

装饰(Decorator)模式

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问题~蛋糕店建模问题



主营



搭配

• 继承方式

- CakeWithCreamAndCherry
- CakeWithCreamAndCherryAndScent
- CakeWithCreamAndCherryAndScentAndNameCard
- CakeWithCherryOnly
- PastryOnly
- PastryWithCreamAndCherry
- PastryWithCreamAndCherryAndScent
- PastryWithCreamAndCherryAndScentAndNameCard
- PastryWithCherryOnly

设计原理

- **组合** over **继承** (composite over inheritance)
 - 继承~编译时扩展
 - 组合~运行时扩展
- 开放封闭原理 (open closed principle)

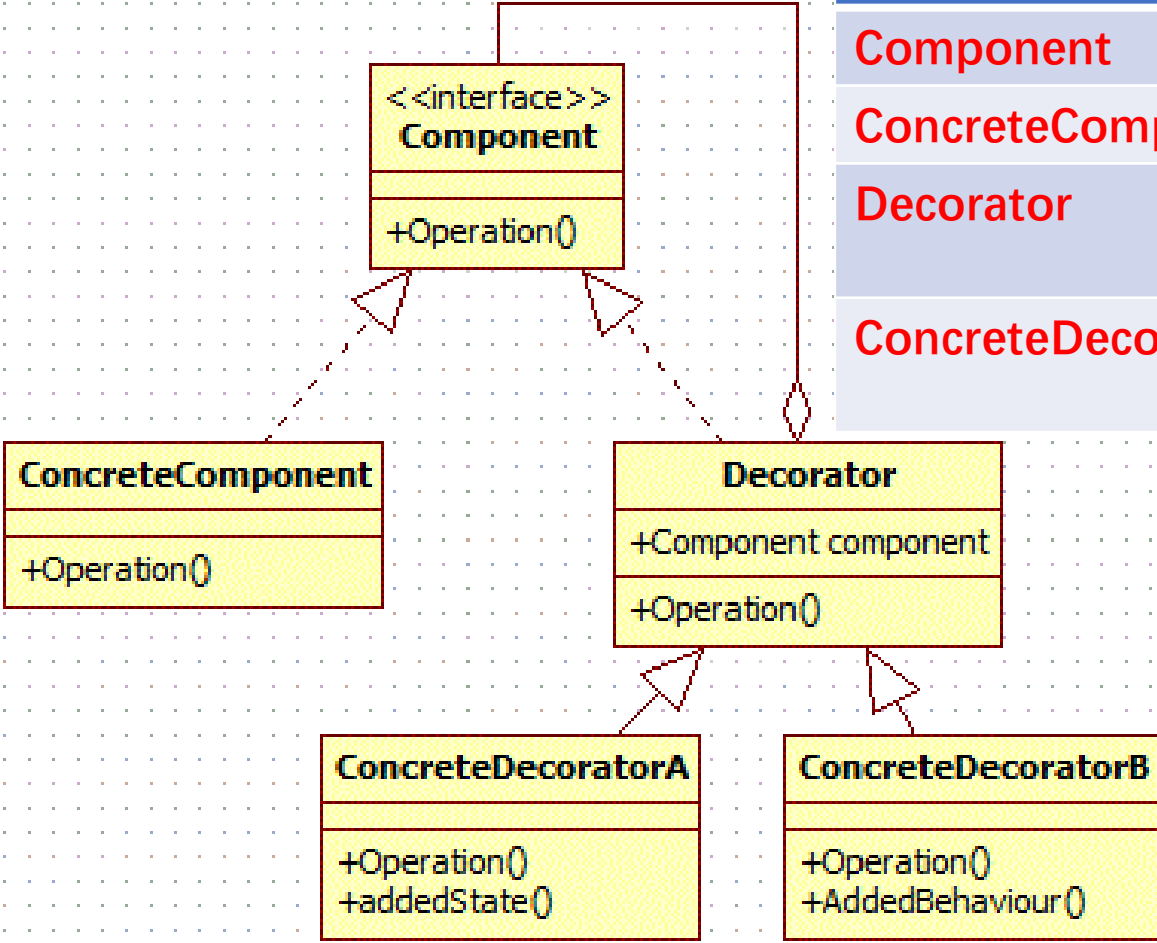


定义

- 为对象动态添加额外的功能
- 在子类继承之外，提供一种新的扩展功能的方式
- 也称Wrapper
- 适用场合：跨横切面功能(AOP)
 - 安全认证授权
 - 日志
 - 缓存Caching
 - 校验
 - 异常处理

