**IMPLEMENTING THE ADAPTER PATTERN:**

1. **Creating a New Java Project**
   * A new Java project named AdapterPatternExample was set up.
2. **Defining the Target Interface**
   * An interface named PaymentProcessor was defined with methods such as processPayment() to standardize the interaction with payment gateways.
3. **Implementing Adaptee Classes**
   * Classes for various third-party payment gateways were developed, each with its own specific methods for handling payments.
4. **Implementing the Adapter Class**
   * An adapter class for each payment gateway was created, implementing the PaymentProcessor interface. These adapters translate calls from the standard interface to the gateway-specific methods, ensuring compatibility.
5. **Testing the Adapter Implementation**
   * A test class was created to demonstrate how different payment gateways can be used through the adapter, showcasing the integration of multiple interfaces into a unified system.
6. Output

