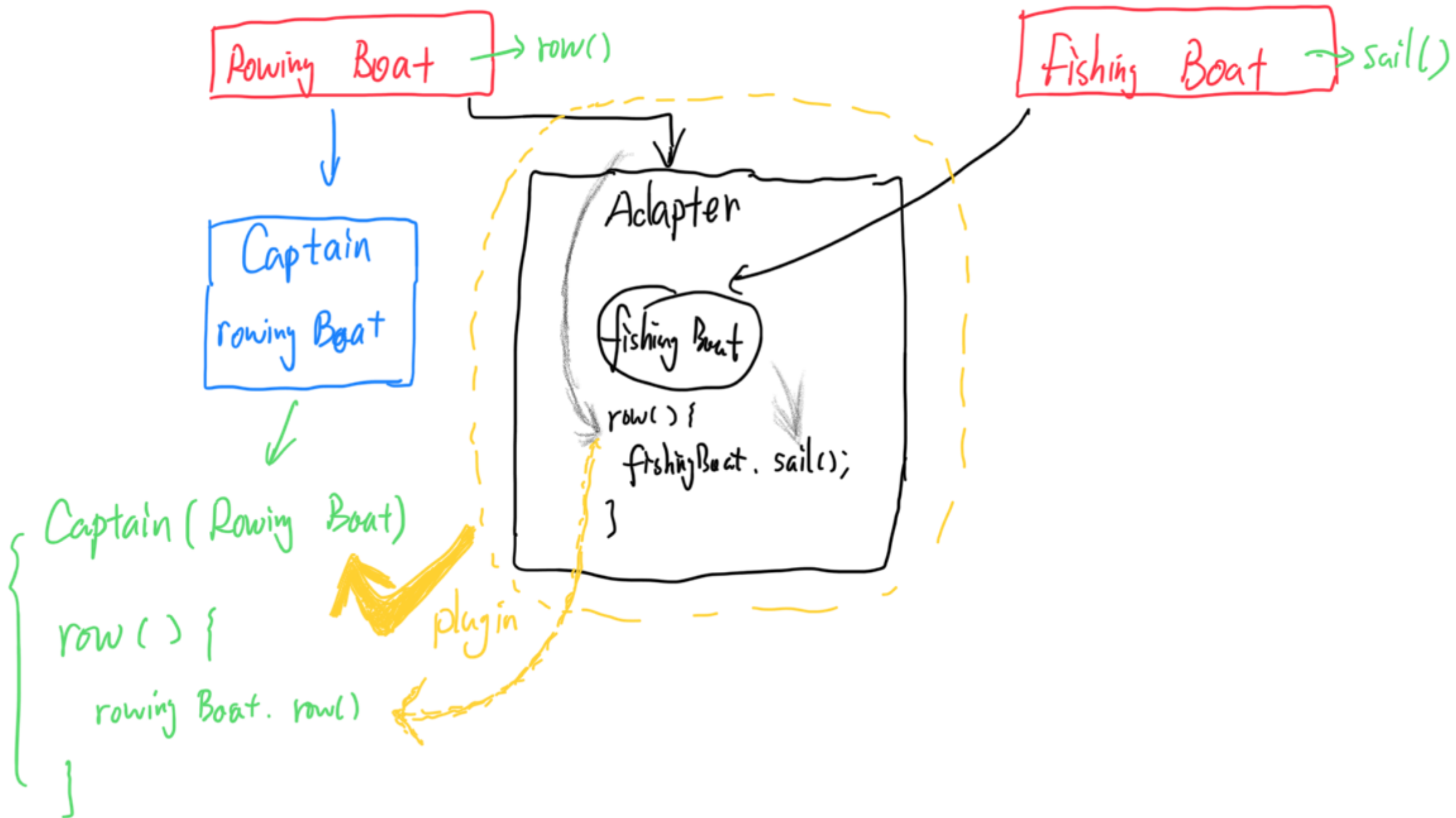
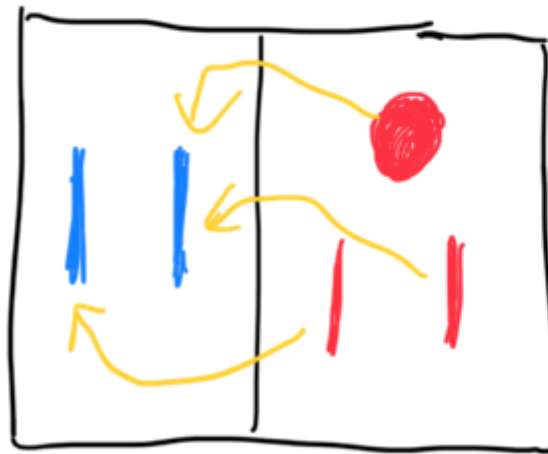


# Adapter



Adapter



↓  
inter-face Two {  
    charge()  
}

TwoAdapter implements Two {  
    Three three;  
    charge() {  
        three.safe();  
        three.charge();  
    }  
}

interfae Three {  
    safe();  
    charge();  
}

Use Case:

class USTwo implements Two {

```

Two socket :
public USTwo (Two plugin) {
    socket = plugin;
}

public void charge () {
    socket. charge ();
}
}

```



plug Three into TwoAdapter

```

Two three Two Adapter = new TwoAdapter (new Three());
USTwo two = new USTwo (three Two Adapter);

```

plug TwoAdapter into Two