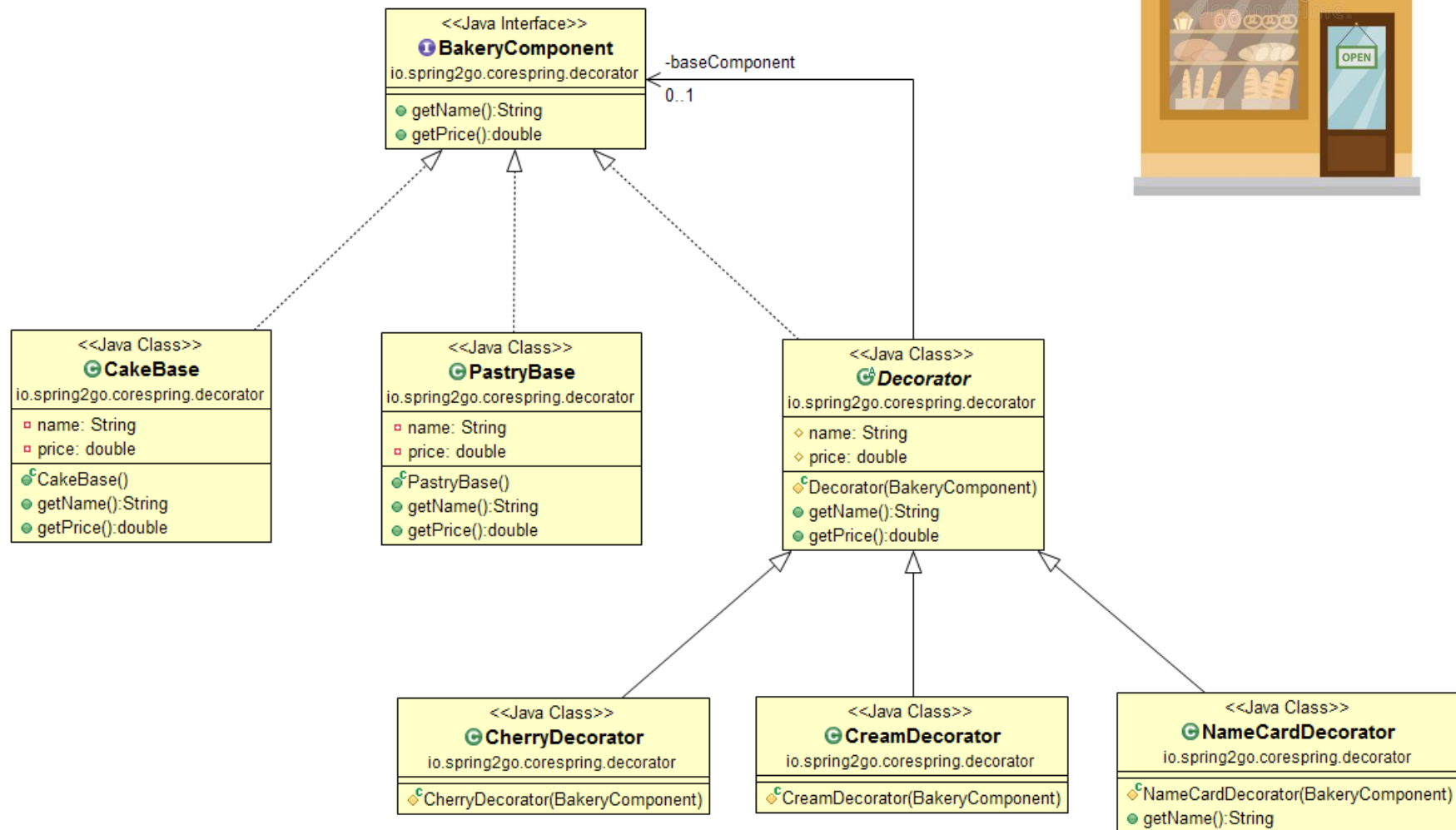


关系图



角色	职责
Component	定义待装饰对象的公共接口
ConcreteComponent	待装饰的实际对象
Decorator	定义所有可动态添加功能的公共接口，引用 Component 对象
ConcreteDecorator	所有可以添加额外功能到 ConcreteComponent 上的功能类。

