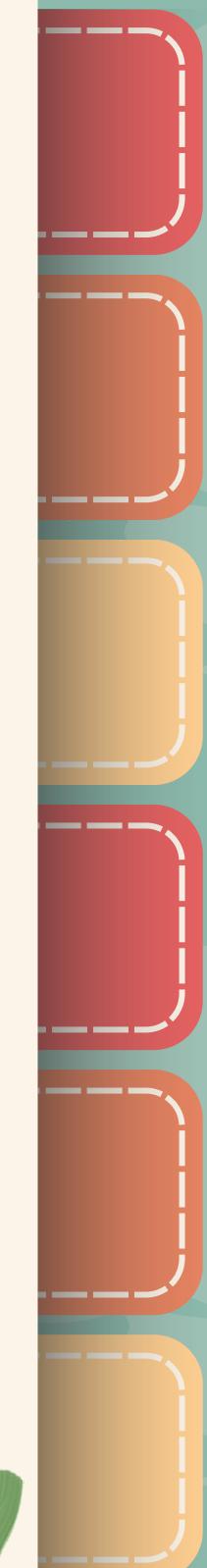


# The Adapter and Facade Pattern



# MEMBERS



# TABLE OF CONTENTS

01

Definition of Adapter  
Pattern

02

Pros and Cons of Adapter  
Pattern

03

Definition of Facade  
Pattern

04

Pros and Cons of Facade  
Pattern

Contents



# ADAPTER PATTERN

01

Chapter 1

# THREE MAIN COMPONENTS

- Target interface
- Adaptee
- Adapter



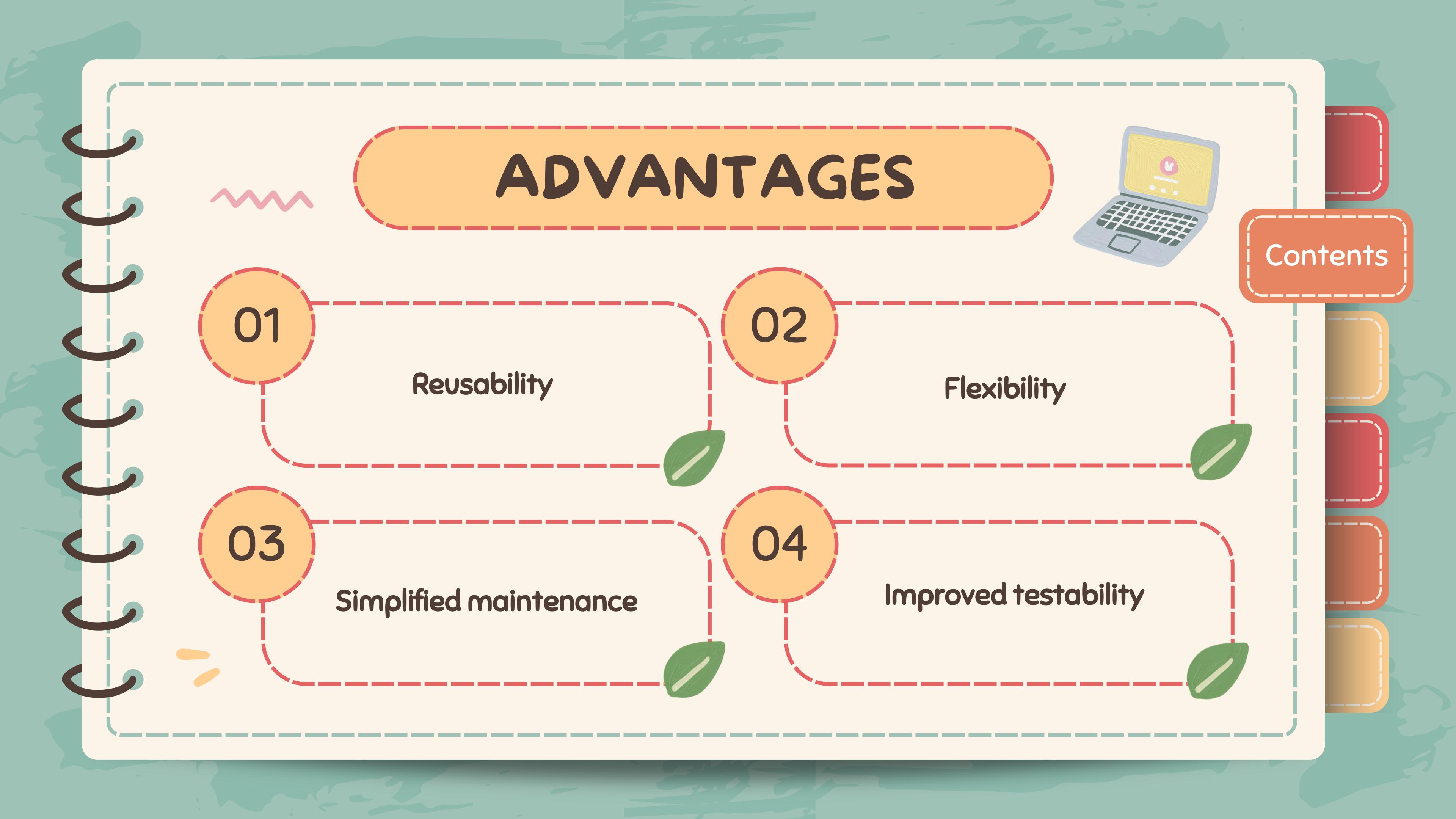
## 2 TYPES

### CLASS ADAPTER

A class adapter uses multiple inheritance to adapt one interface to another.

### OBJECT ADAPTER

An object adapter uses object composition to adapt one interface to another.



