

Adapter

*Allows objects with **incompatible interfaces** to **collaborate***

- You can create an **adapter**. This is a **special object** that **converts the interface** of one object so that **another object** can understand it.
- **How it works:**
 1. The **adapter** gets an **interface** which is **compatible** with one of the **existing objects**.
 2. Using this **interface**, the **existing object** can safely call the adapter's methods.
 3. Upon receiving the call, the **adapter** passes the request to the 2nd object, but in a **format and order** that the 2nd object expects.