案例~蛋糕店



实现~Component接口

```
package io.spring2go.corespring.decorator;  
  
// Component Interface  
public interface BakeryComponent {  
  
    public String getName();  
  
    public double getPrice();  
  
}
```

实现~CakeBase

```
// ConcreteComponent
public class CakeBase implements BakeryComponent {

    private String name = "Cake Base";
    private double price = 200.0;

    @Override
    public String getName() {
        return this.name;
    }

    @Override
    public double getPrice() {
        return this.price;
    }

}
```


实现~PastryBase

```
// ConcreteComponent
public class PastryBase implements BakeryComponent {

    private String name = "Pastry Base";
    private double price = 20.0;

    @Override
    public String getName() {
        return this.name;
    }

    @Override
    public double getPrice() {
        return this.price;
    }

}
```

实现~Decorator

```
// Decorator
public abstract class Decorator implements BakeryComponent {

    private BakeryComponent baseComponent = null;

    protected String name = "Undefined Decorator";
    protected double price = 0.0;

    protected Decorator(BakeryComponent baseComponent) {
        this.baseComponent = baseComponent;
    }

    @Override
    public String getName() {
        return this.baseComponent.getName() + ", " + this.name;
    }

    @Override
    public double getPrice() {
        return this.price + this.baseComponent.getPrice();
    }
}
```

实现~CreamDecorator

```
package io.spring2go.corespring.decorator;

// Concrete Decorator
public class CreamDecorator extends Decorator {

    protected CreamDecorator(BakeryComponent baseComponent) {
        super(baseComponent);
        this.name = "Cream";
        this.price = 1.0;
    }

}
```

实现~CherryDecorator

```
package io.spring2go.corespring.decorator;

//Concrete Decorator
public class CherryDecorator extends Decorator {

    protected CherryDecorator(BakeryComponent baseComponent) {
        super(baseComponent);
        this.name = "Cherry";
        this.price = 2.0;
    }
}
```

实现~ArtificialScentDecorator

```
package io.spring2go.corespring.decorator;

//Concrete Decorator
public class ArtificialScentDecorator extends Decorator {

    protected ArtificialScentDecorator(BakeryComponent baseComponent) {
        super(baseComponent);
        this.name = "Artificial Scent";
        this.price = 3.0;
    }

}
```

实现~NameCardDecorator

```
package io.spring2go.corespring.decorator;
```

```
//Concrete Decorator
```

```
public class NameCardDecorator extends Decorator {
```

```
    protected NameCardDecorator(BakeryComponent baseComponent) {  
        super(baseComponent);  
        this.name = "Name Card";  
        this.price = 4.0;  
    }
```

```
@Override
```

```
    public String getName() {  
        return super.getName() +  
            "(Please Collect your discount card for " +  
            this.price +  
            ")";  
    }
```

```
}
```

