/// <summary>

/// The 'Client' class

/// </summary>

public class ThirdPartyBillingSystem

{

private ITarget employeeSource;

public ThirdPartyBillingSystem(ITarget employeeSource)

{

this.employeeSource = employeeSource;

}

public void ShowEmployeeList()

{

List<string> employee = employeeSource.GetEmployeeList();

//To DO: Implement you business logic

Console.WriteLine("######### Employee List ##########");

foreach (var item in employee)

{

Console.Write(item);

}

}

}

/// <summary>

/// The 'ITarget' interface

/// </summary>

public interface ITarget

{

List<string> GetEmployeeList();

}

/// <summary>

/// The 'Adaptee' class

/// </summary>

public class HRSystem

{

public string[][] GetEmployees()

{

string[][] employees = new string[4][];

employees[0] = new string[] { "100", "Deepak", "Team Leader" };

employees[1] = new string[] { "101", "Rohit", "Developer" };

employees[2] = new string[] { "102", "Gautam", "Developer" };

employees[3] = new string[] { "103", "Dev", "Tester" };

return employees;

}

}

/// <summary>

/// The 'Adapter' class

/// </summary>

public class EmployeeAdapter : HRSystem, ITarget

{

public List<string> GetEmployeeList()

{

List<string> employeeList = new List<string>();

string[][] employees = GetEmployees();

foreach (string[] employee in employees)

{

employeeList.Add(employee[0]);

employeeList.Add(",");

employeeList.Add(employee[1]);

employeeList.Add(",");

employeeList.Add(employee[2]);

employeeList.Add("\n");

}

return employeeList;

}

}

///

/// Adapter Design Pattern Demo

///

class Program

{

static void Main(string[] args)

{

ITarget Itarget = new EmployeeAdapter();

ThirdPartyBillingSystem client = new ThirdPartyBillingSystem(Itarget);

client.ShowEmployeeList();

Console.ReadKey();

}

}