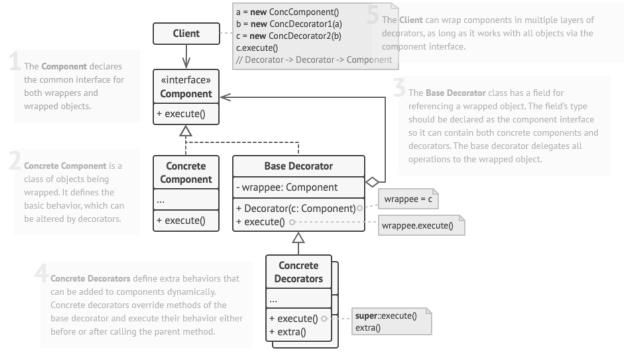
## Intent

**Decorator** is a structural design pattern that lets you attach new behaviors to objects by placing these objects inside special wrapper objects that contain the behaviors.

## **Structure**



## **Applicability**

- Use the Decorator pattern when you need to be able to assign extra behaviors to objects at runtime without breaking the code that uses these objects.
- Use the pattern when it's awkward or not possible to extend an object's behavior using inheritance.