

CS 525 - ASD

Advanced Software Development

MS.CS Program
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Maharishi University
OF MANAGEMENT

CS 525 - ASD

Advanced Software Development

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Lesson 8 Adapter pattern

- L1: ASD Introduction
- L2: Strategy, Template method
- L3: Observer pattern
- L4: Composite pattern, iterator pattern
- L5: Command pattern
- L6: State pattern
- L7: Chain Of Responsibility pattern

Midterm

- L8: Proxy, Adapter, Mediator**
- L9: Factory, Builder, Decorator, Singleton
- L10: Framework design
- L11: Framework implementation
- L12: Framework example: Spring framework
- L13: Framework example: Spring framework

Final

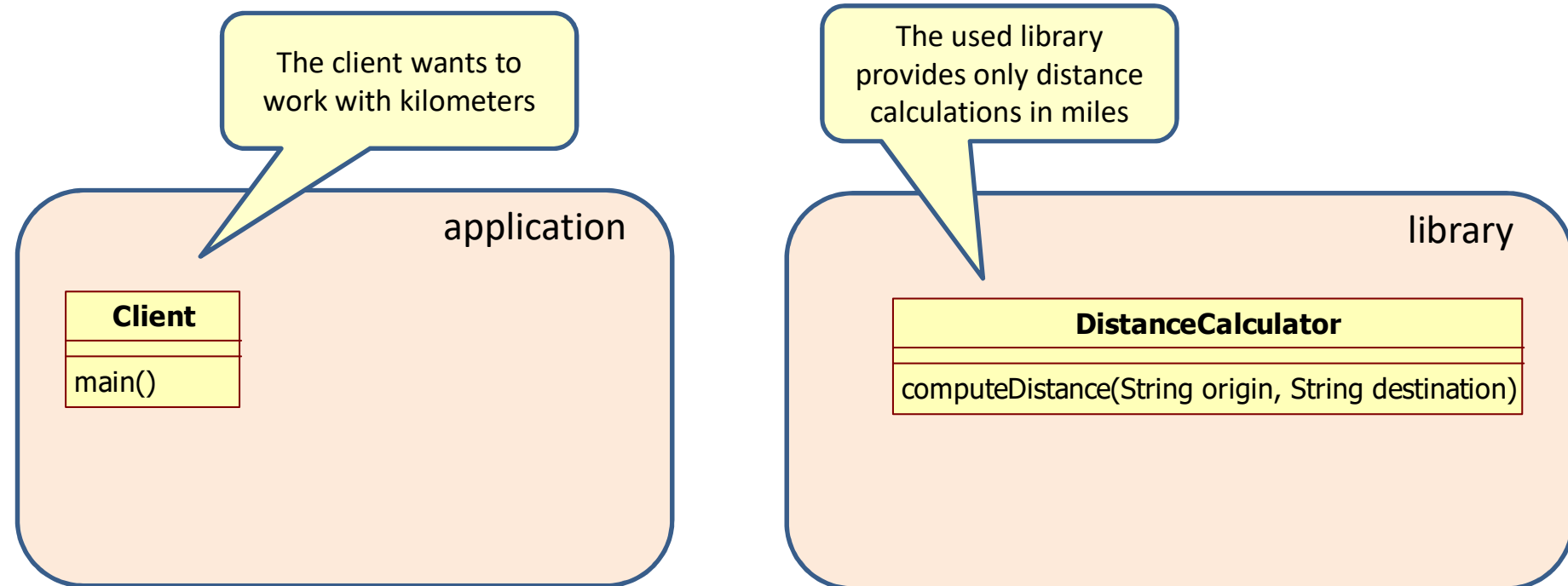


Adapter pattern

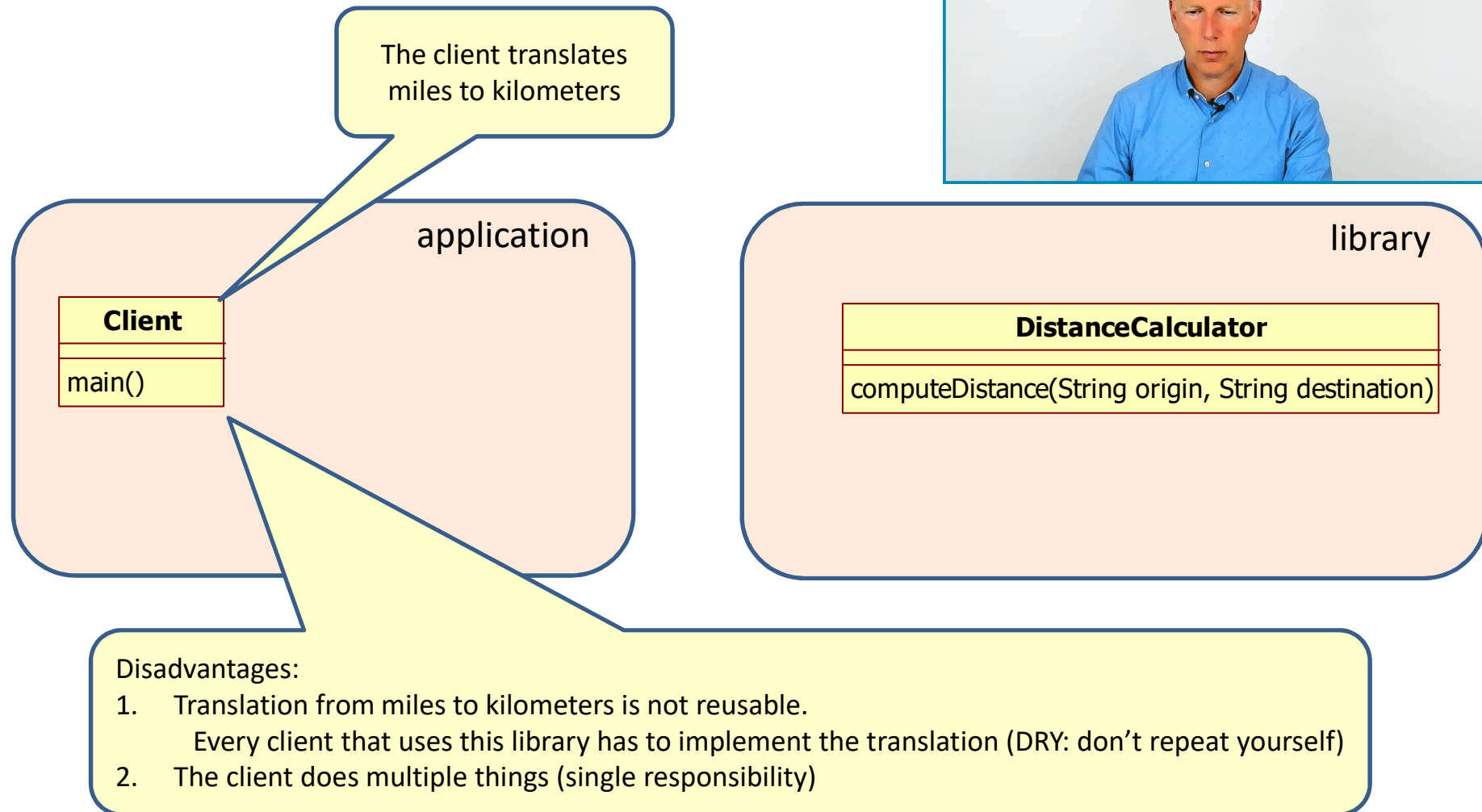
- Translates the existing interface of a class into an interface that the client requires.
 - (Reusable) wrapper



