

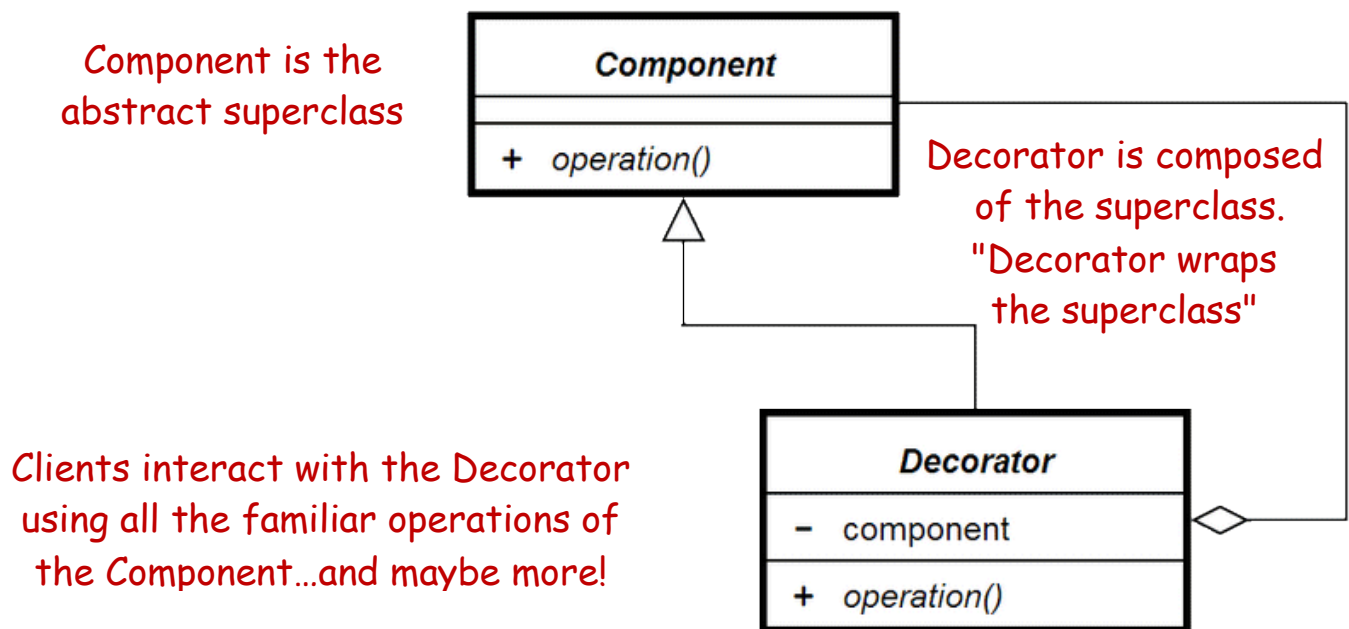
The Decorator Pattern

The Decorator is known as a structural pattern, as it's used to form large object structures across many disparate objects. The definition of Decorator provided in the original Gang of Four book on Design Patterns¹ states:

The Decorator Pattern:

Allows for the dynamic wrapping of objects in order to modify their existing responsibilities and behaviors

Traditionally, you might consider subclassing to be the best way to approach this - but there will be cases that subclassing isn't possible, or is impractical. This leads us to the **Open/Closed Principle**: classes should be open for extension, but closed for modification. This is a good principle to keep in mind, as it keeps your class stable, but leaves it open for extension if someone wants to add behavior².



Decorators may be abstract when appropriate, or concrete. The Java IO API makes extensive use of concrete decorators like `BufferedReader`.

¹ Gamma, Erich. *Design patterns: elements of reusable object-oriented software*. Reading, Mass.: Addison-Wesley, 1995.

² "Design Patterns Uncovered: The Decorator Pattern." *Javalobby*. N.p., n.d. Web. 10 Apr. 2014.

<<http://java.dzone.com/articles/design-patterns-decorator>>.

Java IO examples

A Decorator may provide improved functionality over the Component it decorates, as seen in Figure 1 when a client invokes the read() method. Additionally, a Decorator can add new functionality as seen in Figure 2.

Figure 1: Improved functionality of read()

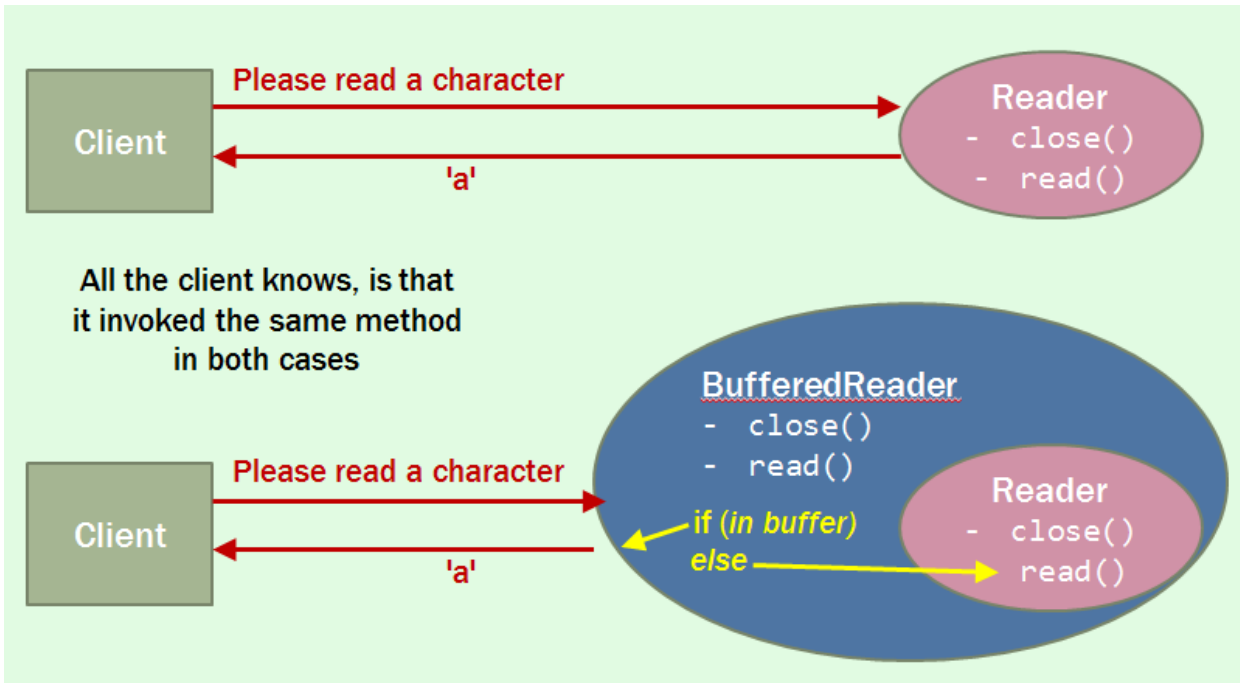


Figure 2: Additional Decorator functionality – the addition of readLine()

