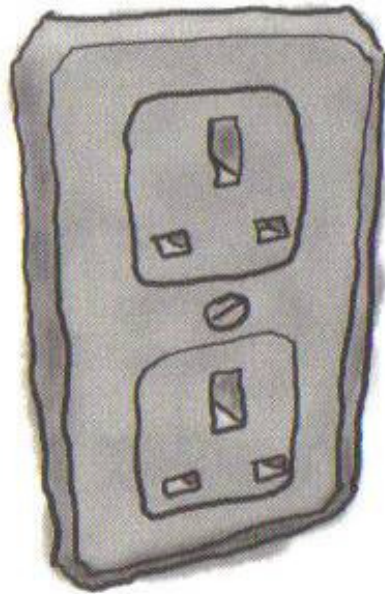


Tecniche di Progettazione: Design Patterns

GoF: Adapter

Adapters in real life (anglo-centric...)

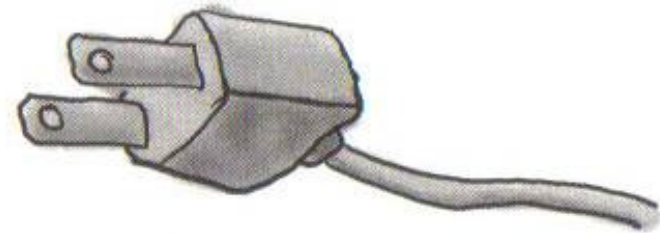
European Wall Outlet



AC Power Adapter



Standard AC Plug

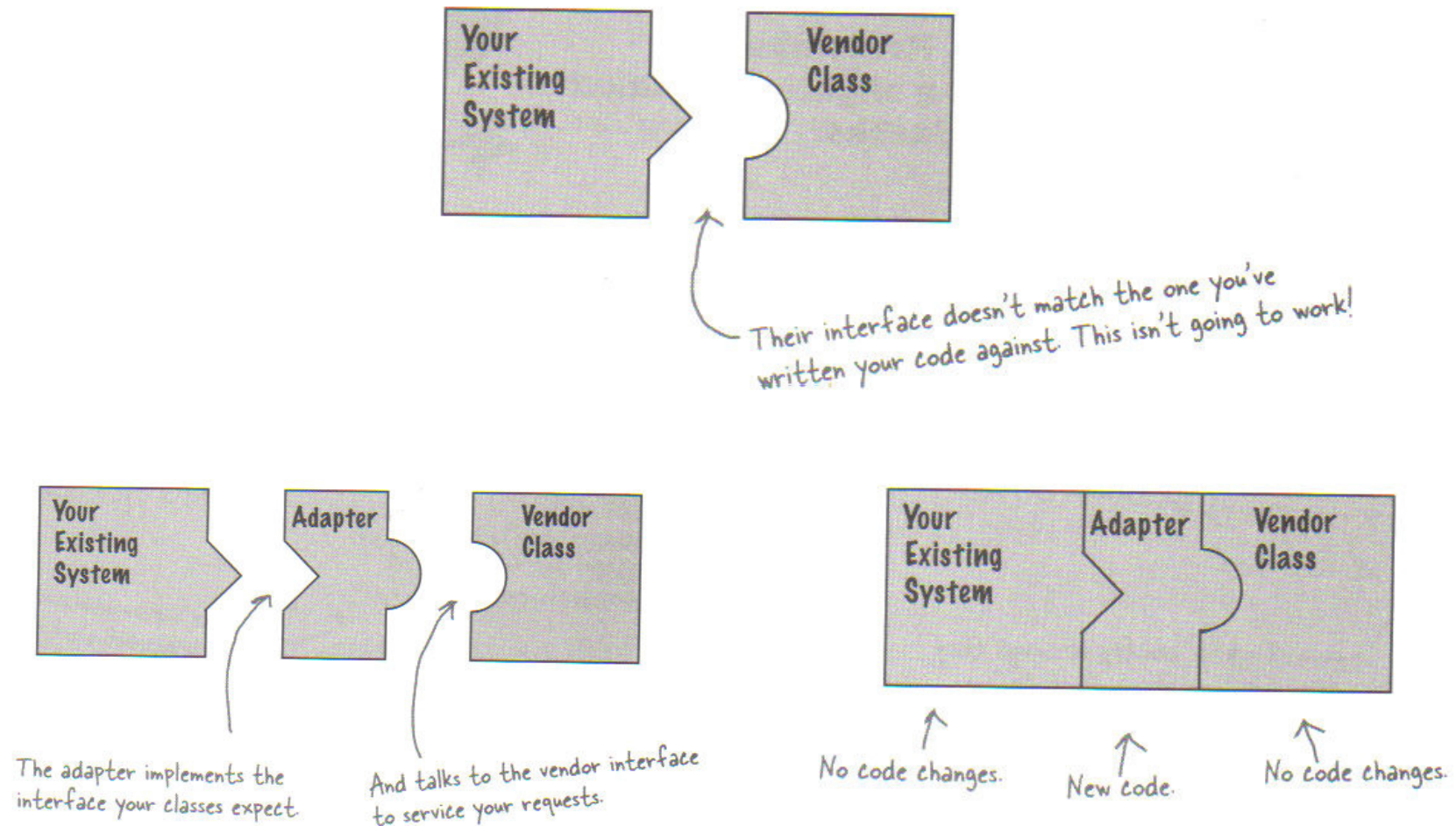


The US laptop expects another interface.

