Design Pattern

CSE 4851

***Assignment***: Age of Village using Composite pattern

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* Firstly created a simple shape class. Where shape class has two attributes name & color. Each complex object of this class will also have a list of simple shapes using those that complex shape is built. So, we can build any combination of shapes using those simple shapes.
* From the main class, created some of the simple and complex shape objects and print their details. there are two levels of hierarchy. Firstly village is global composite object. And village consists of: House, Tree and Pond. At the second level of hierarchy, Each of House, Tree and Pond are composed of leaf objects. • House is composed of square, rectangle and triangle. • Tree is a composite of line, rectangle and circle. • Pond is a composite object of circle and bubble. At the lowest level of hierarchy or at the leaf level all the shapes or components are independent to any other object.