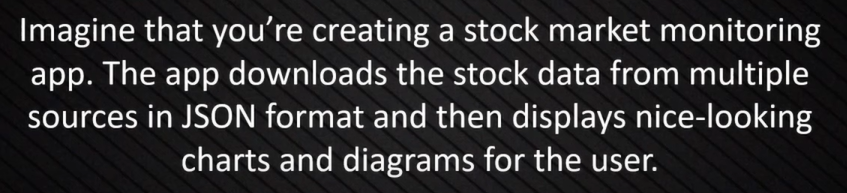


**Definition**

Adapter is a structural design pattern that allows objects with incompatible interfaces to collaborate.



**Use Case: 1**



A black and white text

Description automatically generated

A black and yellow text on a black background

Description automatically generated

**Use Case: 2**

Data Transfer Object (DTO) to Business Object.