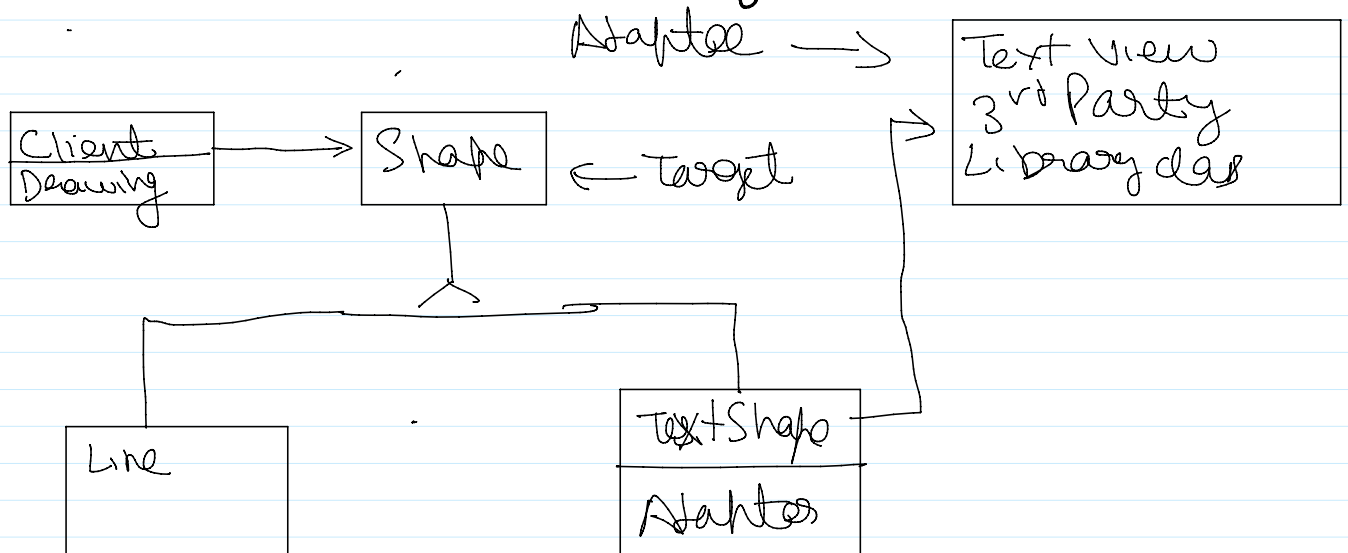


Intent - Converts the interface of the class into the interface the client wants.

Eg There is a shape parent class which a drawing editor to draw a circle, Rectangle etc. For text it is complicated and we don't have a class for that But have third party class for that. So we create an interface which wants both and allow using the library class.



Adapter allows to integrate a different class which is not according to the required interface.

APPLICABILITY

- When existing class & its interface doesn't match the class we require

Adapter can use Multiple inheritance or object composition

Participants

Participants

- Target (Shape) - Domain Specific Interface. (Drawing interface class). Shape class is target
- Client (Drawing Editor) - Responsible for interacting with target
- Adapter (TextShape) - Adapts the interface of adapter.
- Adaptee (TextView) - Third party class.

Example

