

## **ICubeInterface**

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

## **ACubeBaseDecorator**

- # ICubeInterface \* Wrappee
- + 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

## **AGreenCubeDecorator**

- + 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