**NAME : RACHANA J N**

**Superset ID :   6416511**

**TASK 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:**
   * Create a new Java project named **AdapterPatternExample**.
2. **Define Target Interface:**
   * Create an interface **PaymentProcessor** with methods like **processPayment()**.
3. **Implement Adaptee Classes:**
   * Create classes for different payment gateways with their own methods.
4. **Implement the Adapter Class:**
   * Create an adapter class for each payment gateway that implements PaymentProcessor and translates the calls to the gateway-specific methods.
5. **Test the Adapter Implementation:**
   * Create a test class to demonstrate the use of different payment gateways through the adapter.

**CODE :**

public class TestAdapter {

    public static void main(String[] args) {

        PaymentProcessor processor = new RazorpayAdapter();

        processor.processPayment(1500.00);

    } }

interface PaymentProcessor {

    void processPayment(double amount); }

class RazorpayGateway {

    public void payViaRazor(double amount) {

        System.out.println("Payment of ₹" + amount + " done via Razorpay.");

    } }

class RazorpayAdapter implements PaymentProcessor {

    private RazorpayGateway gateway;

    public RazorpayAdapter() {

        this.gateway = new RazorpayGateway();

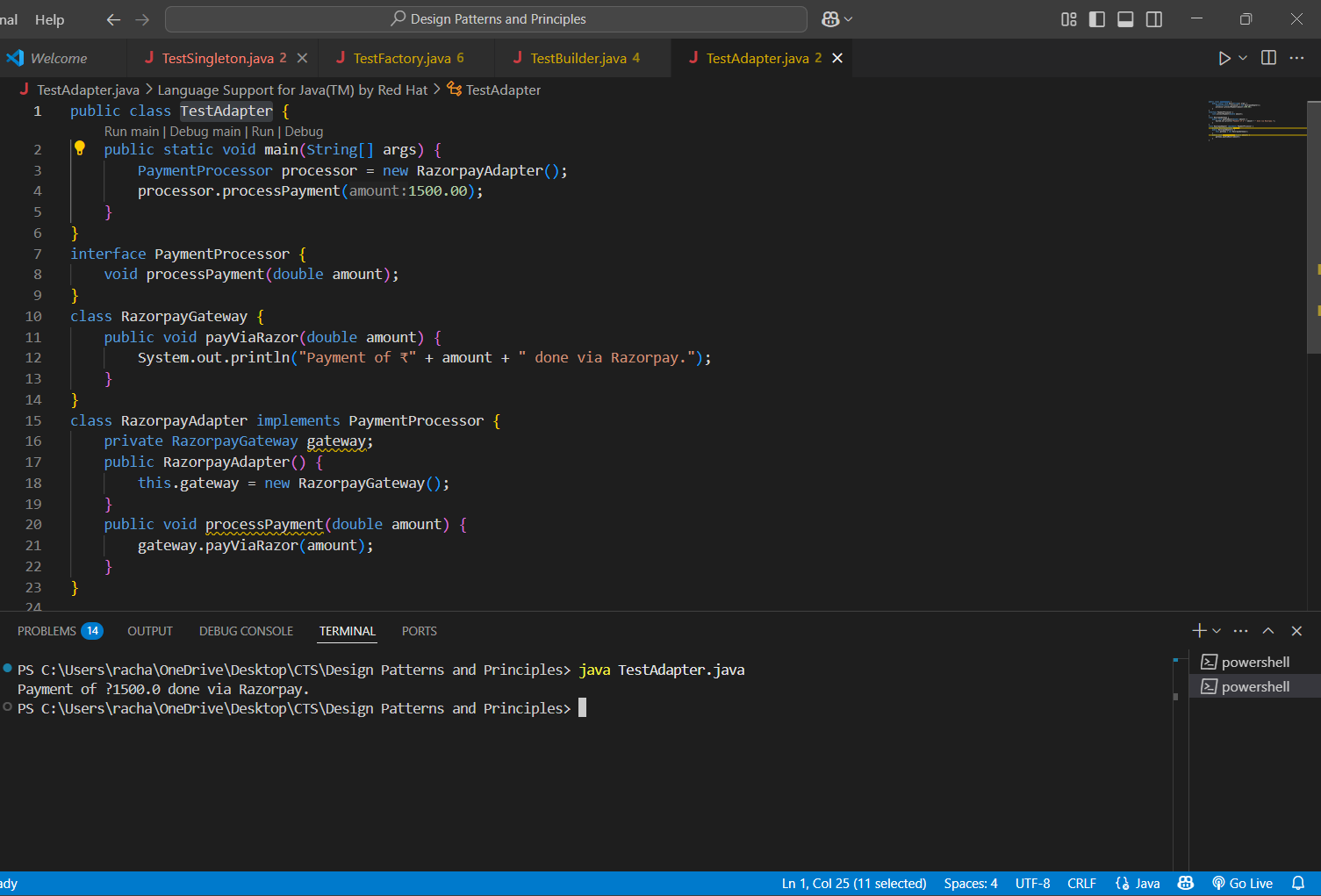
    }

    public void processPayment(double amount) {

        gateway.payViaRazor(amount);

    } }

**OUTPUT :**

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