

Overview

- The Adapter Pattern

The Adaptor Pattern

- Containers are examples of structures with special accesses. They can be easily implemented by composition with one of the linear recursive structures studied so far.
- This is called the *Adaptor Pattern*.
 - The adaptor pattern is used to make one class look like another class with a different set of public methods.

The Adaptor Pattern (cont.)

- The Adaptor Pattern comes in two flavors:
 1. The *class* adaptor pattern, where the adaptor is defined as a subclass of two different classes using multiple inheritance.
 - In this case, the adaptor can be used in place of either of its two super classes and is called a two-way adapter.
 - * Using multiple inheritance, we can have multi-way adapters as well.
 2. The *object* adaptor pattern, where composition is used instead of multiple inheritance.
 - The adapter maintains a reference to an object, the *adaptee*, and delegates all calls to this adaptee. This provides only one-way adaptation.