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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

The decorator pattern is a software design pattern which allows an object’s functionality to be extended during runtime. This allows the object to be changed when it’s being used compared to inheritance where functionality can be changed only statically, during compile time. Hence, the main goal of this pattern is to add additional responsibilities to an object dynamically.

The figure below depicts an UML diagram of the decorator pattern. The pattern consists of four classes.

Firstly, A *Component* interface which objects implement that can have responsibilities to them dynamically.

Secondly, A *ConcreteComponent* that represents a derived object of the *Component* interface that can add responsibilities dynamically.

Third, the *Decorator* holds a reference to the *Component* and implements its interface.

Lastly, the *ConcreteDecorator* which adds a certain behavior.

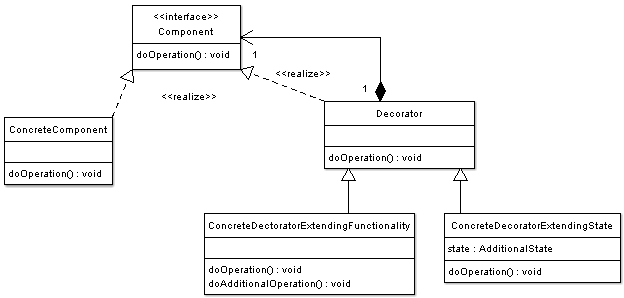


Figure 2‑1: UML diagram of decorator pattern

# Implementation

## Explanation of classes

## Features

# Design choices

The implementation of the assignment has been done with regard to reusability, extensibility, and maintainability.

The **reusability** of the decorator pattern is rather low. This caused by the fact that pattern aims at extending the responsibility of an object during run-time. Depending on application of the pattern the interface can differ vastly.

In terms of **maintainability** the pattern is easy to maintain since logic is separated into independent units, such as *ConcreteComponents* and *ConcreteDecorators.*

# Graphical User Interface

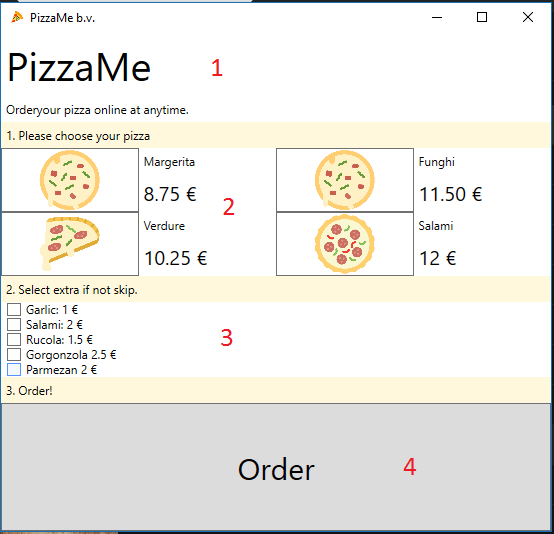


Figure 5‑1: Graphical user interface

The figure above depicts the user interface where red numbers indicate functionality or controls. More precisely these are:

1. Title of the delivery service
2. Choose from one of the pizzas using pizza specific icon. Right of the icon the description and price is shown.
3. None or many extras can be selected for the selected pizza.
4. Order the pizza when pizza is selected and extras are choosen.

# 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