

物件導向設計模式

裝飾模式-Decorator



巨匠電腦:段維瀚 老師

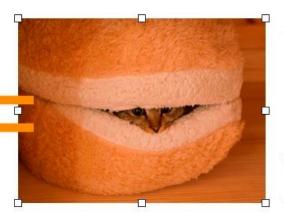


元件

裝飾 元件







Gjun 巨匠電腦



LUNCH

段維瀚 老師





段維瀚 老師

Bread \$40



段維瀚老師





Ham \$30



Lettuce \$15



Tuna \$25



Onion \$12



段維瀚 老師

Tomato \$15



Olives \$10

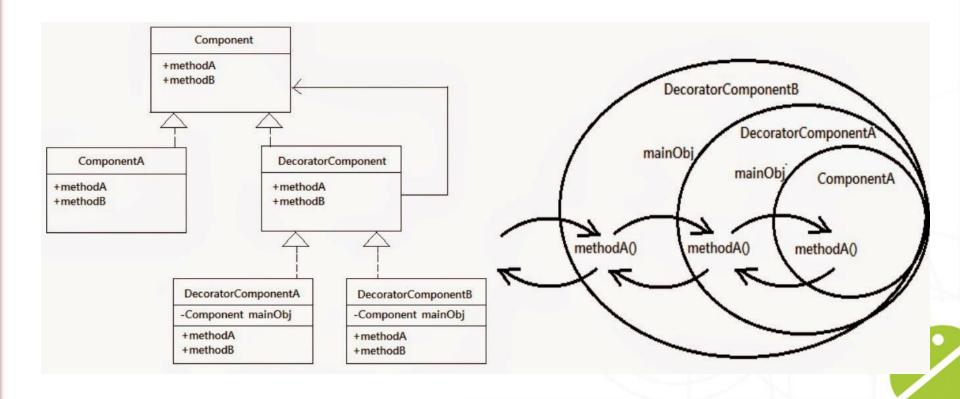


7

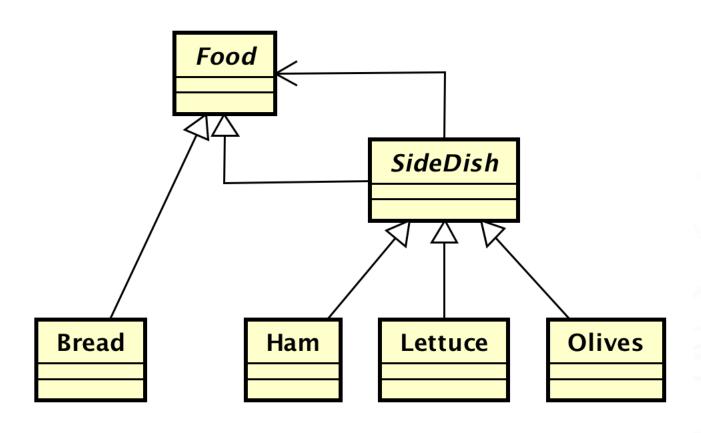


段維瀚 老師

裝飾模式類別設計



UML



段維瀚 老師

```
package decorator;

public abstract class Food {
    protected String name;
    protected int price;

    public abstract String getName();
    public abstract int getPrice();
}
```

```
package decorator;
public class SideDish extends Food {
    protected Food food;
    public SideDish(Food food){
        this.food = food;
    @Override
    public String getName() {
        return name + " + " + food.getName();
    @Override
    public int getPrice() {
        return price + food.getPrice();
```

```
package decorator.lunch;
import decorator.Food;
public class Bread extends Food {
    public Bread() {
        name = "麵包";
        price = 40:
    @Override
    public String getName() {
        return name;
    @Override
    public int getPrice() {
        return price;
```

```
package decorator.lunch;
 import decorator.Food;
 import decorator.SideDish;
 public class Ham extends SideDish {
     public Ham(Food food) {
         super(food);
         super.name = "火腿";
         super.price = 30;
          package decorator.lunch;
          import decorator.Food;
          import decorator.SideDish;
          public class Lettuce extends SideDish {
              public Lettuce(Food food) {
                  super(food);
                  super name = "生菜";
                  super.price = 15;
                      package decorator.lunch;
                      import decorator.Food;
                      import decorator.SideDish;
                      public class Olives extends SideDish {
                          public Olives(Food food) {
                              super(food);
                              super.name = "橄欖";
                              super.price = 10;
段維瀚 老師
```

```
package decorator.lunch;
import decorator.Food;
public class Subway {
    public static void main(String[] args) {
        Food food = new Bread();
        food = new Ham(food);
        food = new Lettuce(food);
        food = new Olives(food);
        System.out.println(showFood(food));
    }
    public static String showFood(Food food) {
        return String.format("商品:%s\n總價:%d 元\n",
                             food.getName(), food.getPrice());
```

商品:橄欖 + 生菜 + 火腿 + 麵包

總價:95 元

