

CS 485  
Advanced Object Oriented Design

Decorator Pattern (Ch 17)

Spring 2017

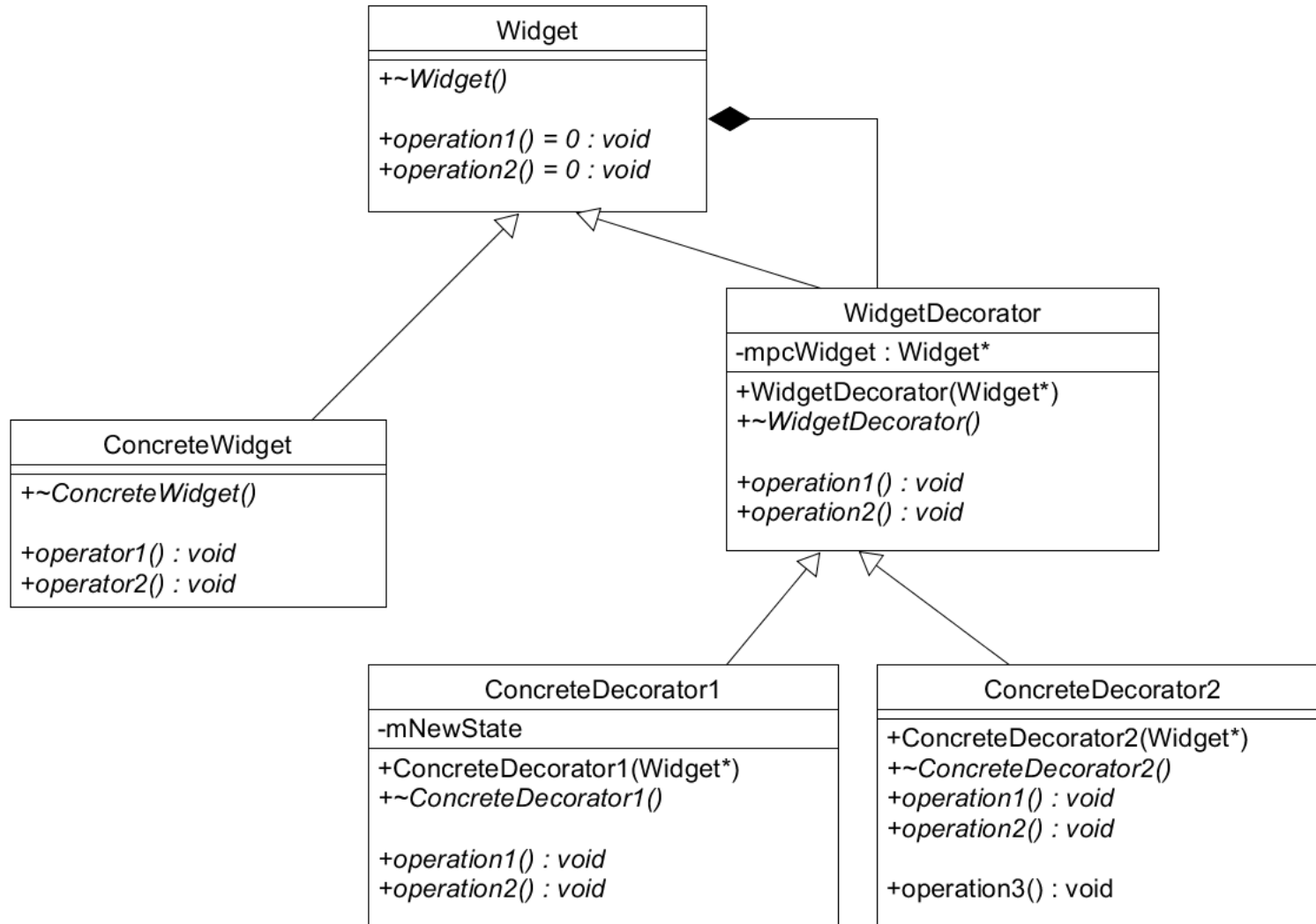
<http://www.netobjectives.com/PatternRepository/index.php?title=PatternsByAlphabet>

<http://www.netobjectives.com/files/books/dpe/design-patterns-matrix.pdf>

# Decorator

- Structural Pattern
- One (decorator) subclass of an interface contains the parent interface
- The decorator can change functionality
- The decorator can add functionality
- Add/change functionality without subclassing
  - avoid subclass explosion

# UML



```
Widget *pcWidget = new ConcreteDecorator2(new ConcreteDecorator1(new ConcreteWidget()));
```

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# Goals

- Allows objects to be customized dynamically
- Used with a high number of customizations
  - Prevent subclass explosion
- Caveats!

