Name:M.Selvapriya  
Superset id :6413004  
**Exercise 4: Implementing the Adapter Pattern**

Scenario:

You are developing a payment processing system that needs to integrate with multiple third-party payment gateways with different interfaces. Use the Adapter Pattern to achieve this.

Steps:

1. Create a New Java Project:

Create a new Java project named AdapterPatternExample.

2. Define Target Interface:

Create an interface PaymentProcessor with methods like processPayment().

3. Implement Adaptee Classes:

Create classes for different payment gateways with their own methods.

4. Implement the Adapter Class:

Create an adapter class for each payment gateway that implements PaymentProcessor and translates the calls to the gateway-specific methods.

5. Test the Adapter Implementation:

Create a test class to demonstrate the use of different payment gateways through the adapter.  
Output  
