Visitor

The previous assignments dealt with isolation object and object-graph construction using the factory and builder patterns. The visitor pattern is a structural pattern that enables adding functionality to an existing class hierarchy without having to modify the class. Instead a new visitor is added that holds the new logic. The logic for the visitor pattern has to be added once to support this future extensibility. This is done by adding a new abstract visitor class and an accept method to each specific derived class.

# Adding the abstract visitor