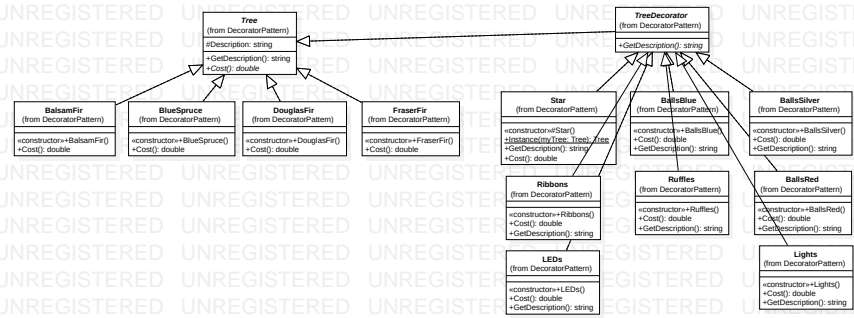


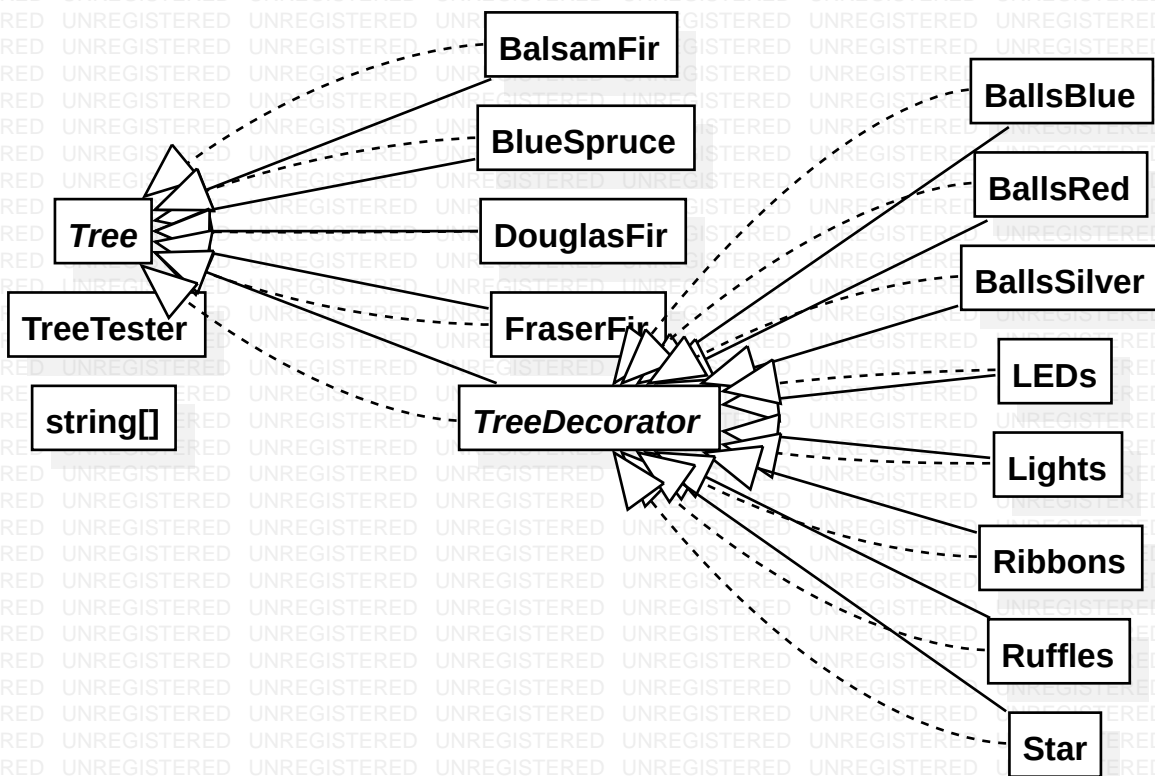
Model Menu



Assignment3

