Adapter Method

Adapter method is a [Structural Design Pattern](https://www.geeksforgeeks.org/design-patterns-set-1-introduction/) which helps us in making the incompatible objects adaptable to each other. The Adapter method is one of the easiest methods to understand because we have a lot of real-life examples that show the analogy with it. The main purpose of this method is to create a bridge between two incompatible interfaces. This method provides a different interface for a class. We can more easily understand the concept by thinking about the Cable Adapter that allows us to charge a phone somewhere that has outlets in different shapes.  
Using this idea, we can integrate the classes that couldn’t be integrated due to interface incompatibility.

Diagram

Description automatically generated

