MASTER OF SCIENCE IN INFORMATION TECHNOLOGY SPECIALIZING IN ENTERPRISE APPLICATIONS DEVELOPMENT SLIIT METROPOLITAN CAMPUS BOC MERCHANT TOWER, NO #28, ST MICHAE'S ROAD, COLOMBO 03, SRI LANKA

Enterprise Software Analysis & Design SE5060: EXERCISE 10

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ANSWER

Github - https://github.com/pradeep-sanjaya/ead-esad-exercise10

Classes

DecoratorTest.java

```
package com. sliit;
public class DecoratorTest {
  public static void main(String[] args) {
    Meal meal = new Noodles();
    meal = new Chicken(meal);
    meal = new Fish(meal);
    meal = new Egg(meal);
    meal = new Vegetable (meal);
    System.out.println(meal.getName() + "_=>_Rs._" + meal.getPrice());
    Meal meal2 = new Chicken (new Fish (new Egg (new Vegetable (new Bread ()
    System.out.println(meal2.getName() + "_=>_Rs._" + meal2.getPrice())
    Meal meal3 = new Fish (new Chicken (new Vegetable (new Egg (new Rice ())
    System.out.println(meal3.getName() + "_=>_Rs._" + meal3.getPrice())
    String description = new Egg(new Chicken(new Fish(new Noodles()))).
    double price = new Egg(new Chicken(new Fish(new Noodles()))).getPrice
    System.out.println(description + "_=> Rs..." + price);
 }
}
```

Meal.java

```
package com. sliit;

public abstract class Meal {

   private String name;
   private double price;

   public Meal() {
   }

   public String getName() {
     return name;
   }
}
```

```
public void setName(String name) {
    this.name = name;
}

public double getPrice() {
    return price;
}

public void setPrice(float price) {
    this.price = price;
}
```

Rice.java

```
package com. sliit;

public class Rice extends Meal {
   public Rice() {
      setName("Rice");
      setPrice(100);
   }

@Override
   public double getPrice() {
      return super.getPrice();
   }
}
```

Bread.java

```
package com. sliit;

public class Bread extends Meal {
   public Bread() {
      setName("Bread");
      setPrice(80);
   }

@Override
public double getPrice() {
   return super.getPrice();
   }
}
```

Noodles.java

```
package com. sliit;
public class Noodles extends Meal {
```

```
public Noodles() {
  setName("Noodles");
  setPrice(90);
}

@Override
  public double getPrice() {
    return super.getPrice();
  }
}
```

Chicken.java

```
package com.sliit;

public class Chicken extends MealDecorator {

   public Chicken(Meal meal) {
      this.meal = meal;
   }

   @Override
   public String getName() {
      return meal.getName() + ",_Chicken";
   }

   @Override
   public double getPrice() {
      return meal.getPrice() + 50;
   }
}
```

Fish.java

```
package com. sliit;

public class Fish extends MealDecorator {

   public Fish(Meal meal) {
      this.meal = meal;
   }

   @Override
   public String getName() {
      return meal.getName() + ",_Fish";
   }

   @Override
```

```
public double getPrice() {
   return meal.getPrice() + 40;
}
```

Egg.java

```
package com.sliit;

public class Egg extends MealDecorator {

  public Egg(Meal meal) {
    this.meal = meal;
}

  @Override
  public String getName() {
    return meal.getName() + ",_Egg";
}

  @Override
  public double getPrice() {
    return meal.getPrice() + 30;
}
```

Vegetable.java

```
package com. sliit;

public class Vegetable extends MealDecorator {

   public Vegetable(Meal meal) {
      this.meal = meal;
   }

   @Override
   public String getName() {
      return meal.getName() + ", Vegetable";
   }

   @Override
   public double getPrice() {
      return meal.getPrice() + 20;
   }
}
```

MealDecorator.java

```
package com. sliit;
```

```
public abstract class MealDecorator extends Meal {
    Meal meal;

public MealDecorator() {
    }

public MealDecorator(Meal meal) {
      this.meal = meal;
    }

public abstract String getName();
    public abstract double getPrice();
}
```

Screenshots

Figure 0.1: Solution

REFERENCES

- [1] Samarathunge, U. (2020) Lecture 03 GOF Design Patterns Part I
- [2] Samarathunge, U. (2020) Lecture 03 GOF Design Patterns Part II-v2
- [3] Samarathunge, U. (2020) Lecture 03 GOF Design Patterns Part II With Answers
- [4] Samarathunge, U. (2020) Lecture 03 GOF Design Patterns Part III