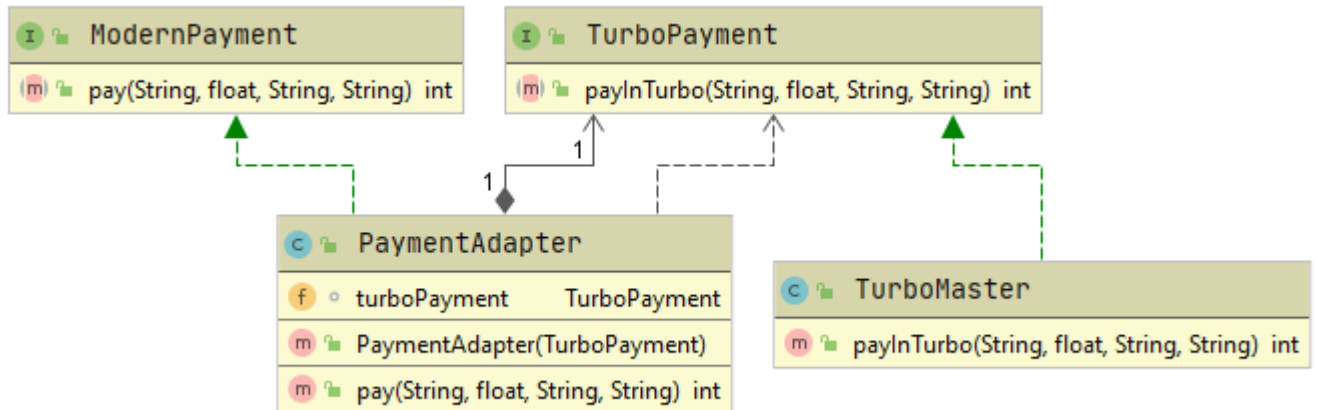In this part , I choose adapter design pattern.Because the adapter pattern is a software design pattern that allows the interface of an existing class to be used as another interface.

We want to use Turbo Payment and we have modern payment.I implement payment adapter class from modern payment. There is a turbopayment object in the class and when the pay method is called, the pay method of the turbopayment object is called. I implemented the turbomaster class to test that adapter works.

Class Diagram:

Output: