



使用迭代器加策略模式

RenderStrategy、TreeRenderStrategy、RectangleRenderStrategy 是策略模式，输入对象是 node

节点，TreeRenderStrategy、RectangleRenderStrategy 是不同策略

Node 和 node 中的 children 是迭代器模式，迭代访问 node 的儿子节点

结果：

```
PS C:\Users\a\Desktop\软件工程\funny> python main.py -f test.json -s tree
├ oranges
│   └ mandarin
│       ├── clementine
│       └ tangerine: cheap & juicy!
└ apples
    ├── gala
    └ pink lady
```

```
PS C:\Users\a\Desktop\软件工程\funny> python main.py -f test.json -s rectangle
├ oranges
│   └ mandarin
│       ├── clementine
│       └ tangerine: cheap & juicy!
└ apples
    ├── gala
    └ pink lady
```

```
PS C:\Users\a\Desktop\软件工程\funny> python main.py -f test.json -s rectangle -i poker
├ oranges
│   └ mandarin
│       ├── clementine
│       └ tangerine: cheap & juicy!
└ apples
    ├── gala
    └ pink lady
```

```
PS C:\Users\A\Desktop\软件工程\funny> python main.py -f test.json -s tree -i poker
├── oranges
│   ├── mandarin
│   │   ├── clementine
│   │   └── tangerine: cheap & juicy!
└── apples
    ├── gala
    └── pink lady
```

Github:

[https://github.com/chhqing/new\\_fje](https://github.com/chhqing/new_fje)