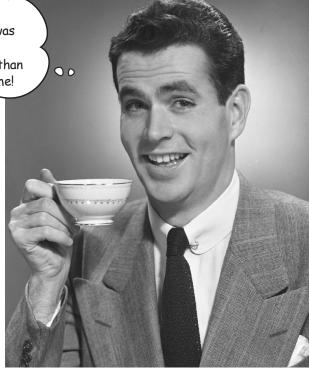
3 the Decorator Pattern

* Decorating Objects *

I used to think real men subclassed everything. That was until I learned the power of extension at runtime, rather than at compile time. Now look at me!



Just call this chapter "Design Eye for the Inheritance Guy."

We'll re-examine the typical overuse of inheritance and you'll learn how to decorate your classes at runtime using a form of object composition. Why? Once you know the techniques of decorating, you'll be able to give your (or someone else's) objects new responsibilities without making any code changes to the underlying classes.