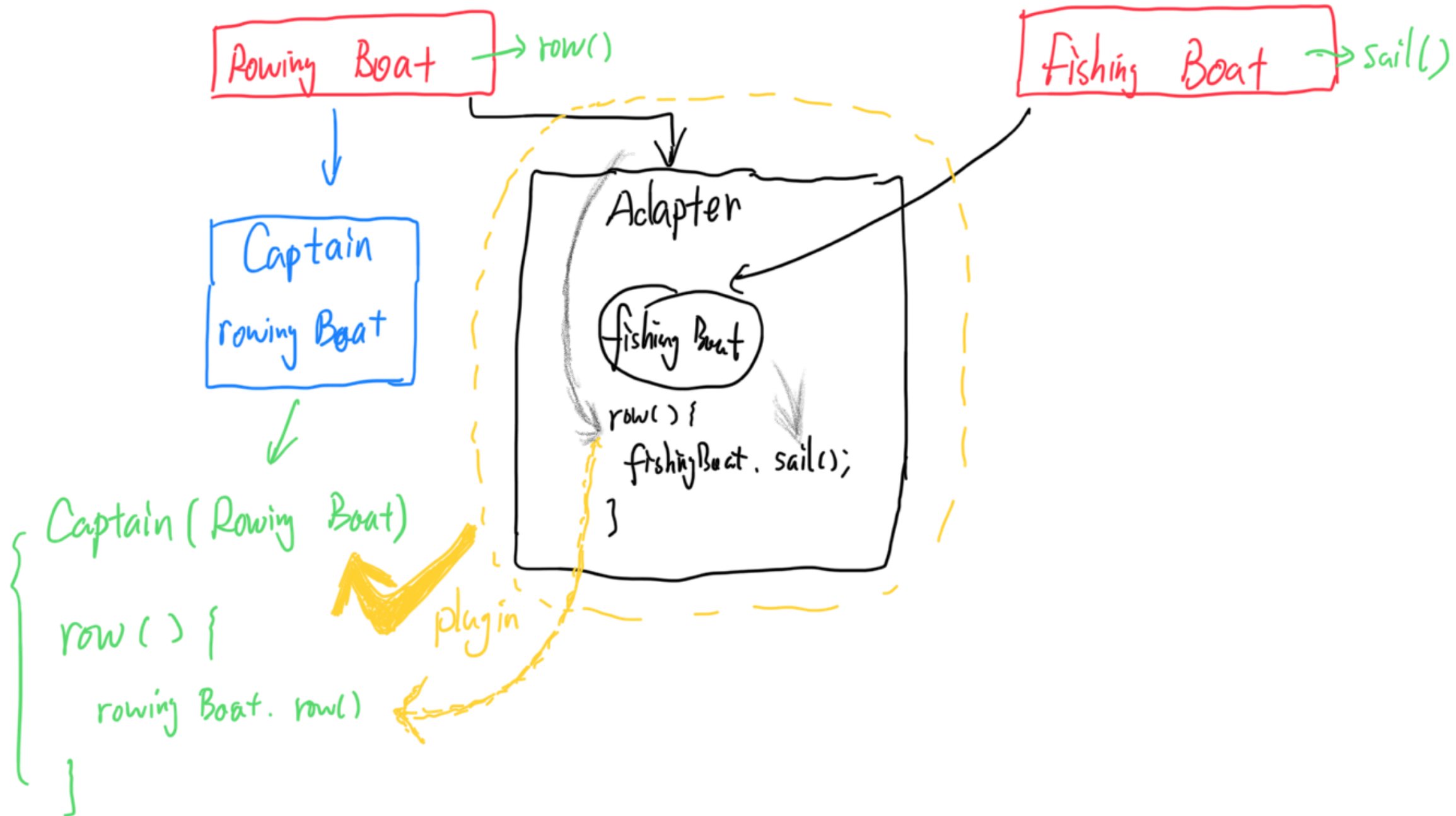
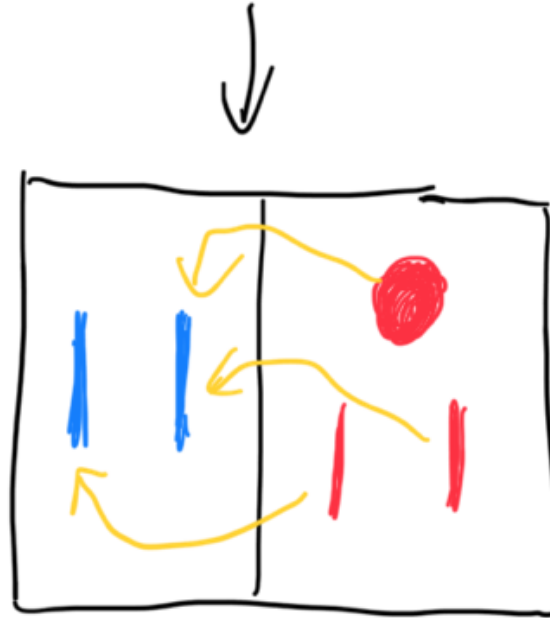


Adapter



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

