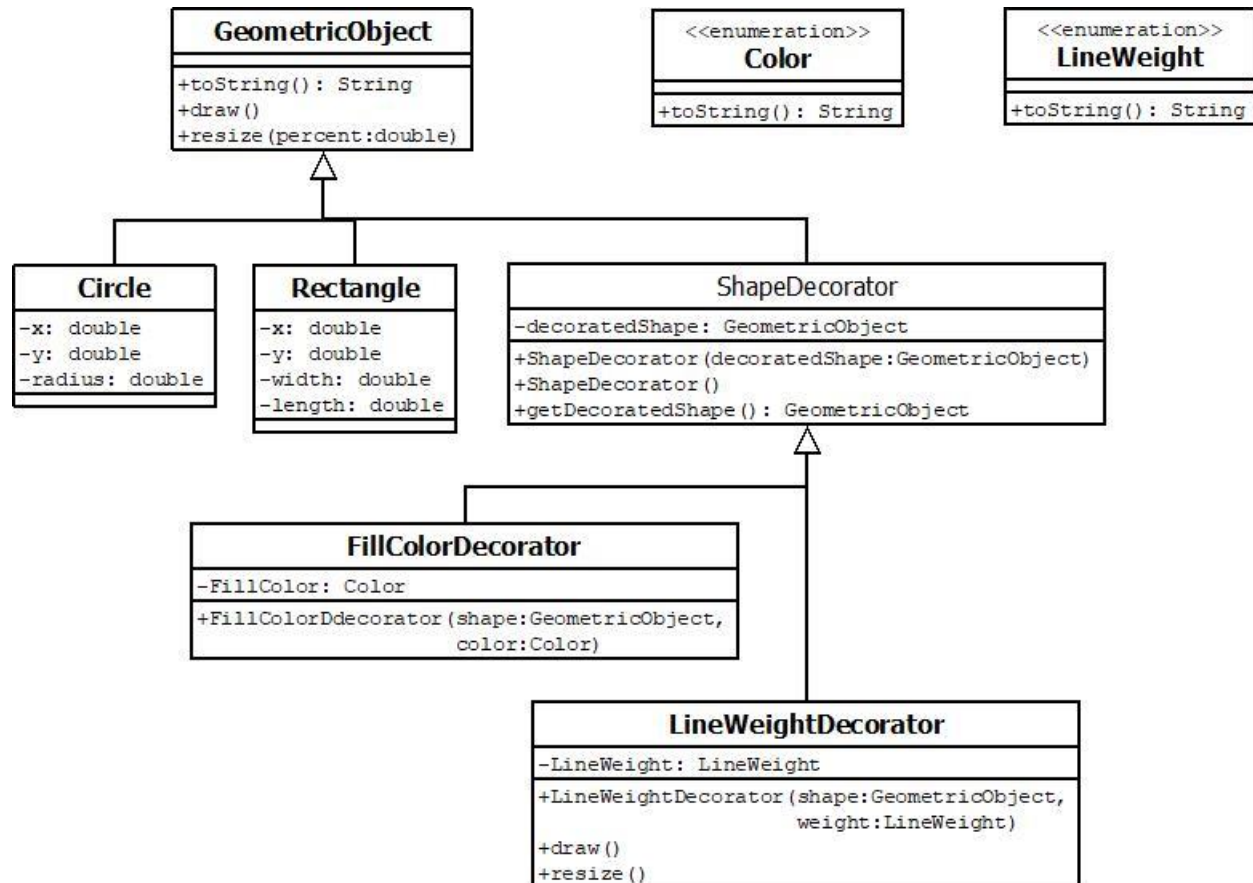


CECS 277 LAB DECORATOR PATTERN

OBJECTIVE: Give you hands on experience with the Decorator Pattern.

INTRODUCTION: Please remember the coding standards [here](#).

You are going to start with a working example of the Decorator Pattern that looks like this:



The code to start with is:

- [GeometricObject](#)
- [Color](#)
- [LineWeight](#)
- [Circle](#)
- [Rectangle](#)
- [ShapeDecorator](#)
- [FillColorDecorator](#)
- [LineWeightDecorator](#)
- [DecoratorRunner](#)

PROCEDURE:

1. We have decided that we want to add a **LineColorDecorator** so that we can change the color of the line around the outside of the shape if we so choose.

CECS 277 LAB DECORATOR PATTERN

Add the necessary code to implement that new decorator. Be sure the use the Color enumeration in your new class.

2. We decide that we want to have a square GeometricObject.
 - a. Squares have an upper left corner like Rectangles.
 - b. But because the length = width, we decided to just have an instance variable called LengthOneSide.
 - c. Implement the code needed for the Square class.
3. Augment the DecoratorRunner class (see above) to demonstrate that you can decorate all three types of GeometricObjects with all three types of decorators.

WHAT TO TURN IN:

- LineColorDecorator.java
- Square.java
- DecoratorRunner.java
- Your sample console output as console.txt.