# Often used for....

- Customize file access in Java
  - FileReader, BufferedReader, ....
- Customize display of a widget on the screen
  - Window/ScrollableWindow/NestedWindow
- Some languages (Python) allow you to dynamically add functions to specific objects
  - similar to the decorator pattern

# Example

```
class CountingDecorator : public SDLTextWidgetDecorator
{

public:

    CountingDecorator (SDLTextWidget *pcWidget);

    void setData (std::string cData);

    void draw (SDLApp &rcApp);

private:
    int mChangesCount = 0;
};
```

```
class NumberOfWordsDecorator : public SDLTextWidgetDecorator
{

public:

    NumberOfWordsDecorator (SDLTextWidget *pcWidget);

    int getNumberOfWords () const;

private:

};
```

# Usage

```
mpcTextWidgetChangeAndWordCounter =  
  new NumberOfWordsDecorator (  
    new CountingDecorator(  
      new SDLTextWidget (  
        "Combo", "data", 10, 200, courierFont, { 255,0,0,255 })))));
```

# Shalloway

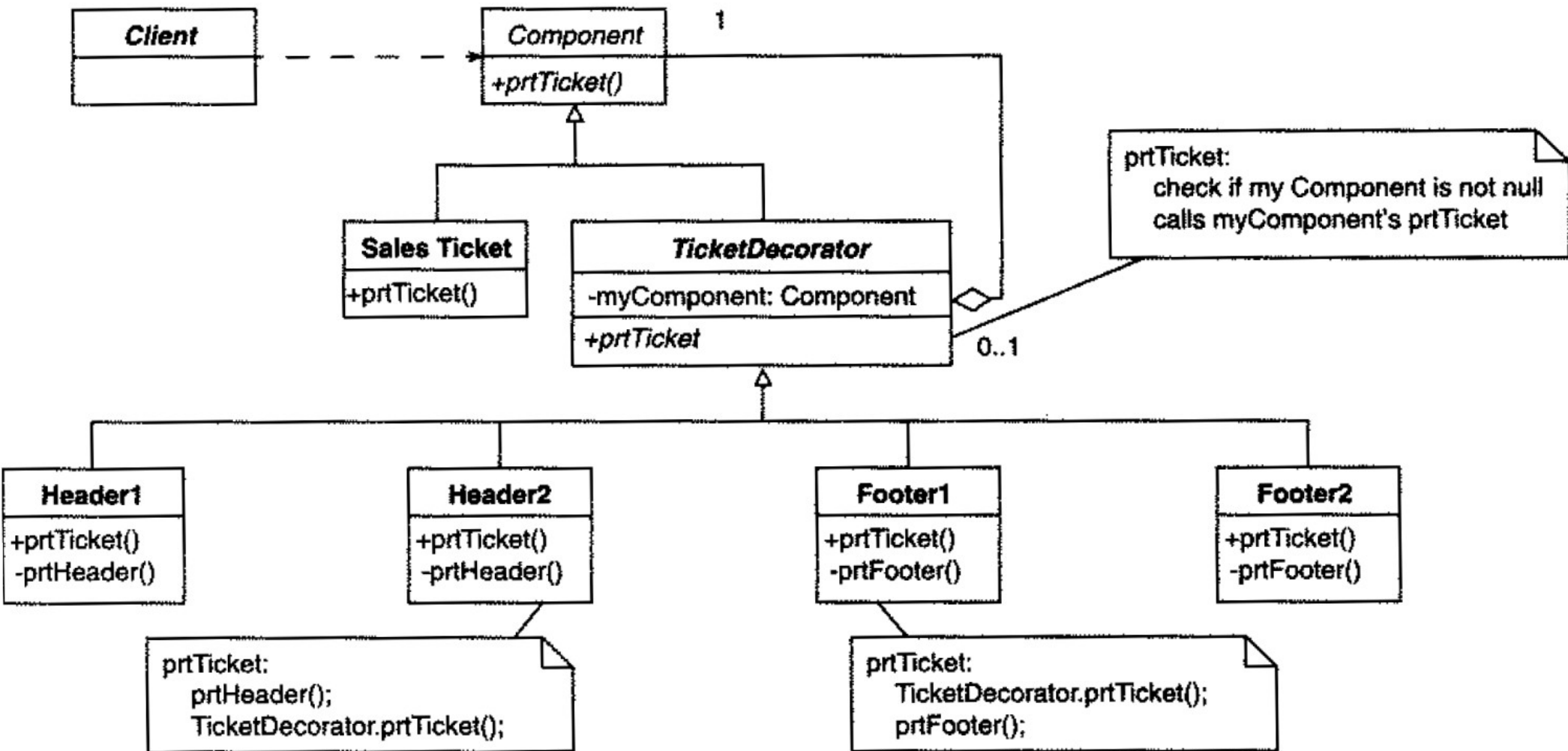


Figure 17-5 Setting up headers and footers to look like a report.