An **adapter** or adaptor is a device that converts attributes of one electrical device or system to those of an otherwise incompatible device or system. Some modify power or signal attributes, while others merely adapt the physical form of one electrical connector to another.

In [computing](https://en.wikipedia.org/wiki/Computing), **adapter** is a hardware device or software component that converts transmitted data from one presentation form to another. The data presentation can be, for example, a message sent between objects in an application or a packet sent through a network.

In modern personal computer, almost every [peripheral device](https://en.wikipedia.org/wiki/Peripheral_device) uses an adapter to communicate with system [bus](https://en.wikipedia.org/wiki/Bus_%28computing%29), for example:

* [Display adapter](https://en.wikipedia.org/wiki/Display_adapter) used to transmit signal to [monitor](https://en.wikipedia.org/wiki/Visual_display_unit).
* [Universal Serial Bus](https://en.wikipedia.org/wiki/Universal_Serial_Bus) (USB) adapters for [printers](https://en.wikipedia.org/wiki/Computer_printer), [keyboards](https://en.wikipedia.org/wiki/Computer_keyboard) and [mice](https://en.wikipedia.org/wiki/Computer_mouse), among others.
* [Network adapter](https://en.wikipedia.org/wiki/Network_adapter) required to attach to any network.
* [Host bus adapter](https://en.wikipedia.org/wiki/Host_bus_adapter) to connect [hard disks](https://en.wikipedia.org/wiki/Hard_disk) or other storage.

A concept of adapter should not be confused with an [expansion card](https://en.wikipedia.org/wiki/Expansion_card). Although every expansion card typically implements some kind of adapter, many other adapters in a modern PC are built into the [motherboard](https://en.wikipedia.org/wiki/Motherboard) itself.

A [software component](https://en.wikipedia.org/wiki/Software_component) adapter is a type of software that is logically located between two software components and reconciles the differences between them.

In [computer programming](https://en.wikipedia.org/wiki/Computer_programming), the [adapter design pattern](https://en.wikipedia.org/wiki/Adapter_design_pattern) (often referred to as the **wrapper pattern** or simply a **wrapper**) is a [design pattern](https://en.wikipedia.org/wiki/Software_design_pattern) for adapting one [interface](https://en.wikipedia.org/wiki/Interface_%28computer_science%29) of a [class](https://en.wikipedia.org/wiki/Class_%28computer_science%29) into another interface that a client expects.