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| **SOFTWARE DESIGN PATTERNS**  Diploma in IT  Year 2 (2024/25) Semester 4 | Week **13** |
| **1** hour |
| **Tutorial 9 – Adapter & Façade** | |

**OBJECTIVES**

* Understand the Adapter and Façade design patterns

**ACTIVITY**

You are working on a multimedia application that can play different media formats. It has a common MediaPlayer interface that can play both audio and video files. You also have two existing classes: MP3Player (that can play .mp3 audio files) and MP4Player (that can play .mp4 video files). However, their interfaces are not compatible with the MediaPlayer interface.

The following are a set of classes for the application.

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1. Arrange the elements into a class diagram that uses the Adapter design pattern and show their associations (including inheritances).
2. Identify the classes that correspond to the Target, Adapter and Adaptee classes in the Adapter design pattern. The Client class is not in this class diagram.