



# OBJECT ORIENTED DESIGN PATTERNS 2

## EX-01

NAME : M.R.P.N.THARUKSHA RAJAPAKSHA

NIC : 200019401866

BCU STUDENT ID : 22178965

SCN NO : 207977608

BATCH : JAVA INSTITUTE GRIFFINS BATCH

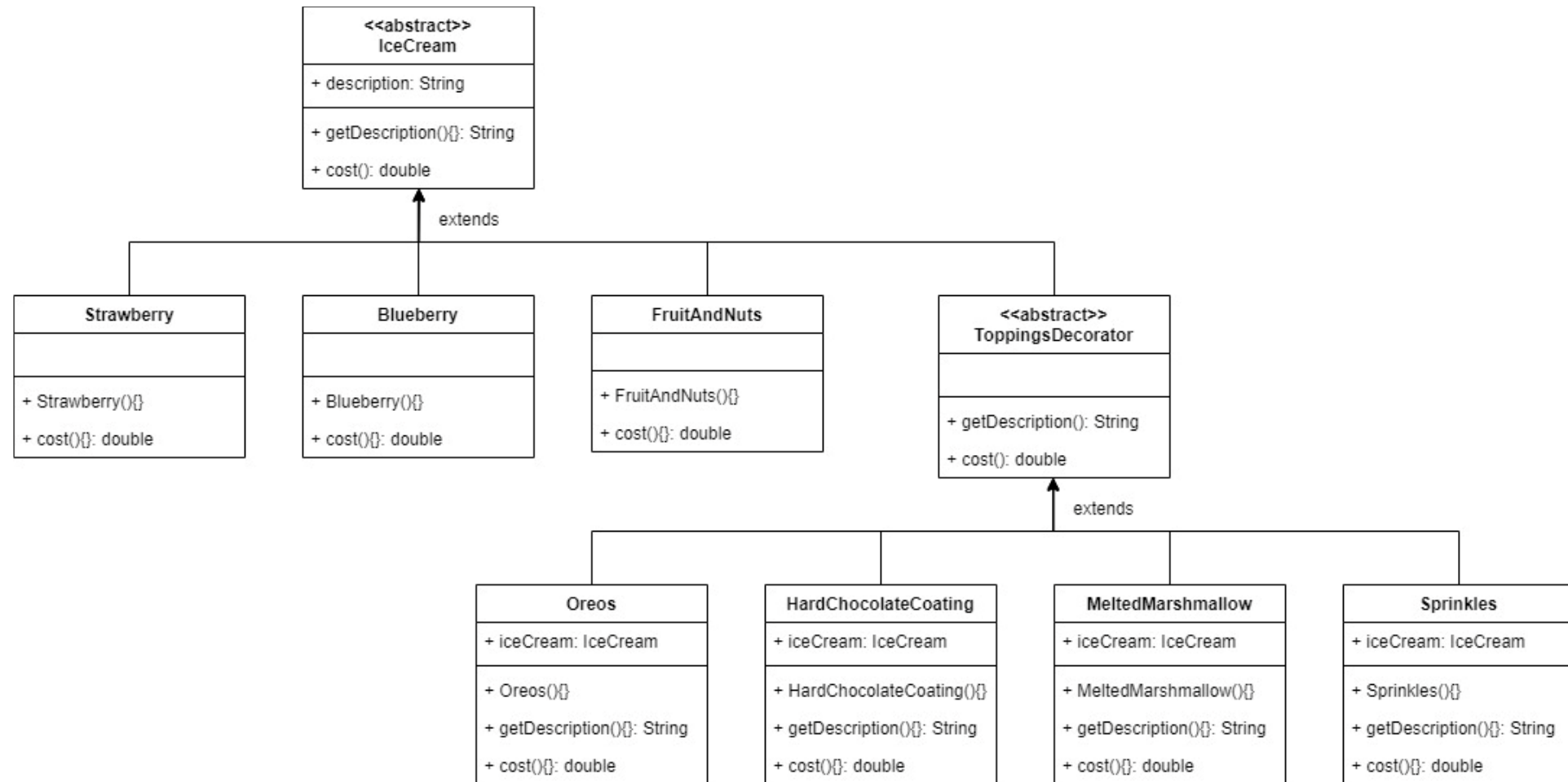
# Decorator Design Pattern

- ▶ Decorator is a structural design pattern that allows adding new behaviors to objects dynamically by placing them inside special wrapper objects, called decorators.
- ▶ Using decorators you can wrap objects countless number of times since both target objects and decorators follow the same interface.

# Scenario

- ▶ “Snow Den” is a famous ice cream shop that offers various flavors. Their main ice cream types are Strawberry (Rs.250), Blueberry (Rs.350), Fruit and Nuts (Rs.450). But customers can customize the ice cream by adding extra toppings like Oreos (Rs.300), Hard Chocolate Coating (Rs.200), Melted Marshmallow (Rs.200), and Sprinkles (Rs.200).
- ▶ So here, I had to write a program to display the description and the total price of an order when a customer orders an ice cream as their desire.

# UML Diagram





Let's go to see the Demo