using System;

namespace StructuralDesignPatternsDemo

{

public class Client

{

private ITarget target;

public Client(ITarget target)

{

this.target = target;

}

public void MakeRequest()

{

target.MethodA();

}

}

public interface ITarget

{

void MethodA();

}

public class Adapter : Adaptee, ITarget

{

public void MethodA()

{

MethodB();

}

}

public class Adaptee

{

public void MethodB()

{

Console.WriteLine("MethodB() is called");

}

}

class Program

{

static void Main(string[] args)

{

ITarget target = new Adapter();

Client client = new Client(target);

client.MakeRequest();

}

}

}