Decorator

## Introduction

The main goal of the assignment was to create an application that would implement the “Decorator” design pattern. The application is a car “shop” where the user can select the accessories of his car by adding wheels and/or air conditioning.

## Implementation

The decorator pattern facilitates the adding of element to a main one. In our case, we have an interface ICar, an abstract class Accessory and our concrete class Ford. Accessory and Ford extends ICar. The classes Wheel and AirConditioning implement Accessory and hold an object of ICar. In the form we initialize an object of type Ford as the main ICar. Then based on the user selection we set the object to a new type.

## User Interface

The following screenshot shows the user interface. By checking the checkboxes, the user adds accessories to the car. When the button “Buy” is clicked, the final price and description of the car is displayed in the listbox.