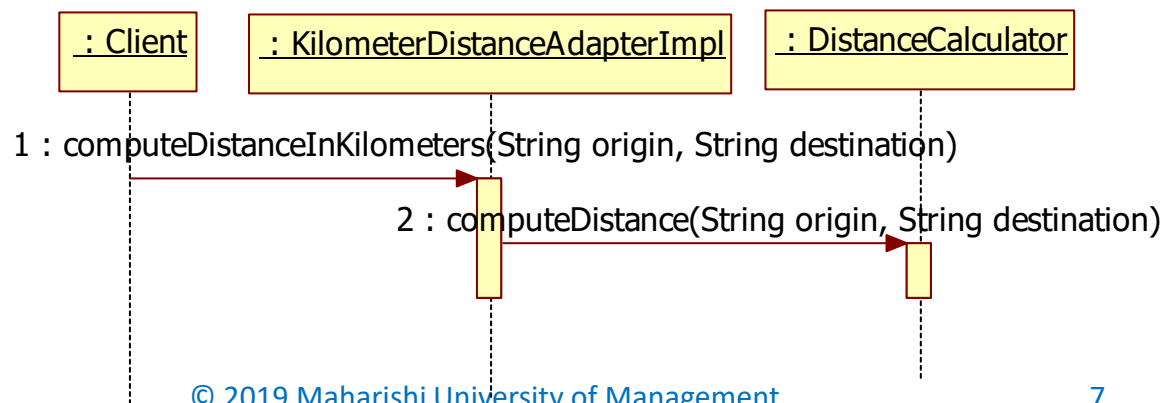
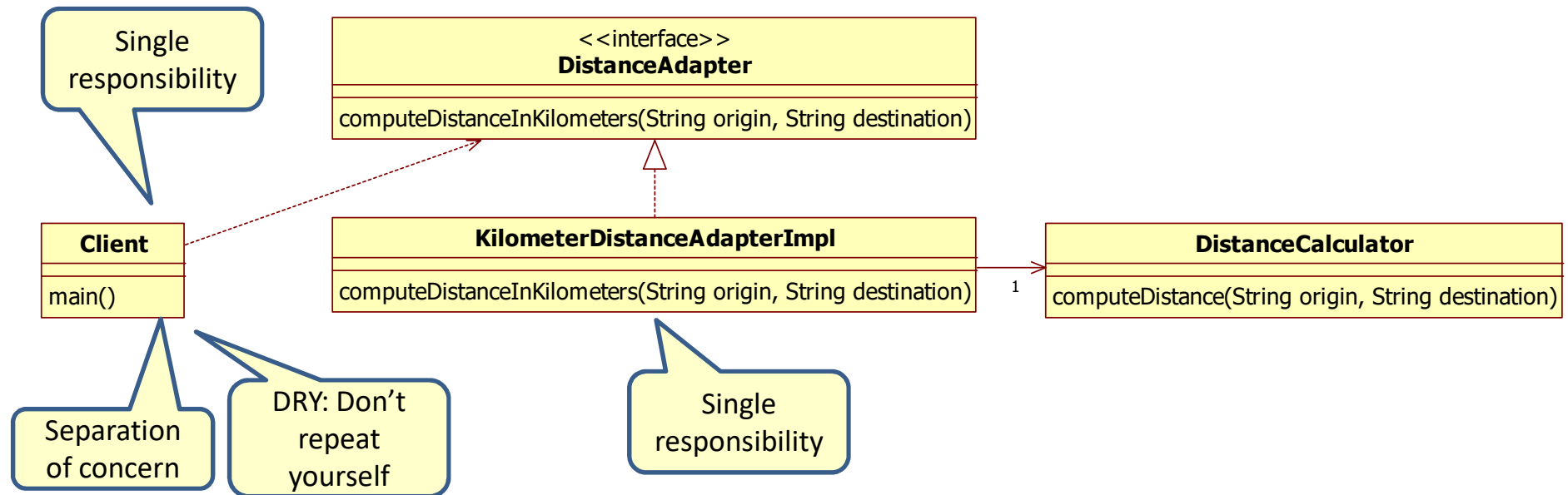
Design problem



Solution



Better solution: Adapter



Adapter + Adaptee

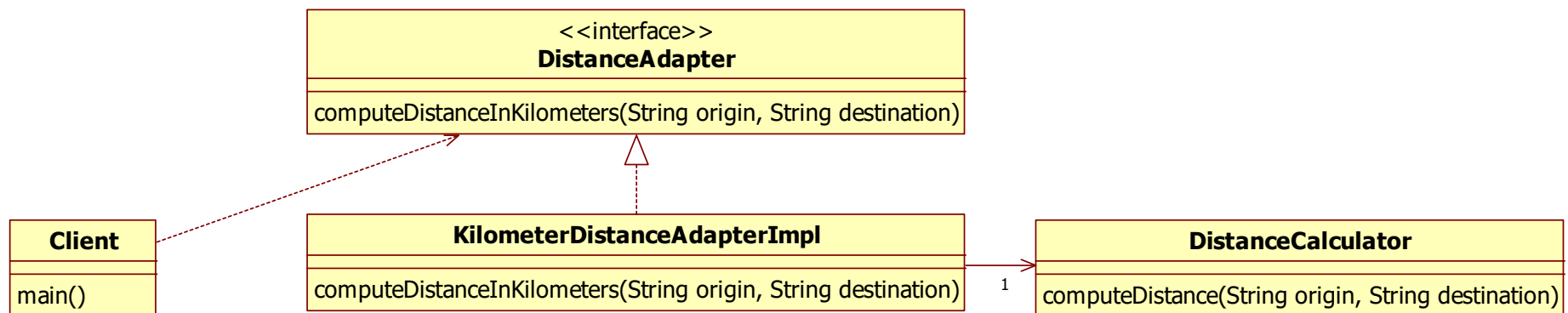
```
public class DistanceCalculator {  
    public double computeDistance(String origin, String destination) {  
        return (new Random()).nextInt(100);  
    }  
}
```

```
public interface DistanceAdapter {  
    double computeDistanceInKilometers(String origin, String destination);  
    void setDistanceCalculator(DistanceCalculator distanceCalculator);  
}
```

