Adapter and Decorator Exercise

Re-submit Assignment

Due Mar 30 by 11:59pm **Points** 2 **Submitting** a file upload **File Types** java

Complete both exercises in Java and submit your work here.

Exercise - Adapter Pattern

The **provided code** for the Adapter Pattern exercise contains the following classes:

- 1. A class named ContactManager that contains a collection of Contacts (as in personal contacts). Each Contact object contains the name and contact information for a person.
- 2. A class named Table that can be used to display a table of data in the console (i.e., shell). Table can display any data/object that implements the TableData interface.

Write a program that uses the Table class to display the contents of a ContactManager object in the console. This will require you to write an adapter class that wraps a ContactManager object and implements the TableData interface.

Exercise - Decorator Pattern

1. Define an interface named StringSource that represents an object that produces strings. Your interface should look something like this (modified as needed for your language):

```
o interface StringSource { String next(); }
```

- 2. Write at least two classes that implement the StringSource interface, and that return some interesting strings. The strings may be hard-coded, come from a file, come from the keyboard, or wherever you like.
- 3. Implement the Decorator Pattern by creating at least three decorator classes each of which performs some kind of transformation on a StringSource. For example, a decorator might reverse strings or manipulate whitespace or add punctuation or whatever you can think of. Be creative.
- 4. Write a program that demonstrates your string decorators in action, including an example of two decorators at the same time.

Submission

- Submit the following files:
 - Adapter Exercise
 - The ContactManager wrapper class

- the main function utilizing the wrapper class to display the Contact info using the table class
- Decorator exercise
 - include all files created including a main file showing the utilization of the different decorators