

Adapter Design Pattern

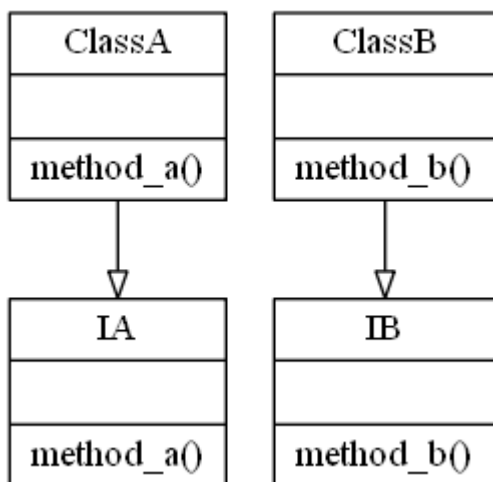
The adapter design pattern solves these problems:

- How can a class be reused that does not have an interface that a client requires?
- How can classes that have incompatible interfaces work together?
- How can an alternative interface be provided for a class?

In this lecture, I have 2 classes, they don't share the same interface. The client requires its objects to use an already standardised interface.

So we need to create an adapter, that wraps the incompatible object, but implements the standardised interface.

Two Incompatible Classes



After Creating an Adapter