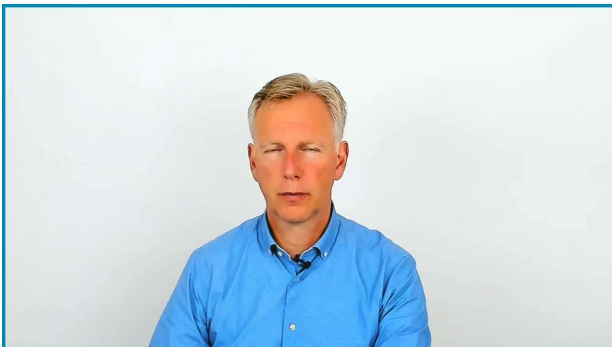
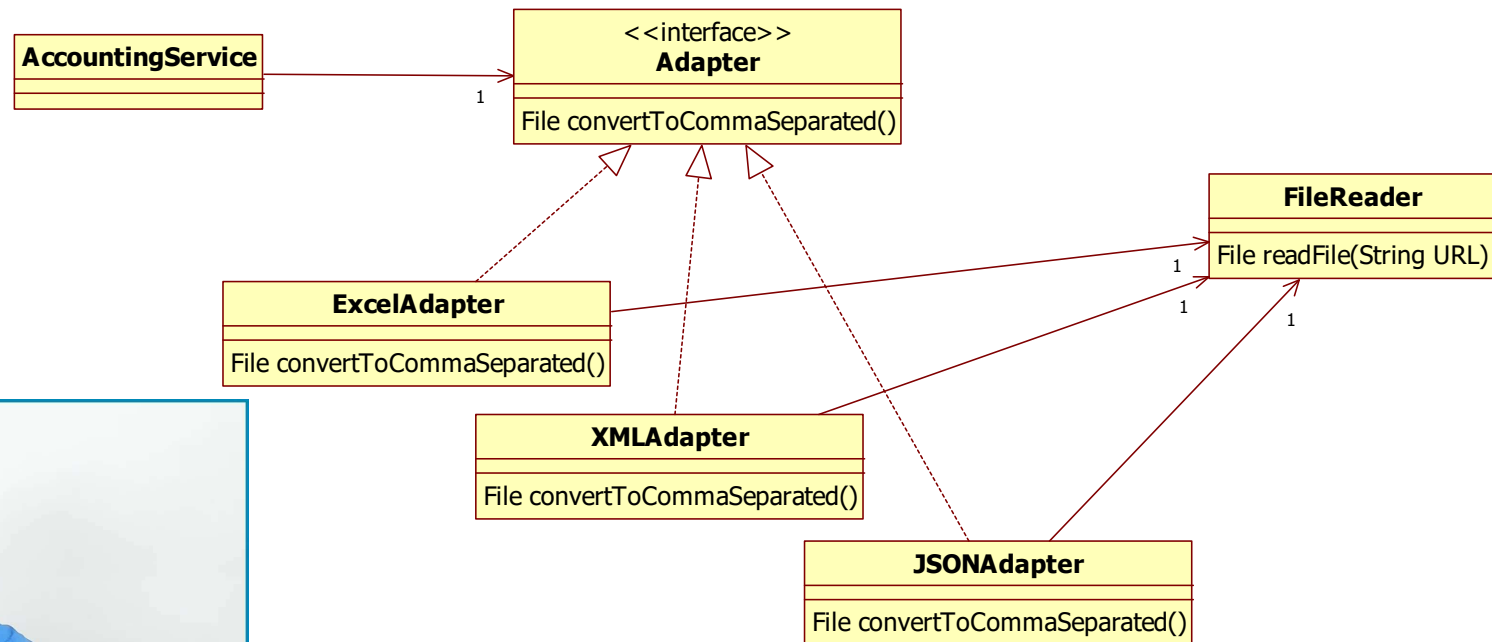
```
public class KilometerDistanceAdapterImpl implements DistanceAdapter {  
    private DistanceCalculator distanceCalculator;  
  
    public double computeDistanceInKilometers(String origin, String destination) {  
        double distanceInMiles = distanceCalculator.computeDistance(origin, destination);  
        return distanceInMiles * 1.609344;  
    }  
  
    public void setDistanceCalculator(DistanceCalculator distanceCalculator) {  
        this.distanceCalculator = distanceCalculator;  
    }  
}
```


