```
Tree
(from DecoratorPattern)
#Description: string
+GetDescription(): string
+Cost(): double
                                                                                                                                                                                                                                                                          +GetDescription(): string
                                                                                                                                                                                                   *constructor*#Star()
+Instance(myTree: Tre
+GetDescription(): strii
+Cost(): double
                                                                                                                                                                                                                                                                                                Ruffles
DecoratorP
                                                                                                                                                                                                                        LEDs
```

Assignment3 DecoratorPattern

string[] **Assignment3**

```
DecoratorPattern
```