**interface Bird**

{

*// birds implement Bird interface that allows*

*// them to fly and make sounds adaptee interface*

    public void fly();

    public void makeSound();

}

**class Sparrow implements Bird**

{

*// a concrete implementation of bird*

    public void fly()

    {

        System.out.println("Flying");

    }

    public void makeSound()

    {

        System.out.println("Chirp Chirp");

    }

}

**interface ToyDuck**

{

*// target interface*

*// toyducks dont fly they just make*

*// squeaking sound*

    public void squeak();

}

**class PlasticToyDuck implements ToyDuck**

{

    public void squeak()

    {

        System.out.println("Squeak");

    }

}

**class BirdAdapter implements ToyDuck**

{

*// You need to implement the interface your*

*// client expects to use.*

    Bird bird;

    public BirdAdapter(Bird bird)

    {

*// we need reference to the object we*

*// are adapting*

        this.bird = bird;

    }

    public void squeak()

    {

*// translate the methods appropriately*

        bird.makeSound();

    }

}

**class Main**

{

    public static void main(String args[])

    {

        Sparrow sparrow = new Sparrow();

        ToyDuck toyDuck = new PlasticToyDuck();

*// Wrap a bird in a birdAdapter so that it*

*// behaves like toy duck*

        ToyDuck birdAdapter = new BirdAdapter(sparrow);

        System.out.println("Sparrow...");

        sparrow.fly();

        sparrow.makeSound();

        System.out.println("ToyDuck...");

        toyDuck.squeak();

*// toy duck behaving like a bird*

        System.out.println("BirdAdapter...");

        birdAdapter.squeak();

    }

}

Sparrow...

Flying

Chirp Chirp

ToyDuck...

Squeak

BirdAdapter...

Chirp Chirp