

```
Public class DroneAdapter implements Duck{
```

```
    Drone drone;
```

```
    Public DroneAdapter(Drone drone){
```

```
        Thie.drone = drone;
```

```
    }
```

```
Puclic void Quack(){
```

```
    Drone.beep();
```

```
}
```

```
Public void fly(){
```

```
    drone.spin_rotors();
```

```
    drone.take_off();
```

```
}
```

```
}
```

```
Public interface Drone{
```

```
    Public void beep();
```

```
    Public void spin_rotors();
```

```
    Public void take_off();
```

```
}
```

```
Public class SuperDrone implements Drone{
```

```
    Public void beep(){
```

```
        System.out.println("Beep beep beep");
```

```
    }
```

```
    Public void spin_rotors(){
```

```
        System.out.println("Rotors are spinning");
```

```
    }
```

```
Public void take_off(){  
    System.out.println("Taking Off");  
}
```

```
}
```