

In the real world...

we are very familiar with adapters and what they do.



What about object oriented adapters?

Intent:

Convert the interface of a class into another interface clients expect. Adapter lets classes work together that couldn't otherwise because of incompatible interfaces.

Classified as:

A Structural Pattern

(Structural patterns are concerned with how classes and objects are composed to form larger structures.)

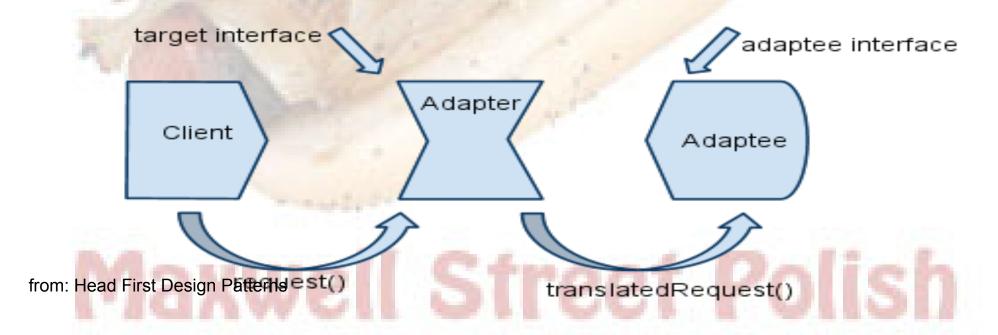
Also Known As:

Wrapper

from: Design Patterns: Elements of Reusable Object-Oriented Software

How does it work?

- 1. The client makes a request to the adapter by calling a method on it using the target interface.
- 2. The adapter translates the request into one or more calls on the adaptee using the adaptee interface.
- 3. The client receives the results of the call and never knows there is an adapter doing the translation.

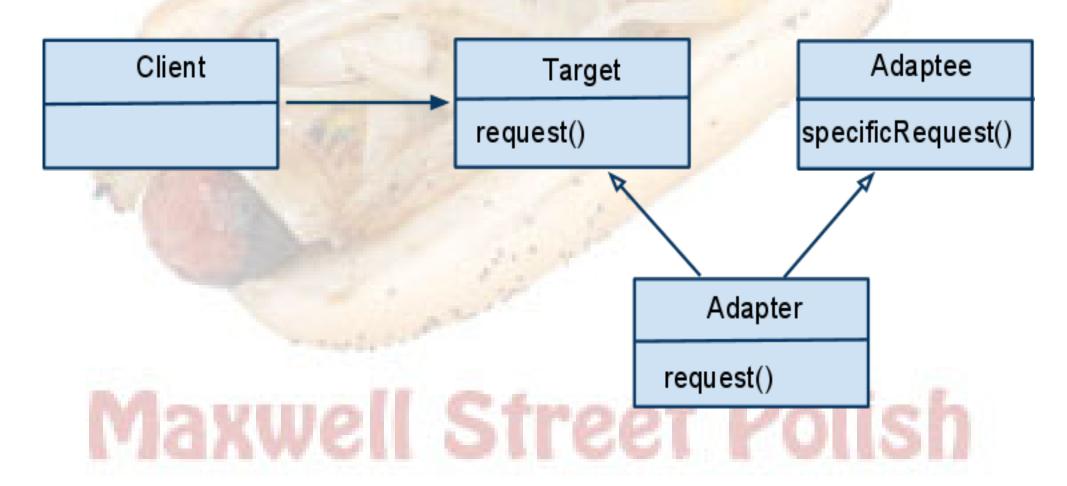


Class Adapter

- adapts Adaptee to Target by committing to a concrete Adapter class. As a consequence, a class adapter won't work when we want to adapt a class and all its subclasses.
- lets Adapter override some of Adaptee's behavior, since Adapter is a subclass of Adaptee.
- introduces only one object, and no additional pointer indirection is needed to get to the adaptee.
- requires multiple inheritance

