

```
package dapter_pattern_3;
 2
    public interface CatBehavior {
         public void catchMouse();
 4
 5
 6
 1 package dapter_pattern_3;
 3 public class Cat implements CatBehavior {
4
 5⊝
       @Override
 6
       public void catchMouse() {
          // TODO 自动生成的方法存根
 7
 8
          System.out.println("抓老鼠!!!");
9
       }
10
11 }
 1 package dapter_pattern_3;
 2
 3 public interface DogBehavior {
       public void wang();
 5 }
 6
 1 package dapter_pattern_3;
   public class Dog implements DogBehavior {
 4
 5⊜
       @Override
       public void wang() {
 6
           // TODO 自动生成的方法存根
 7
           System.out.println("汪汪汪!!");
 8
 9
10
11 }
12
```

```
1 package dapter_pattern_3;
 3 public class CatDogAdapter implements CatBehavior, DogBehavior {
 4
      CatBehavior cat;
      public void setCat(CatBehavior cat) {
 6
          this.cat = cat;
 8
90
      public void setDog(DogBehavior dog) {
10
          this.dog = dog;
11
12
13
      DogBehavior dog;
14
15⊜
      public CatDogAdapter(CatBehavior c,DogBehavior d) {
          // TODO 自动生成的构造函数存根
16
17
          this.cat = c;
18
          this.dog = d;
19
20
      @Override
21⊖
      public void wang() {
    // TODO 自动生成的方法存根
22
23
24
          this.cat.catchMouse();
25
26
27⊝
      @Override
      public void catchMouse() {
28
          // TODO 自动生成的方法存根
29
30
          this.dog.wang();
31
32
33 }
 1 package dapter_pattern_3;
 2
 3 public class test {
 4
       public static void main(String[] args) {
 5⊝
           // TODO 自动生成的方法存根
 6
 7
           Cat cat = new Cat();
           Dog dog = new Dog();
           CatDogAdapter adapter = new CatDogAdapter(cat,dog);
 9
10
           adapter.catchMouse(); //猫像狗一样叫
                                    //狗像猫一样抓老鼠
11
           adapter.wang();
12
       }
13
14 }
15
                                                               <已終止> Test [Java 应用程序] C:\Program Files\Java\jdk-11.0.2\bin\javaw.exe (2019年10月14日 下午1:44:25)
抓老鼠!!!
```