The European wall outlet exposes one interface for getting power.

The adapter converts one interface into another.

Object-Oriented Adapters



Hugly Duckling example

```
public interface Duck {  
    public void display();  
    public void swim();  
}
```

```
public interface Swan{  
    public void show();  
    public void swim();  
}
```

```
public class Duckling implements Duck {  
    public void display() {  
        System.out.println("I'm a pretty little  
        duckling");  
    }  
    public void swim() {  
        System.out.println("I'm learning...");  
    }  
}
```

```
public class HuglyDuckling implements Swan{  
    public void show() {  
        System.out.println("I'm large and hugly");  
    }  
    public void swim() {  
        System.out.println("I'm swimming!");  
    }  
}
```

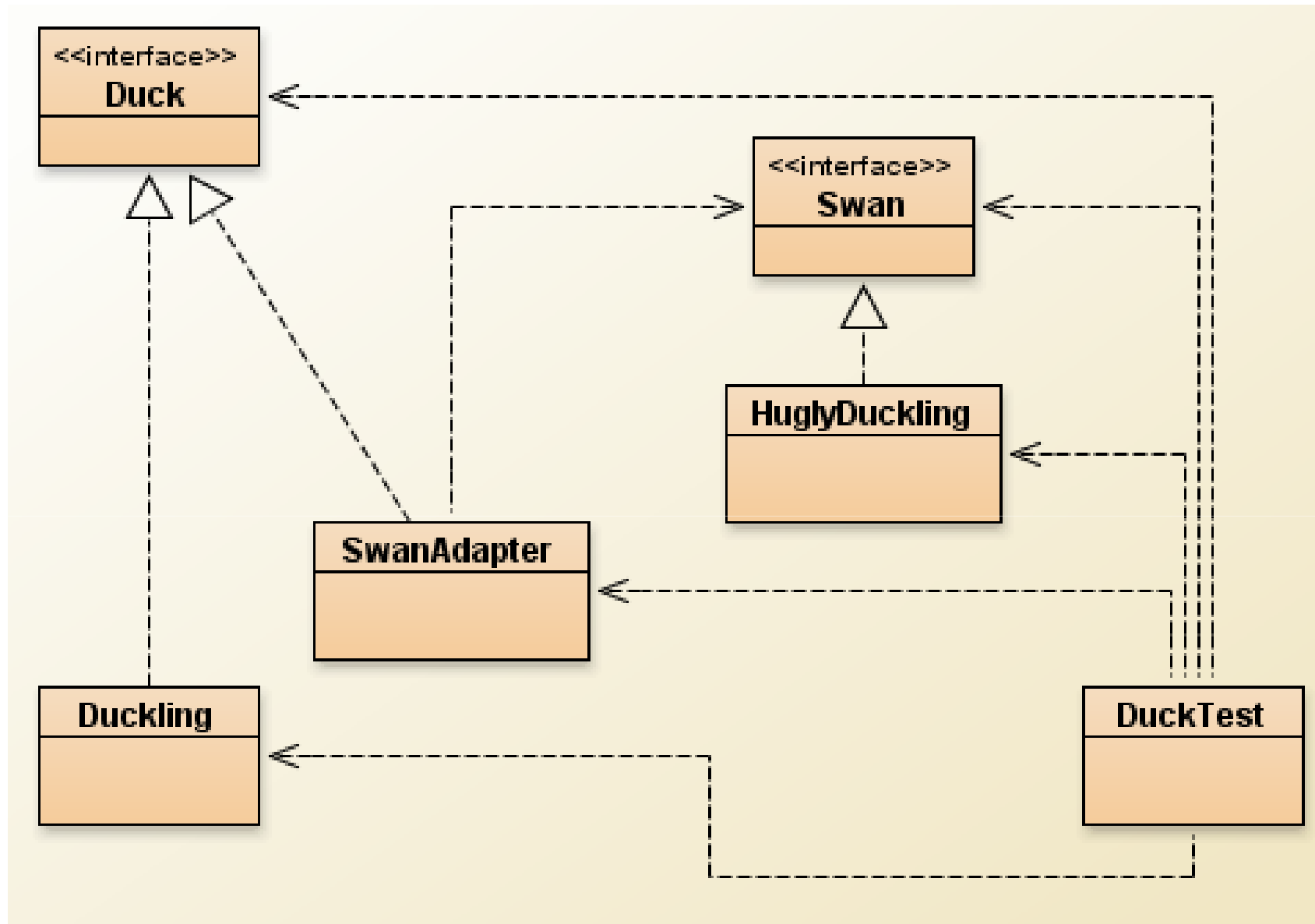


Adapter – that makes a swan (or turkey?) look like a duck

```
public class SwanAdapter implements Duck {
    Swan swan;
    public SwanAdapter(Swan swan) {
        this.swan = swan;
    }
    public void display() {
        swan.show ();
    }
    public void swim() {
        for(int i=0; i < 3; i++) {
            swan.swim();
        }
    }
}
```

