Starbucks wants to design an object structure to represent each one of their drinks.

What is the problem doing this using class structure, i.e. inheritance?
You can think of the drink as starting with a basic drink and then getting “decorations” added on.

```
Drink
  price()

ChaiTea price()
GrandeMocha price()

DrinkElement
  price()

Soy
  Soy(Drink d)
  price()

Shot
  Shot(Drink d)
  price()

Syrup
  Syrup(Drink d)
  price()

Syrup -> Shot -> GrandeMocha
```

Everything is a Component so the client does not know if it is a ConcreteComponent or a decorated one.

```
Component
  operation

Concrete Component
  operation()

Decorator
  operation()

Concrete Dec #1
  addedState
  operation()

Concrete Dec #2
  addedBehavior()
  operation()

Decorator::operation()
  addedBehavior()
```

Does this look familiar?