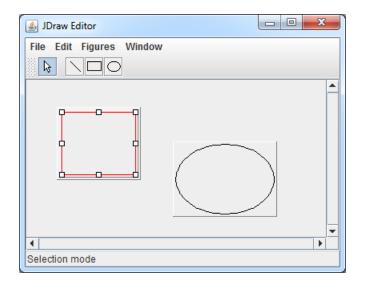


Assignment 9: Take & Wrap: Border, Backgrounder, Bundler, Logger, ...

New figures can be provided by implementing the Figure interface (as you have done in assignment 3). Another possibility is to decorate existing figures.

As an example, implement a decorator that draws a border around a figure. A border is a white line above and left of the figure and a dark grey line below and right of the figure. It should be possible to draw several borders around a figure by decorating it several times.



Implement an abstract base class DecoratorFigure which contains a reference to the decorated figure and which forwards all methods to this inner instance. Concrete decorators can then extend this base class and override methods according to their behavior.

In order to use the decorators, you have to add the corresponding menu commands to class StdContext.

Besides the proposed *BorderDecorator* you could implement the following decorators:

- BundleDecorator A bundler prevents that the dimension of the figure can be changed (i.e. it sup-

presses the functionality of methods move and setBounds and it also prevents the publishing of the handles of the decorated figure (or it alternatively changes

the behavior of the returned handles).

- AnimationDecorator An animation decorator regularly changes the position of the decorated figure

in a separate thread.

- LogDecorator A logging decorator logs all method calls on the figure to System.out before

they are forwarded to the decorated figure.

In order to test the functionality of your decorator we recommend that you define an additional figure test which operates on a decorated figure. Simply copy the existing test class RectangleTest and change method setup das follows:

```
public class BorderRectangleTest {
private Figure f;
private int cnt;

@Before
public void setUp() {
    f = new BorderDecorator(new jdraw.figures.Rect(0, 0, 20, 10));
    cnt = 0;
}
...
```

Deadline: December 11, 2018