Adapter

1. Structural design pattern
2. Electrical devices have different power (interface) requirements
   1. Voltage (5V, 220V)
   2. Socket/plug type (Europe, UK, USA)
3. We cannot modify our gadgets to support every possible interface
4. Thus, we use a special device (an adapter) to give us the interface we require from the interface we have
5. Adapter: A construct which adapts an existing interface X to conform to required interface Y.

Vector/Raster Demo

1. Point class and a line class that takes points.
2. I will have vectorial objects like rectangles and have a draw method for point class.
3. I need a way to convert a line to a bunch of points so I wrote a LineToPointAdapter.

Adapter Caching

1. We want to refactor in such a way that if I created a bunch of points for a rectangle, I don't want to create the same points again.
2. Need equals and hashCode.,
3. Create an arraylist and use it as a cache. Need to look at the example code

Summary

1. Implementing an Adapter is easy.
2. Determine the API you have and the API you need
3. Create a component which aggregates (has a reference to, …) the adaptee
4. Intermediate representations can pile up: use caching and other optimizations.