# ADVANTAGES

01

Reusability

02

Flexibility

03

Simplified maintenance

04

Improved testability

Contents

# DISADVANTAGES

01

Increased complexity

03

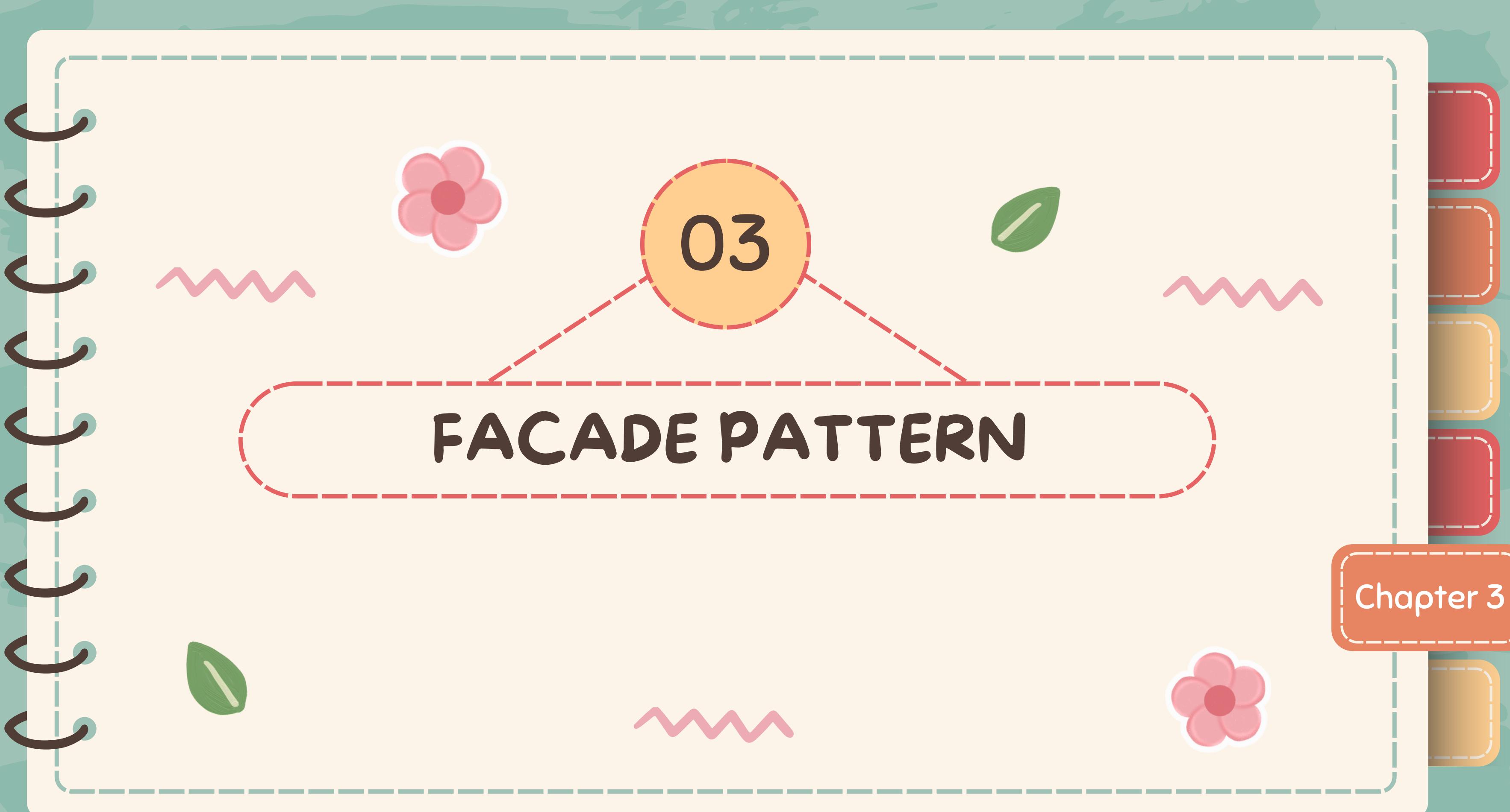
Object proliferation

02

