

# Assessment Solutions

## Chapter 18 – Applying the Adapter Pattern

3. **a – b:** Please see `Chapter18/Assessments/Chp18-Q1.cpp` in the GitHub repository.
4. Other examples which may easily incorporate the Adapter pattern include many examples of repurposing existing, well-tested non-OO code to provide an OO interface (that is, a wrapper type of Adapter). Other examples include creating an Adapter to convert a formerly used class into a currently needed class (again with the idea of reusing previously created and well-tested components). An example is to adapt a `Car` class that has been previously used to represent gasoline engine cars into a class that models an `ElectricCar`.