Class Adapter

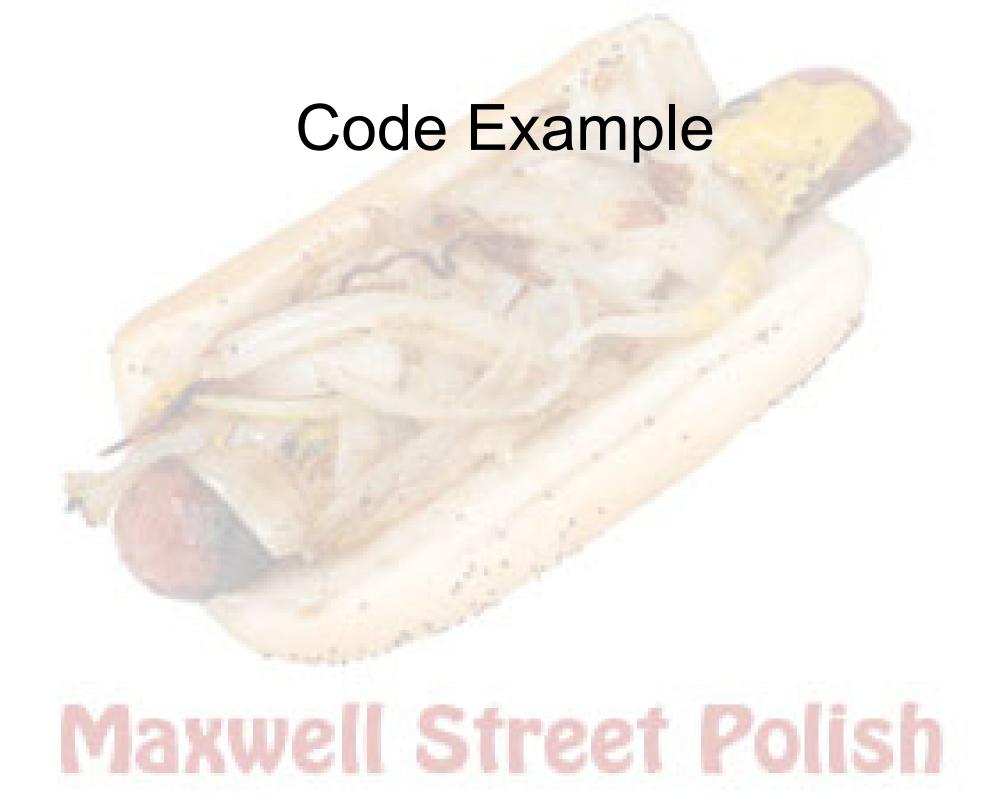
A class adapter uses multiple inheritance to adapt one interface to another:



Applicability

Use the Adapter Pattern when:

- you want to use an existing class, and its interface does not match the one you need.
- you want to create a reusable class that cooperates with unrelated or unforeseen classes, that is, classes that don't necessarily have compatible interfaces.



Code Example

I'm a Chicago hot dog vendor and I buy off the shelf hot dog description software. It's pretty good for describing my world famous Chicago style hot dogs. But I also sell Maxwell Street Polish Sausages.



```
public interface HotDog
                                       public class ChicagoStyleDog
                                       implements HotDog
  public void dog();
                                         public void dog()
  public void bun();
  public void toppings();
                                           System.out.println("A Vienna
                                       Beef Hot Dog ");
                                         public void bun()
                                           System.out.println("served on a
                                       hotdog bun ");
                                         public void toppings()
                                           System.out.println("with
                                       Chicago Style ingredients and NO
                                       ketchup!");
```

```
public class
MaxwellStreetPolish
  public void sausage()
     System.out.println("A
Vienna Beef Polish Sausage ");
  public void toppings()
     System.out.println("with
grilled onions and
mustard. Peppers are
optional.");
```

```
public class PolishAdapter extends
MaxwellStreetPolish implements
HotDog
  public void bun()
    System.out.println("served on a
poppyseed hotdog bun");
  public void dog()
    this.sausage();
```

```
public class holdog lest
                                               adaptedPolish.sausage();
                                               adaptedPolish.toppings();
  public static void main(String[]
args)
                                               //test the hotdog
                                               System.out.println("\nlf you get a
     // Create a HotDog
                                          hotdog you get:");
     ChicagoStyleDog cshotdog =
                                               testHotDog(cshotdog);
new ChicagoStyleDog();
                                               //Now use the polish as a hotdog
     //Create a Polish
                                               System.out.println("\nlf you get
     MaxwellStreetPolish mspolish =
                                          an adaptedPolish you get:");
new MaxwellStreetPolish();
                                               testHotDog(adaptedPolish);
     //Test the polish
     System.out.println("If you get a
                                            //Here is the testHotDog method --
polish you get:");
                                          it gets a hotdog and calls
     mspolish.sausage();
                                            //its methods.
     mspolish.toppings();
                                            static void testHotDog(HotDog
                                          hotdog)
     //Create an adapted polish
     PolishAdapter adaptedPolish =
                                               hotdog.dog();
new PolishAdapter();
                                               hotdog.bun();
     //Test the adapted polish as a
                                               hotdog.toppings();
polish
     System.out.println("\nlf you get a
polish you get:");
```

Output:

If you get a polish you get:
A Vienna Beef Polish Sausage
with grilled onions and mustard. Peppers are optional.

If you get a polish you get:
A Vienna Beef Polish Sausage
with grilled onions and mustard. Peppers are optional.

If you get a hotdog you get:
A Vienna Beef Hot Dog
served on a hotdog bun
with Chicago Style ingredients and NO ketchup!

If you get an adaptedPolish you get: A Vienna Beef Polish Sausage served on a poppyseed hotdog bun with grilled onions and mustard. Peppers are optional.

