Decorator Pattern

Shape

<<interface>>

+draw(): void

ShapeDecorator

+shape : Shape

+ShapeDecorator()
+draw():void

DecorotorPattern

+main(): void

Asks

implements

implements

Circle

+draw(): void

Rectangle

+draw(): void

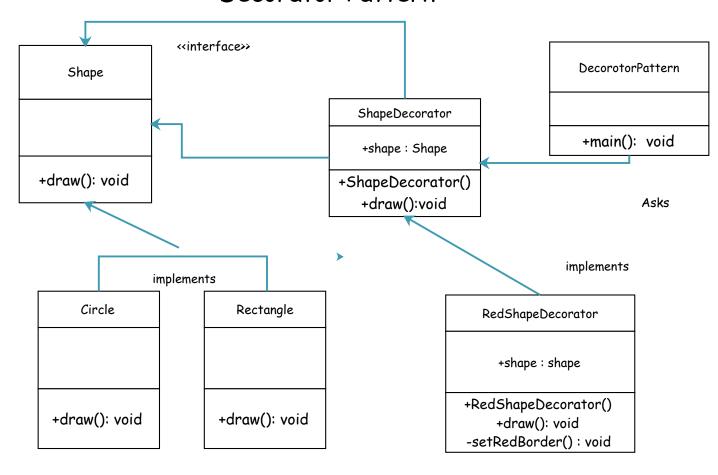**RedShapeDecorator**

+shape : shape

+RedShapeDecorator()
+draw(): void
-setRedBorder() : void

Singleton Pattern

Singletone pattern

+ main(): void

Ask

Retrun

Class name = (Single Object)

- Instance:Single Object

- SingleObject()
+getinstace():SingleObject
+showMessage():void