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**Using the Decorator Hierarchy**

In the sample project included in this folder, I am demonstrating the use of the model decorator hierarchy. In this simple demo, I allow all operations to happen on class level only invoking code on the form to aide display functions like filling the rich text box with class data. This project was based on an example console application given at code project.com labeled “Understanding and Implementing Decorator Pattern in C#.”

Following this example, I used the Tool() class as my concrete component and used the interfaces IPowerTool and IMetalWorkingTool as the concrete decorator components. This process could have been taken much further, allowing both interfaces to create a single class, but I felt it was unnecessary to show this in this particular example.