**Exercise 4:**

**Implementing the Adapter pattern:**

PaymentProcessor.java:

**package** adapter;

**public** **interface** PaymentProcessor {

**void** pay(**int** amount);

}

Paypal.java:

**package** adapter;

**public** **class** paypal {

**public** **void** sendPayment(**int** amount)

{

System.***out***.println("Paying ₹"+amount+" via paypal");

}

}

paypalAdapter.java:

**package** adapter;

**public** **class** paypalAdapter **implements** PaymentProcessor

{

**private** paypal Paypal;

**public** paypalAdapter(paypal Paypal) {

**this**.Paypal=Paypal;

}

**public** **void** pay(**int** amount)

{

Paypal.sendPayment(amount);

}

}

Stripe.java:

**package** adapter;

**public** **class** stripe {

**public** **void** makepayment(**int** amount)

{

System.***out***.println("Paying ₹"+amount+" Via stripe");

}

}

StripeAdapter.java:

**package** adapter;

**public** **class** stripeAdapter **implements** PaymentProcessor{

**private** stripe Stripe;

**public** stripeAdapter(stripe Stripe)

{

**this**.Stripe=Stripe;

}

**public** **void** pay(**int** amount)

{

Stripe.makepayment(amount);

}

}

PaymentTest.java:

**package** adapter;

**public** **class** PaymentTest {

**public** **static** **void** main(String[] args)

{

PaymentProcessor paypalProcessor= **new** paypalAdapter(**new** paypal());

paypalProcessor.pay(1000);

PaymentProcessor stripeProcessor = **new** stripeAdapter(**new** stripe());

stripeProcessor.pay(500);

}

}

**Output:**

