

Agenda:

- Prototype
- Adapter

# Prototype

class Enemy {

health: 100  
}

health = ~~100~~ health()

weapon =

:

coordinates = \_\_\_\_\_

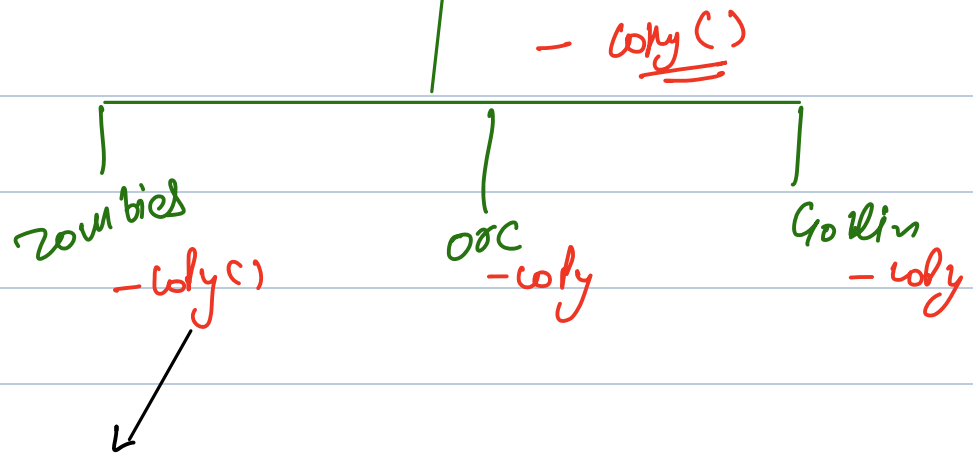
}

~~e1~~ = Killed enemy ( . . . )

e2 = e1.copy()

e2 = e1.deepcopy() ?

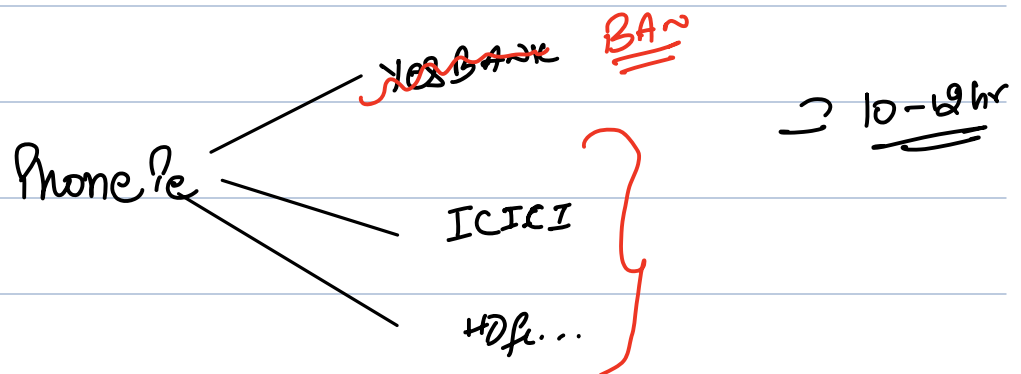
monitor(ABC)



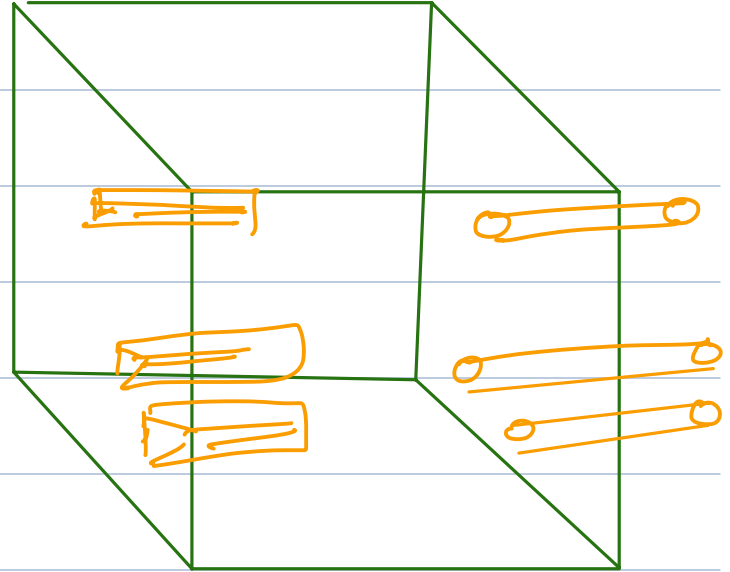
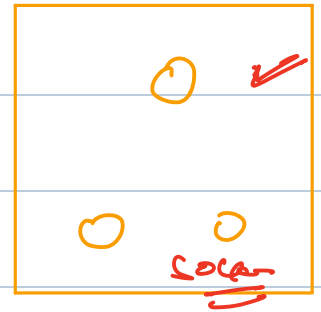
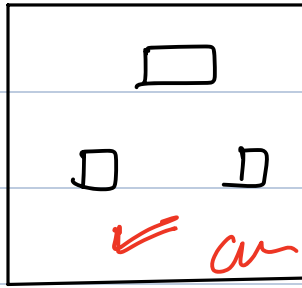
$\text{copy}(\text{self}, \text{cor}=\text{None}):$

if None: coordinates = random.  
 $c2 = \text{copy}.\text{deepcopy}(\text{self})$   
 $c2.\text{coordinates} = \text{coordinates}$

Adopter D.P:      A Structural D.P



# when ever there is 3rd party dependency.

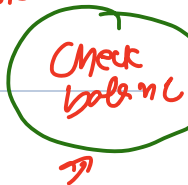


Adapter: A layer that convert  
one form of data to  
another

PhonePe:

ICICI()   
 UPI = yesbank()

yesbank



?



UPI. Check balance()

ICICI():

find\_balance

# # DIP Breaking

PhonePe  $\longrightarrow$  Interface  
- balance()

yesbank Adapter

balance():

yesbank.check\_balance()

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ICICI Adapter:

- balance():

ICICI.find balance

PhonePe():

yesbank Adapter()

UPI =

~~ICICI Adapter()~~

UPI.balance()

