SD: Adapter: Part I

Total points 10/10

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✓ Scope of adapters *   2/2

- [x] object   ✓
- [x] class   ✓

✓ Adapters are useful for: *   2/2

- [x] make our classes compatible with third party interfaces   ✓
- [ ] make our classes compatible with third party implementations
- [ ] make third party classes compatible with our implementations
- [x] make third party classes compatible with our interfaces   ✓

✓ The main problem that adapter addresses is the incompatibility of the ___ * 2/2

◉ interfaces   ✓

○ inheritance

○ inversion

○ interactions

✓ Adapter can help fix incompatibility at multiple levels, interfaces and implementations.   *2/2

○ yes

◉ no   ✓

✓ While creational patterns focus on how objects are created, structural patterns focus on how they're composed or ___ through their structures.   *2/2

◉ related   ✓

○ reacted

○ reversed

○ redacted

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