Adapter Design Pattern

Duck

+ fly() ; void

+ quack() : void

Turkey

+ fly() ; void

+ gobble() : void

---

implements

implements

implements

MallandDuck

+ fly() : void

+ quack () : void

Turkeyadapter

Turkey t

 + Turkeyadapter()

+ quack() : void

+ fly() : void

WildTurkey

+ fly() ; void

+ gobble() : void

Test

+ Duck d

+ Turkey t

main()