Design Pattern Tutorial 1

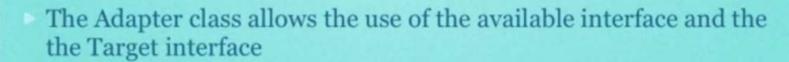
### Design Patterns Video Tutorial 13

Adapter Design Pattern

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# What is the Adapter Design Pattern?

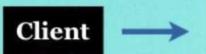
- Allows 2 incompatible interfaces to work together
- Used when the client expects a (target) interface



Any class can work together as long as the Adapter solves the issue that all classes must implement every method defined by the shared interface



## Adapter Pattern Class Diagram



#### EnemyAttacker <interface>

fireWeapon(): void driveForward(): void assignDriver(String): void EnemyAttacker
Target
EnemyRobotAdapter
Adapter
EnemyRobot
Adaptee

### **EnemyRobotAdapter**

#### **EnemyRobot**

fireWeapon() : void driveForward() : void assignDriver(String) : void



### **EnemyRobot**

smashWithHand() : void walkForward() : void

reactToHuman(String): void