



|  |
| --- |
| **DecoratorStarbuzzEx.cs** |
| **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****63****64****65****66****67** | **using** System;**namespace** DecoratorStarbuzzEx { **interface** Order { **float** getPrice(); } **class** Coffee:Order { **public float** getPrice() { **return** 5.0F; } } **abstract class** Topping:Order { **protected** Order order; **abstract public float** getPrice(); **public** Topping(Order order) { **this**.order = order; } } **class** Cream:Topping { **public** Cream(Order order):**base**(order) { } **override public float** getPrice() { **return** order.getPrice() + 0.5F; } } **class** Nut:Topping { **public** Nut(Order order):**base**(order) { } **override public float** getPrice() { **return** order.getPrice() + 1.0F; } } **class** Strawberry:Topping { **public** Strawberry(Order order):**base**(order) { } **override public float** getPrice() { **return** order.getPrice() + 1.5F; } } **class** Program { **static void** Main(**string**[] args) { Order order = **new** Coffee(); Console.Write("Want Cream?[Y/N]>>"); String answer = Console.ReadLine().ToUpper(); **if** (answer=="Y") order = **new** Cream(order); Console.Write("Want Nut?[Y/N]>>"); answer = Console.ReadLine().ToUpper(); **if** (answer=="Y") order = **new** Nut(order); Console.Write("Want Strawberry?[Y/N]>>"); answer = Console.ReadLine().ToUpper(); **if** (answer=="Y") order = **new** Strawberry(order); Console.WriteLine("Thank You. {0:c} please", order.getPrice()); Console.ReadKey(); } }} |