
 - * CreateCube(ICubeInterface
 - *Source, TSubclassOf< UObject
 - > CubeClass, UWorld *World) override
- + virtual void DestroyCube
 - () override
- + virtual void ChangeColor
 - () override
- + virtual UStaticMeshComponent
 - * GetStaticMeshComponent
 - () override
- # virtual void BeginPlay
 - () override