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| Fontys ICT |
| Decorator pattern |
| Design patterns |

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# Introduction

The goal of this document is to give an overview of the decorator pattern by giving an example implementation which displays a simplified pizza delivery service called *PizzaMe*. Furthermore, reusability, extensibility, and maintainability of this pattern are elaborated. Also, the implementation, its unit test and graphical user interface (GUI) are reviewed.

# Decorator pattern

# Implementation

## Explanation of classes

## Features

# Design choices

# Graphical User Interface

# Unit tests

# References

OODesign. (September 2016). *Decorator Pattern*. Von OODesign.com: http://www.oodesign.com/decorator-pattern.html abgerufen

SourceMaking. (September 2016). *Decorator*. Von SourceMaking.com: https://sourcemaking.com/design\_patterns/decorator abgerufen