




Practice Peer-graded Assignment: Ungraded Assignment – Adapter Pattern

Ready for the assignment?

You will find instructions below to submit.

 It looks like this is your first peer-graded assignment. [Learn more](#)



Instructions

My submission

Review classmates

Learn how to apply the Adapter pattern.

Discussions

Review criteria

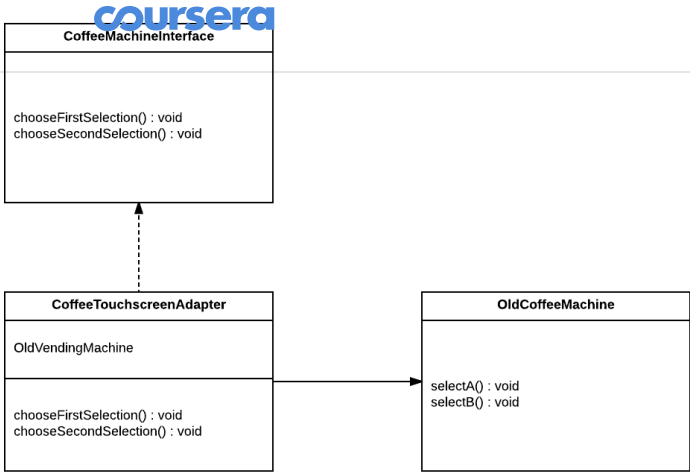
less ^

You are working in an office with an old coffee machine that dispenses two different coffee flavours. However, the new boss wants to add a new coffee machine with a touchscreen that can also connect to the old coffee machine. Complete the provided code to add an adapter so that the new touchscreen will to work with the old coffee machine. Use the following UML class diagram for a guide:

UML Class Diagram

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Use this UML class diagram to help modify the code.



Code

less ^

```
1 CoffeeMachineInterface.java
2
3 public interface CoffeeMachineInterface {
4
5
6
7 }
8
9
10 OldCoffeeMachine.java
11
12 public class OldCoffeeMachine {
13
14
15
16
17
18 }
19
20
21
22
23
24
25 CoffeeTouchscreenAdapter.java
26
27 public class CoffeeTouchscreenAdapter implements CoffeeMachineInterface {
28
29
30
31
32
33
34 }
35
```

