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| **VisitorComputer** |
| **Line** | **Code** |
| **1****2****3****4****5****6****7****8****9****10****11****12****13****14****15****16****17****18****19****20****21****22****23****24****25****26****27****28****29****30****31****32****33****34****35****36****37****38****39****40****41****42****43****44****45****46****47****48****49****50****51****52****53****54****55****56****57****58****59****60****61****62** | **using** System;**namespace** VisitorComputerEx { **interface** ComputerPart { **void** Accept(ComputerPartVisitor computerPartVisitor); } **class** Keyboard : ComputerPart { **public void** Accept(ComputerPartVisitor computerPartVisitor) { computerPartVisitor.Visit(**this**); } } **class** Monitor : ComputerPart { **public void** Accept(ComputerPartVisitor computerPartVisitor) { computerPartVisitor.Visit(**this**); } } **class** Mouse : ComputerPart { **public void** Accept(ComputerPartVisitor computerPartVisitor) { computerPartVisitor.Visit(**this**); } } **class** Computer { ComputerPart[] parts; **public** Computer() { parts = **new** ComputerPart[] { **new** Mouse(), **new** Keyboard(), **new** Monitor() }; } **public void** Accept(ComputerPartVisitor computerPartVisitor) { **foreach** (ComputerPart part **in** parts) { part.Accept(computerPartVisitor); } } } **interface** ComputerPartVisitor { **void** Visit(Mouse mouse); **void** Visit(Keyboard keyboard); **void** Visit(Monitor monitor); } **class** ComputerPartDisplayVisitor : ComputerPartVisitor { **public void** Visit(Mouse mouse) { Console.WriteLine("Accessing Mouse."); } **public void** Visit(Keyboard keyboard) { Console.WriteLine("Accessing Keyboard."); } **public void** Visit(Monitor monitor) { Console.WriteLine("Accessing Monitor."); } } **class** Program { **static void** Main(**string**[] args) { Computer computer = **new** Computer(); computer.Accept(**new** ComputerPartDisplayVisitor()); Console.ReadKey(); } }} |