实现~客户端

```
package io.spring2go.corespring.decorator;

public class DecoratorMain {

    public static void main(String[] args) {
        // 先创建一个简单的Cake Base
        CakeBase cBase = new CakeBase();
        Util.printProductDetails(cBase);

        // 在蛋糕上添加奶油
        CreamDecorator creamCake = new CreamDecorator(cBase);
        Util.printProductDetails(creamCake);

        // 在蛋糕上添加樱桃
        CherryDecorator cherryCake = new CherryDecorator(creamCake);
        Util.printProductDetails(cherryCake);

        // 再添加香味
        ArtificialScentDecorator scentedCake =
            new ArtificialScentDecorator(cherryCake);
        Util.printProductDetails(scentedCake);
    }
}
```

```
// 最后在蛋糕上添加名片
NameCardDecorator nameCardOnCake = new NameCardDecorator(scentedCake);
Util.printProductDetails(nameCardOnCake);

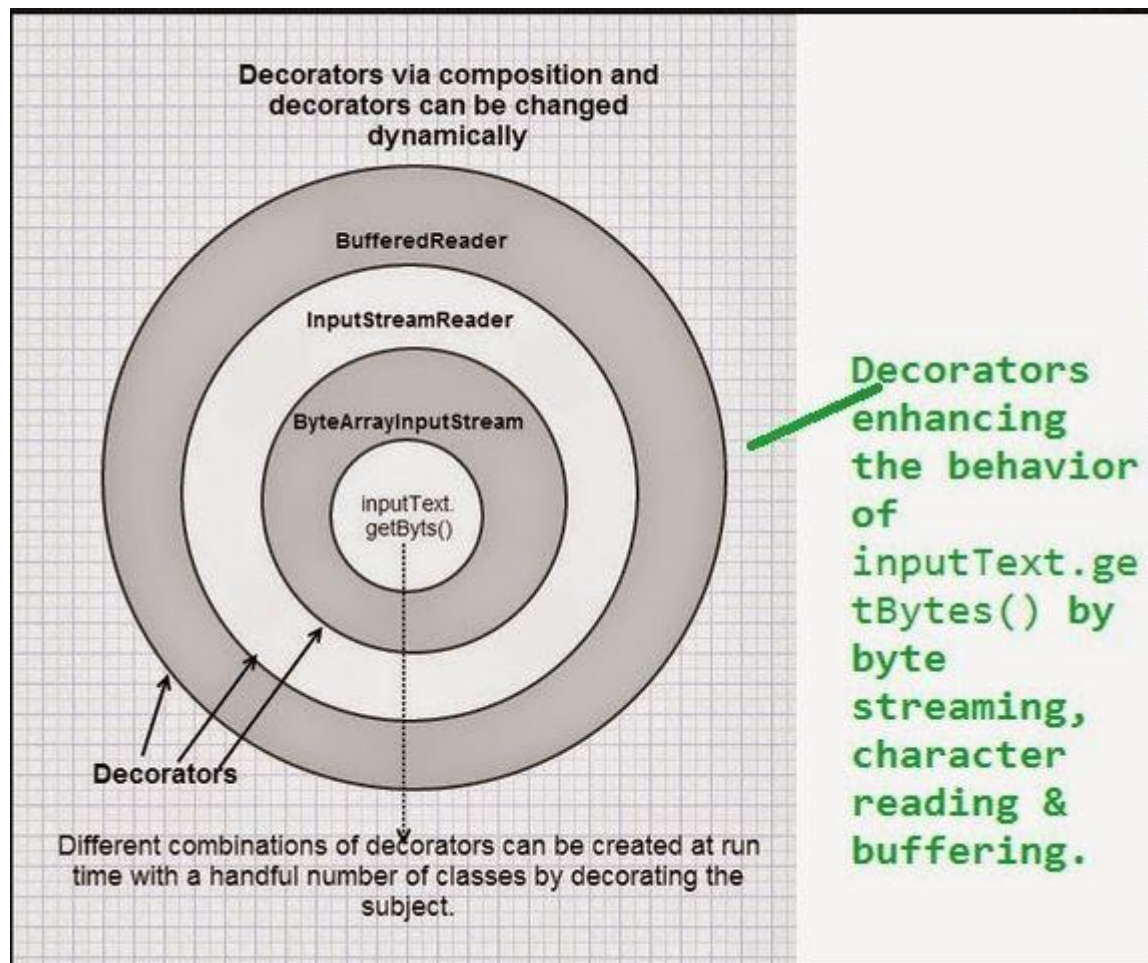
// 现在创建一个简单的糕点
PastryBase pastry = new PastryBase();
Util.printProductDetails(pastry);

// 在糕点上只添加奶油和樱桃
CreamDecorator creamPastry = new CreamDecorator(pastry);
CherryDecorator cherryPastry = new CherryDecorator(creamPastry);
Util.printProductDetails(cherryPastry);
}
```

```
Item: Cake Base, Price: 200.0
Item: Cake Base, Cream, Price: 201.0
Item: Cake Base, Cream, Cherry, Price: 203.0
Item: Cake Base, Cream, Cherry, Artificial Scent, Price: 206.0
Item: Cake Base, Cream, Cherry, Artificial Scent, Name Card(Please Collect your discount card for 4.0), Price: 210.0
Item: Pastry Base, Price: 20.0
Item: Pastry Base, Cream, Cherry, Price: 23.0
```

应用

- Java IO library
- sitemesh



优劣

- 优点
 - 运行时扩展行为更灵活
 - 任意扩展decorator
 - 扩展不影响现有对象
- 不足
 - 产生大量类似decorator对象



问题

- 装饰模式和适配器模式的差异？
- 装饰模式和子类继承的差异？



参考

- Decorator Design Pattern
 - <https://java2blog.com/decorator-design-pattern/>
- Understanding and Implementing Decorator Pattern in C#
 - <https://www.codeproject.com/Articles/479635/UnderstandingplusandplusImplementingplusDecoratorp>



代码

- <https://github.com/spring2go/core-spring-patterns>





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