**Structural pattern.**

A structural design pattern serves as a blueprint for how different classes and objects are combined to form larger structures.

The structural design patterns simplifies the structure by identifying the relationships.

These patterns focus on, how the classes inherit from each other and how they are composed from other classes.

**Adapter pattern**

Adapter pattern works as a bridge between two incompatible interfaces. This type of design pattern comes under structural pattern as this pattern combines the capability of two independent interfaces

This pattern involves a single class which is responsible to join functionalities of independent or incompatible interfaces. A real life example could be a case of card reader which acts as an adapter between memory card and a laptop. You plugin the memory card into card reader and card reader into the laptop so that memory card can be read via laptop

**Bridge Pattern**

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