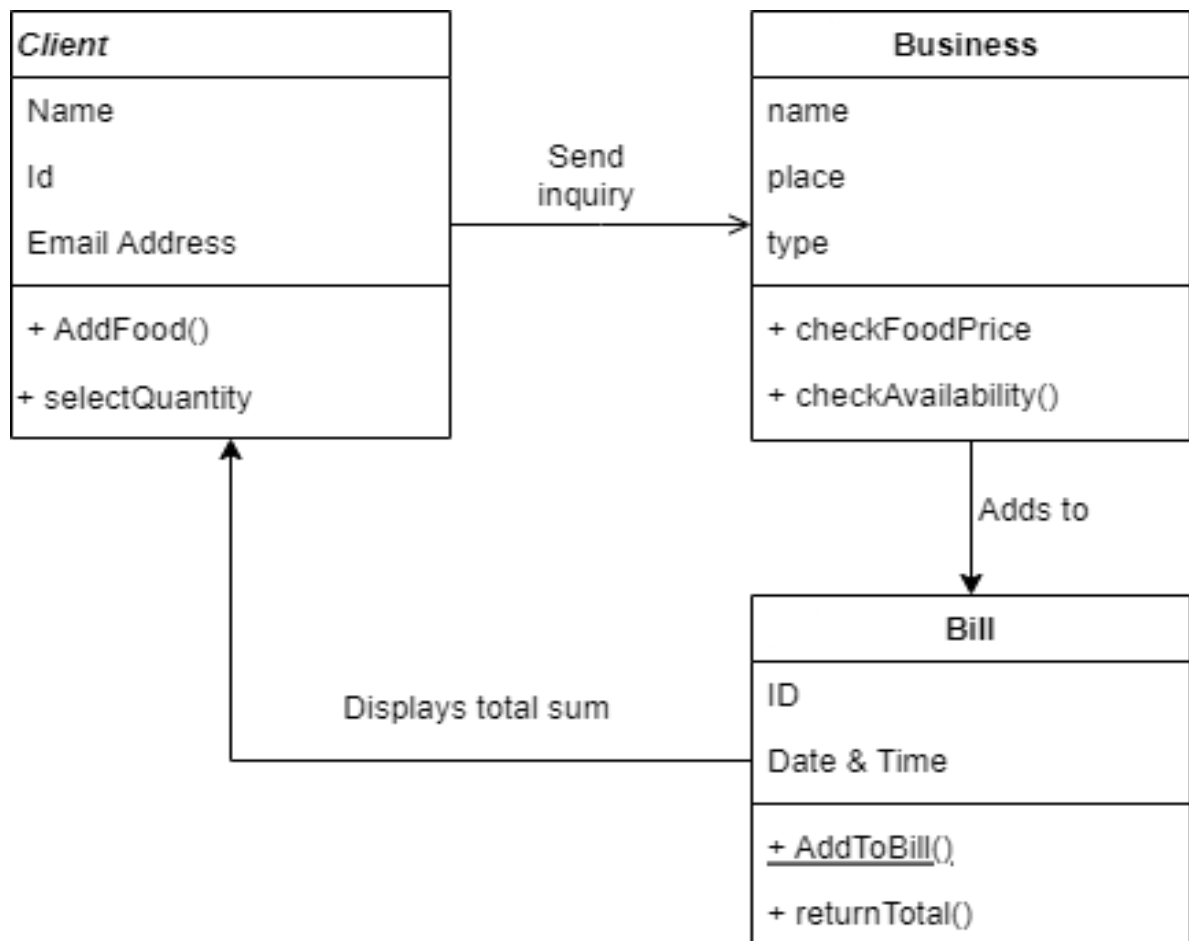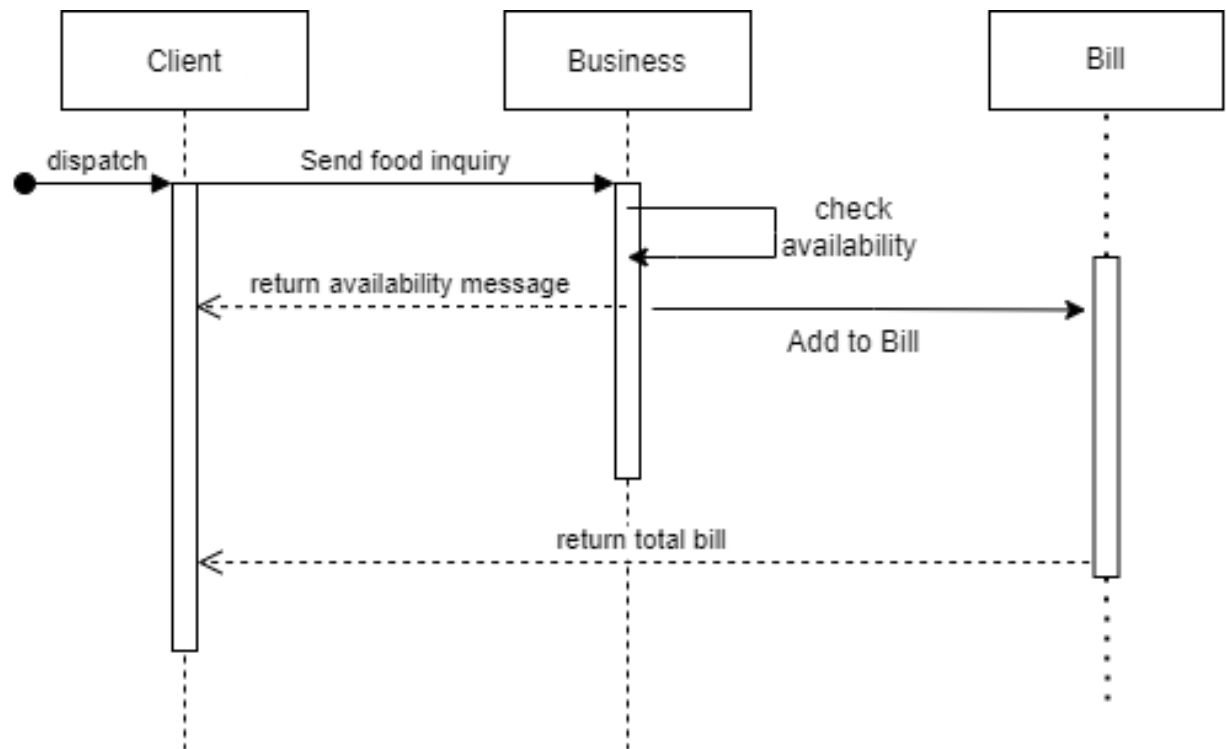# Design patterns

Decorator : Let's you attach new behaviors to the objects by placing them inside special wrapper objects that contain the behaviors. You can change the object at any moment and it works with inheritances. For example we can say that we have X number of guests and the menu for them is pizzas, depending what ingredients you want the pizza to be andthe number of guests so the total price of adding can be calculated (ex: mushrooms in pizzas for all the guests, or one more salad in the table). Also you can add, remove objects/ingredients in this case.

Client

Business

Bill

dispatch

Send food inquiry

check availability

return availability message

Add to Bill

return total bill

Builder : Let's you construct complex objects step by step. For example when the client is in the page where he/she has to choose how they want their wedding venue they can choose choose from many options. Lets say we have a church or an restaurant as the venue. Do you like the venue to have a swimming pool? Do you like the venue to have fancy statues outside? A big garden before the entrance? Do you like to order a DJ with the venue or a singer? Artificial flowers or original? All of these details are based on the main complex object (venue) and by reusing the same code/classes evertime you build a different object.