Performance overhead

04

Overuse



03

## FACADE PATTERN

Chapter 3

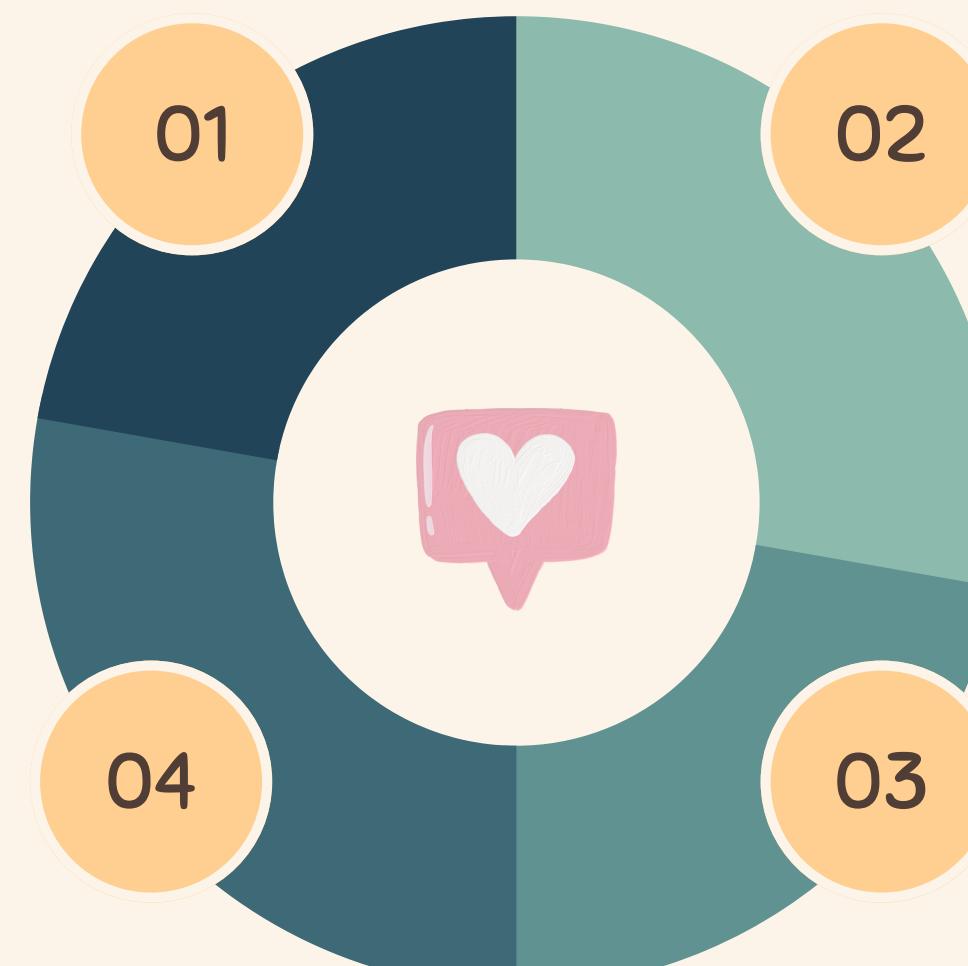
# ADVANTAGES

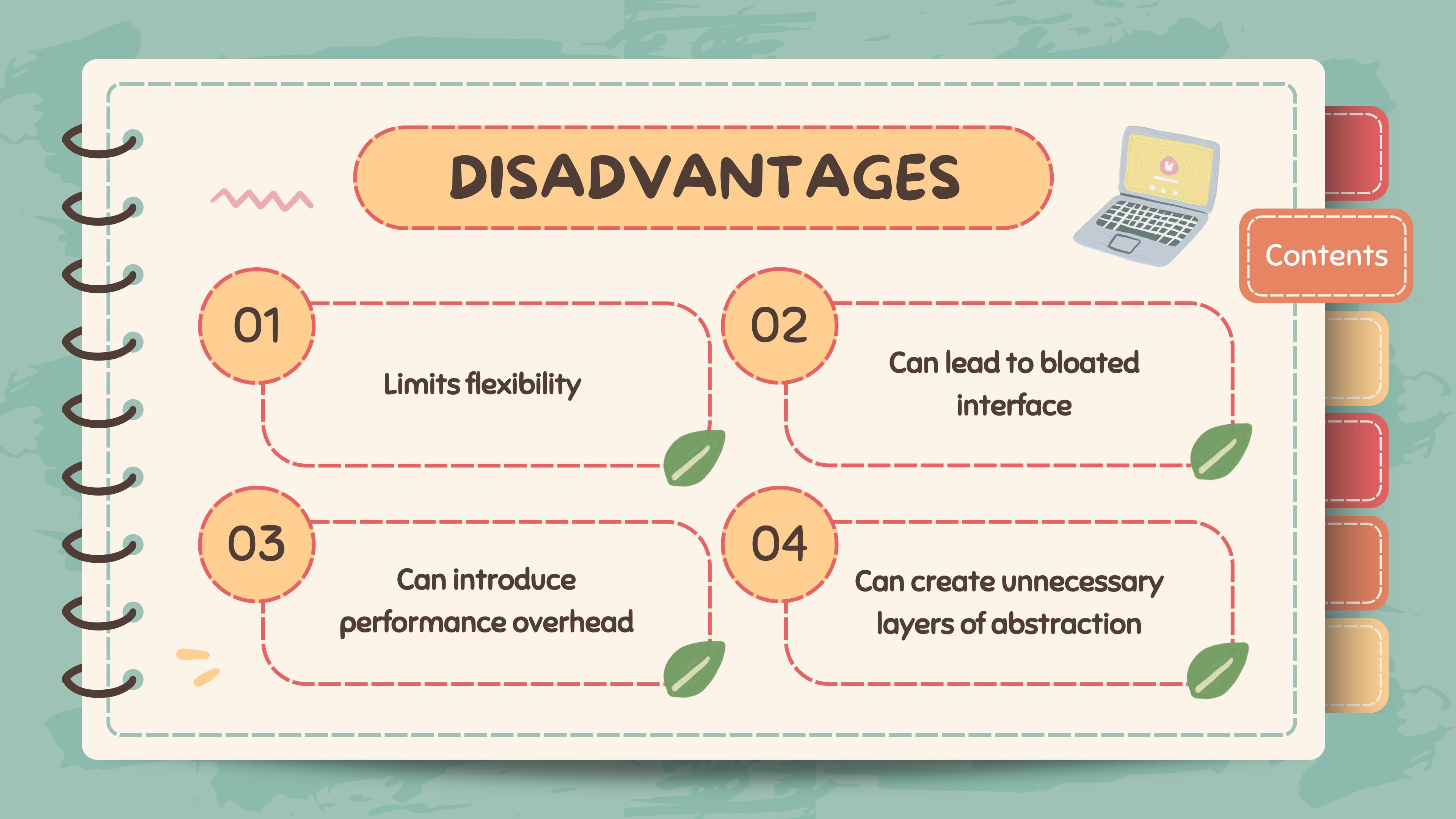
Simplifies usage

Encapsulates complexity

Enhances scalability

Improves maintainability





# DISADVANTAGES

01

Limits flexibility

02

Can lead to bloated  
interface

03

Can introduce  
performance overhead

04

Can create unnecessary  
layers of abstraction



Contents

Thank You