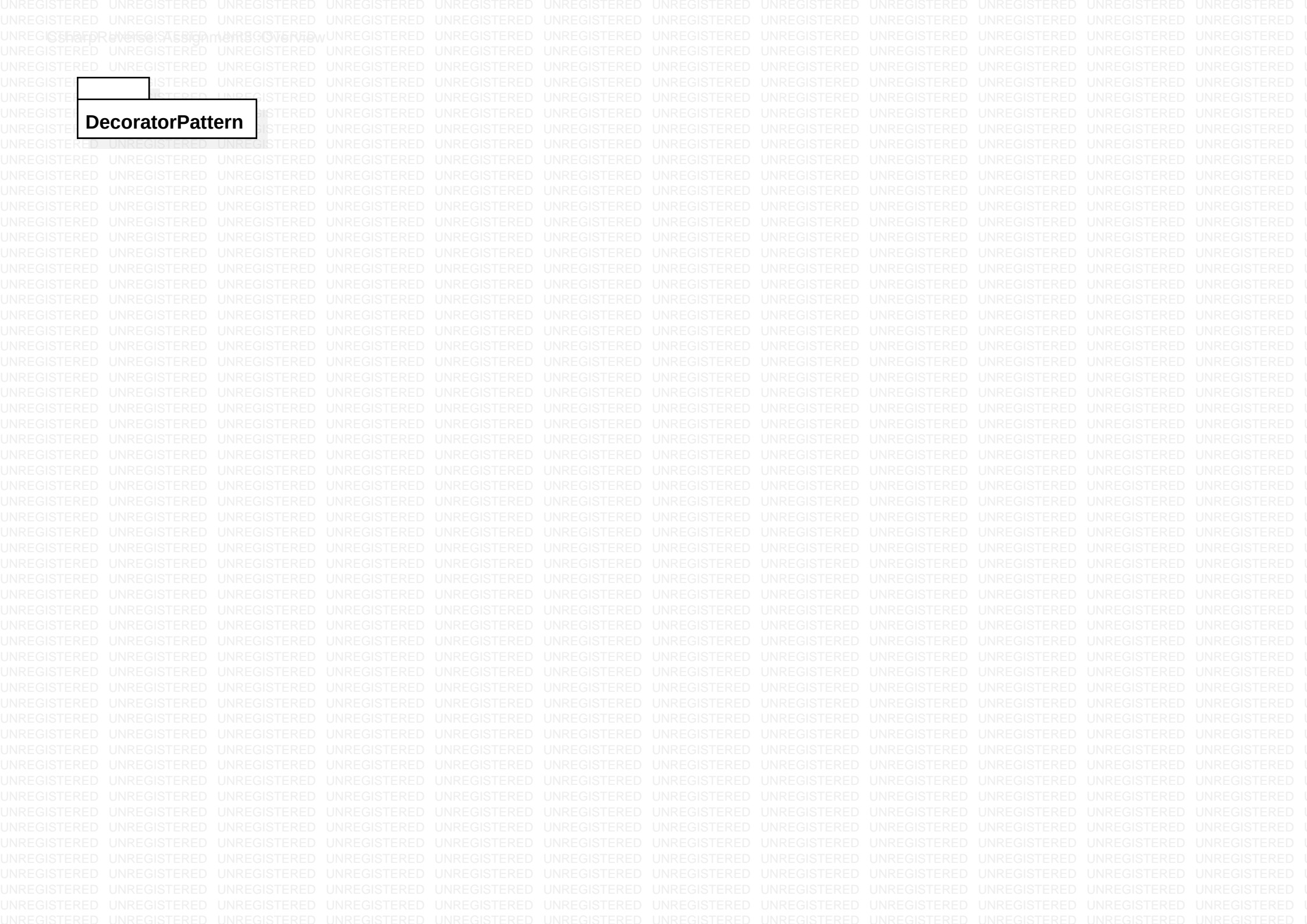


DecoratorPattern



Assignment3

string[]



DecoratorPattern

