

Structural Design Patter

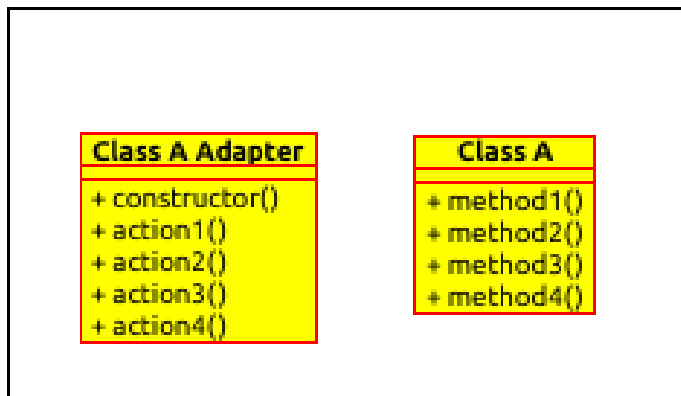
Adapter

Imagine you have a Class A with some methods. In order to execute the action action1, you should call the method1, method3 and method4.

Class A
+ method1() + method2() + method3() + method4()

```
var instanceA = new ClassA();  
// execute the action1  
instanceA.method1();  
instanceA.method3();  
instanceA.method4();
```

It sens very complicated to the client isn't? In this case, you can turn the stuffs more simple to the client creating a instance of the adapter class. The constructor of the Class A Adapter return a instance of Class A.



```
var instanceA = new ClassAAdapter() ;  
// execute the action 1  
instanceA.action1() ;
```

The method action1 from the Class A Adapter will call all methods from the class A needed to execute the action 1. It means the method action1 from the adapter will call the method1, method3 and method4 from Class A.