Client

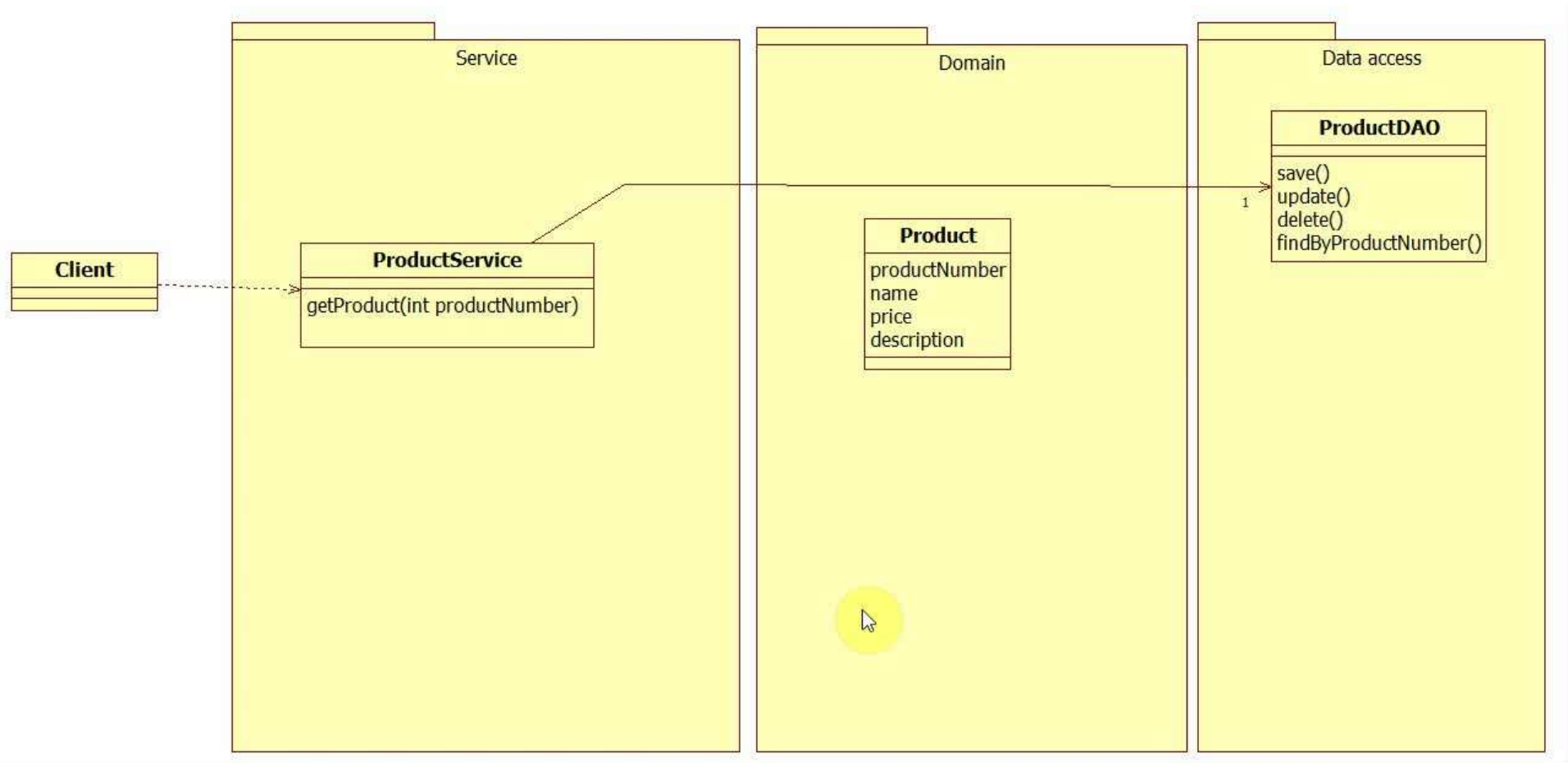
```
public class Client {  
  
    public static void main(String[] args) {  
        DistanceCalculator distanceCalculator = new DistanceCalculator();  
        double distanceInMiles = distanceCalculator.computeDistance("city1", "city2");  
        System.out.println("The distance between city1 and city2 =" + distanceInMiles + " miles");  
  
        DistanceAdapter distanceAdapter = new KilometerDistanceAdapterImpl();  
        distanceAdapter.setDistanceCalculator(distanceCalculator);  
  
        double distanceInKilometers = distanceAdapter.computeDistanceInKilometers("city3", "city4");  
        System.out.println("The distance between city3 and city4 =" + distanceInKilometers + " kilometers");  
    }  
}
```



