**Exercise 4: Implementing the Adapter Pattern**

**Scenario:**

You are developing a payment processing system that needs to integrate with multiple third-party payment gateways with different interfaces. Use the Adapter Pattern to achieve this.

**Steps:**

1. **Create a New Java Project:**

A new Java project is created and is named as **AdapterPatternExample**.

1. **Define Target Interface:**

An interface **PaymentProcessor** is created with methods like **processPayment()**.The source code is provided in the wordpad.

1. **Implement Adaptee Classes:**

The classes are created for different payment gateways with their own methods. The source code is provided in the wordpad.

1. **Implement the Adapter Class:**

An adapter class is created for each payment gateway that implements PaymentProcessor and translates the calls to the gateway-specific methods. The source code is provided in the wordpad.

1. **Test the Adapter Implementation:**

A test class is created to demonstrate the use of different payment gateways through the adapter. The source code is provided in the wordpad.