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Adapter Design Pattern

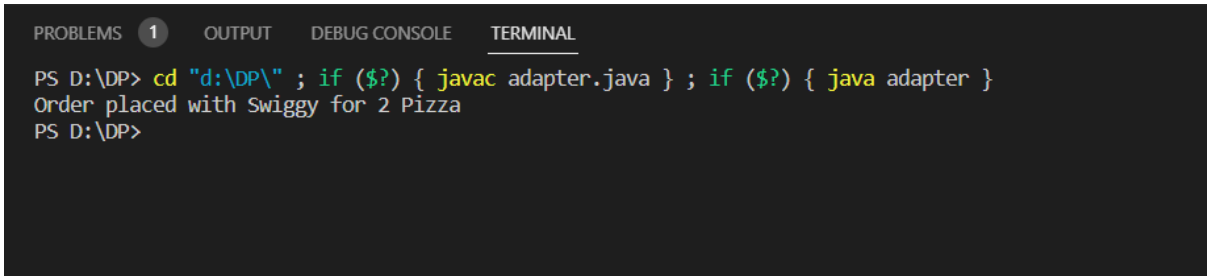
Code:

```
interface FoodCanteen {  
    void orderFood(String foodName, int quantity);  
}  
  
// Adaptee interface  
interface FoodDelivery {  
    void placeOrder(String itemName, int quantity);  
}  
  
//implementation  
class SwiggyFoodDelivery implements FoodDelivery {  
    public void placeOrder(String itemName, int quantity) {  
        System.out.println("Order placed with Swiggy for " + quantity + " " + itemName);  
    }  
}  
  
// The Adapter class  
class FoodDeliveryAdapter implements FoodCanteen {  
    private FoodDelivery Delivery;  
  
    public FoodDeliveryAdapter(FoodDelivery Delivery) {  
        this.Delivery = Delivery;  
    }  
  
    public void orderFood(String foodName, int quantity) {  
        Delivery.placeOrder(foodName, quantity);  
    }  
}
```

```
}  
}
```

```
class adapter {  
    public static void main(String[] args) {  
        // Creating an instance of the Adaptee  
        FoodDelivery Delivery = new SwiggyFoodDelivery();  
  
        // Creating an instance of the Adapter and passing the Adaptee instance to it  
        FoodCanteen foodCanteen = new FoodDeliveryAdapter(Delivery);  
        foodCanteen.orderFood("Pizza", 2);  
    }  
}
```

Output:



```
PROBLEMS 1 OUTPUT DEBUG CONSOLE TERMINAL  
PS D:\DP> cd "d:\DP\" ; if ($?) { javac adapter.java } ; if ($?) { java adapter }  
Order placed with Swiggy for 2 Pizza  
PS D:\DP>
```