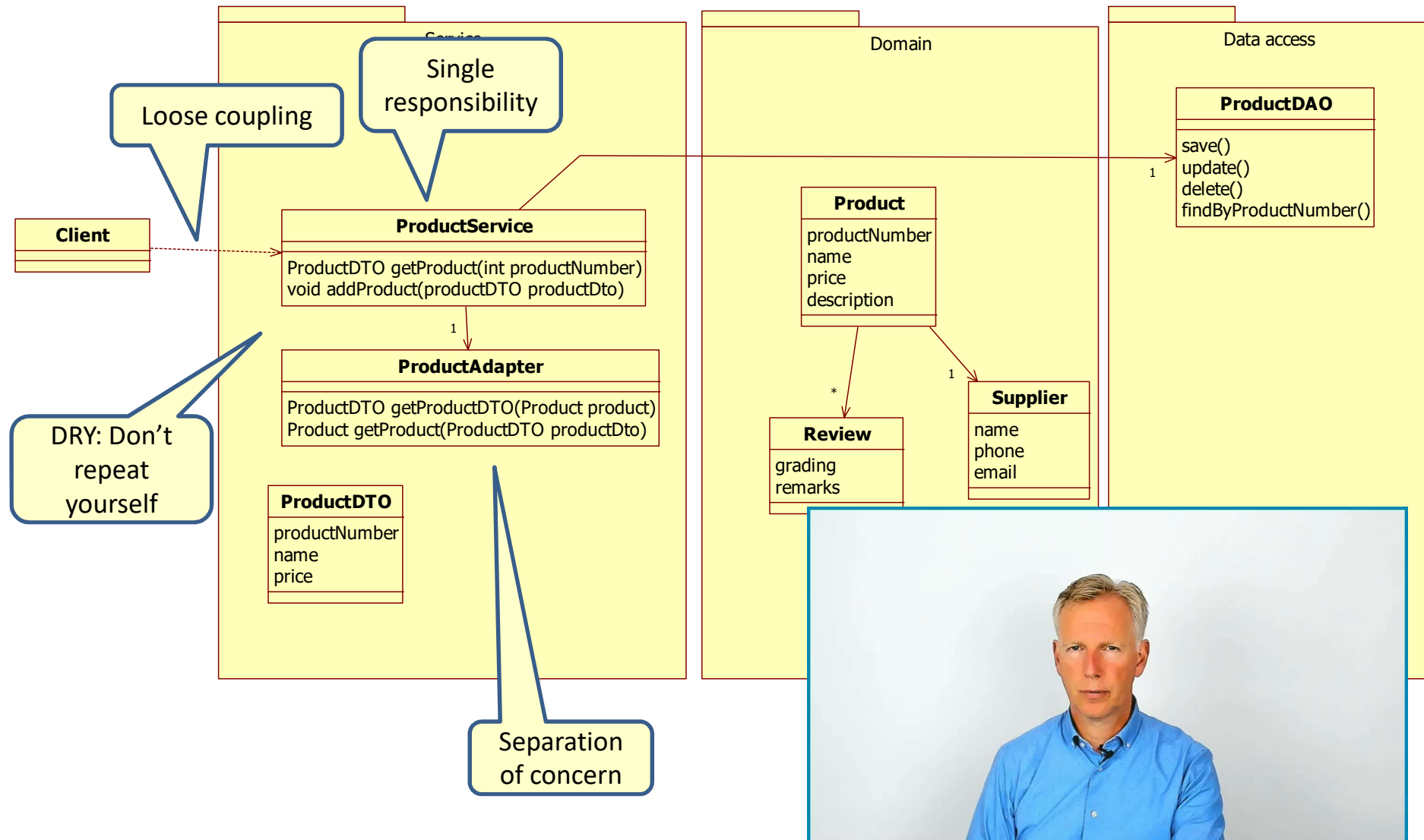
Where are adapters used



Where are adapters used

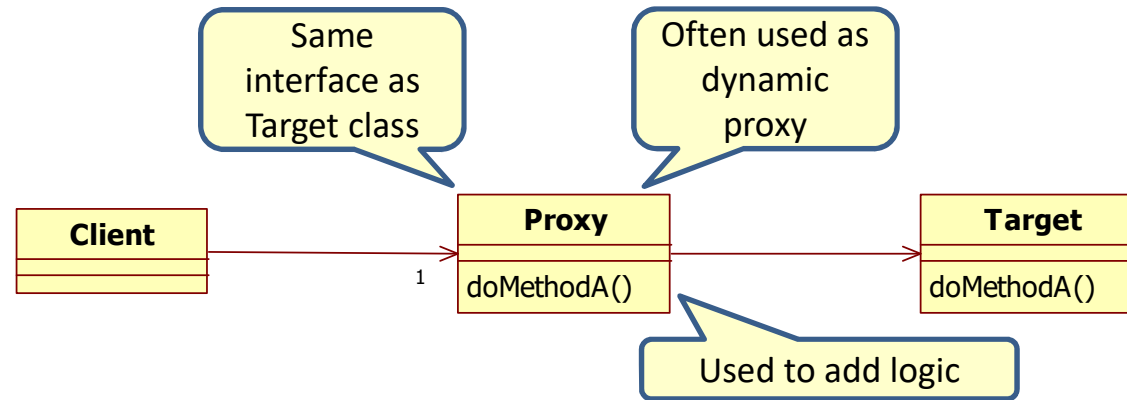


Where are adapters used

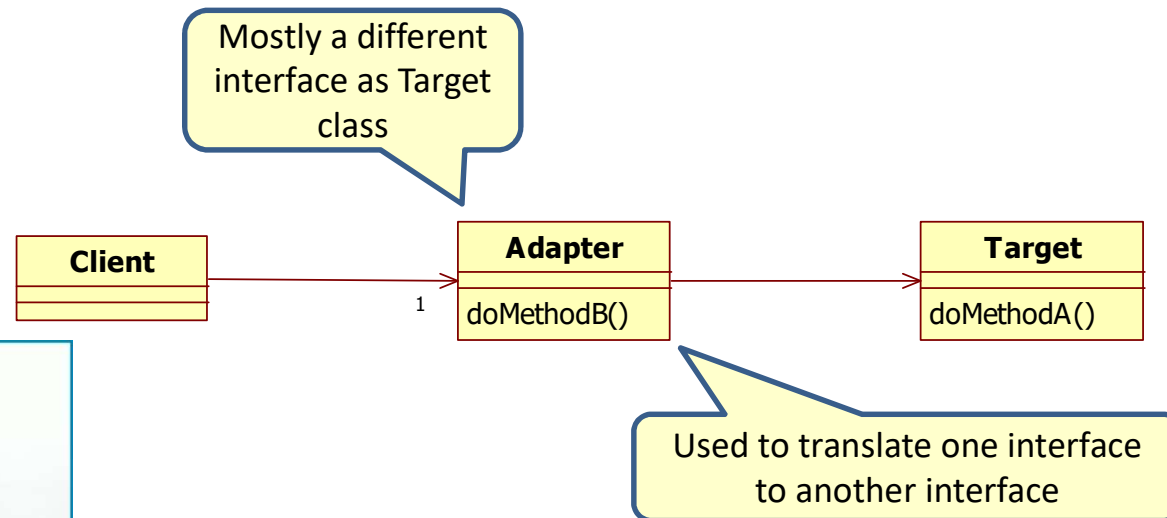


Adapter and Proxy: wrapper

■ Proxy



■ Adapter



Main point

- The Adapter translates an existing interface to a required interface.
- Life is found in layers, from the most abstract transcendental layer (Unified Field) to the most concrete layer.