Duck test drive

```
public class DuckTest {
    public static void main(String[] args) {
        Duck duck = new Duckling();
        Swan hg= new HuglyDuckling();
        Duck swanAdapter = new SwanAdapter(hg);
        System.out.println("The HuglyDuckling says...");
        hg.show();
        hg.swim();
        System.out.println("\nThe Duck says...");
        testDuck(duck);
        System.out.println("\nThe SwanAdapter says...");
        testDuck(swanAdapter);
    }
    static void testDuck(Duck duck) {
        duck.display();
        duck.swim();
    }
}
```



Test run – swan that behaves like a duck

The HuglyDuckling says...

I'm large and hugly

I'm swimming!"

The Duck says...

I'm a pretty little duckling

I'm learning...

The SwanAdapter says...

I'm large and hugly

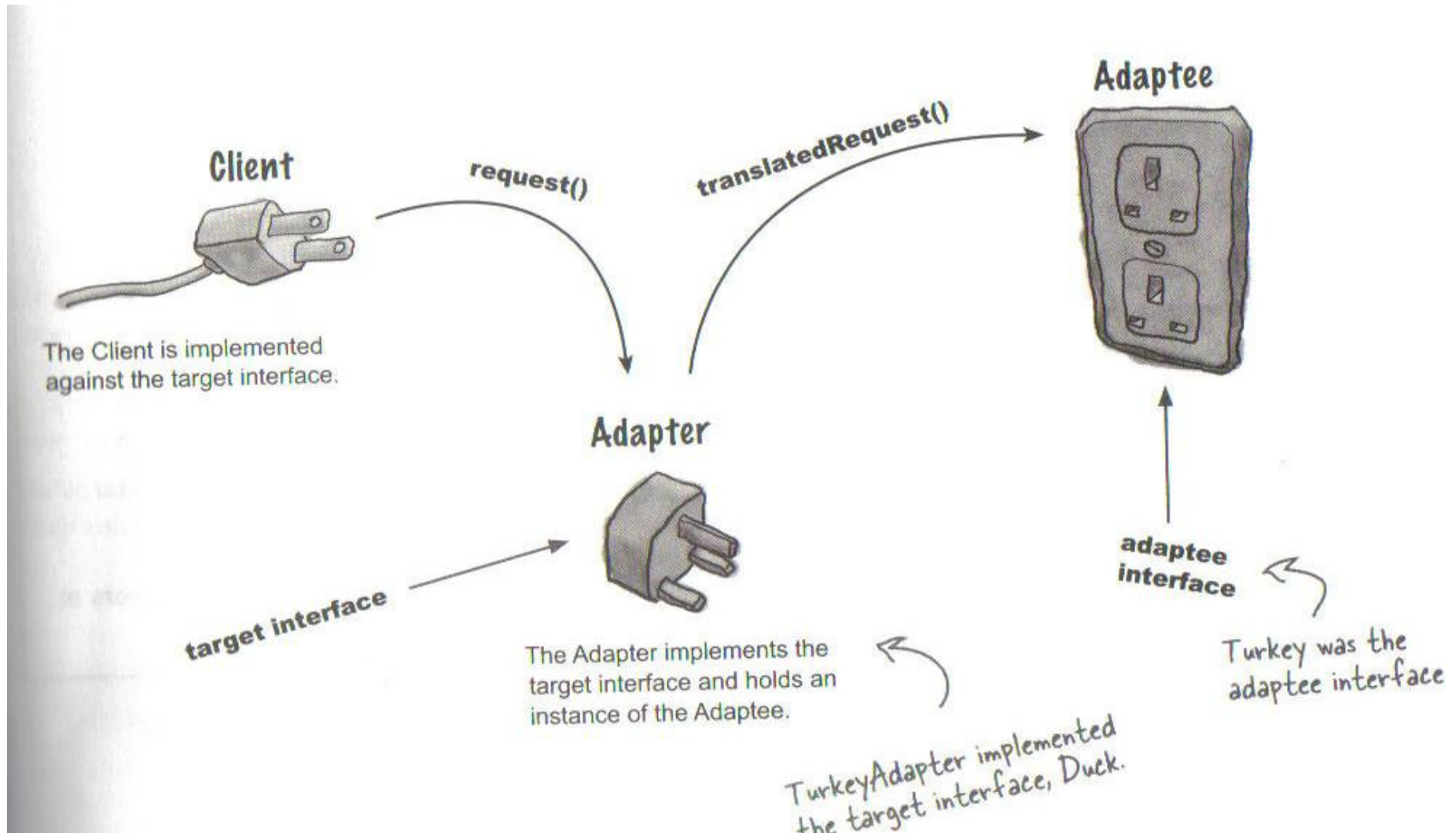
I'm swimming!"

I'm swimming!"

I'm swimming!"



Adapter Pattern explained

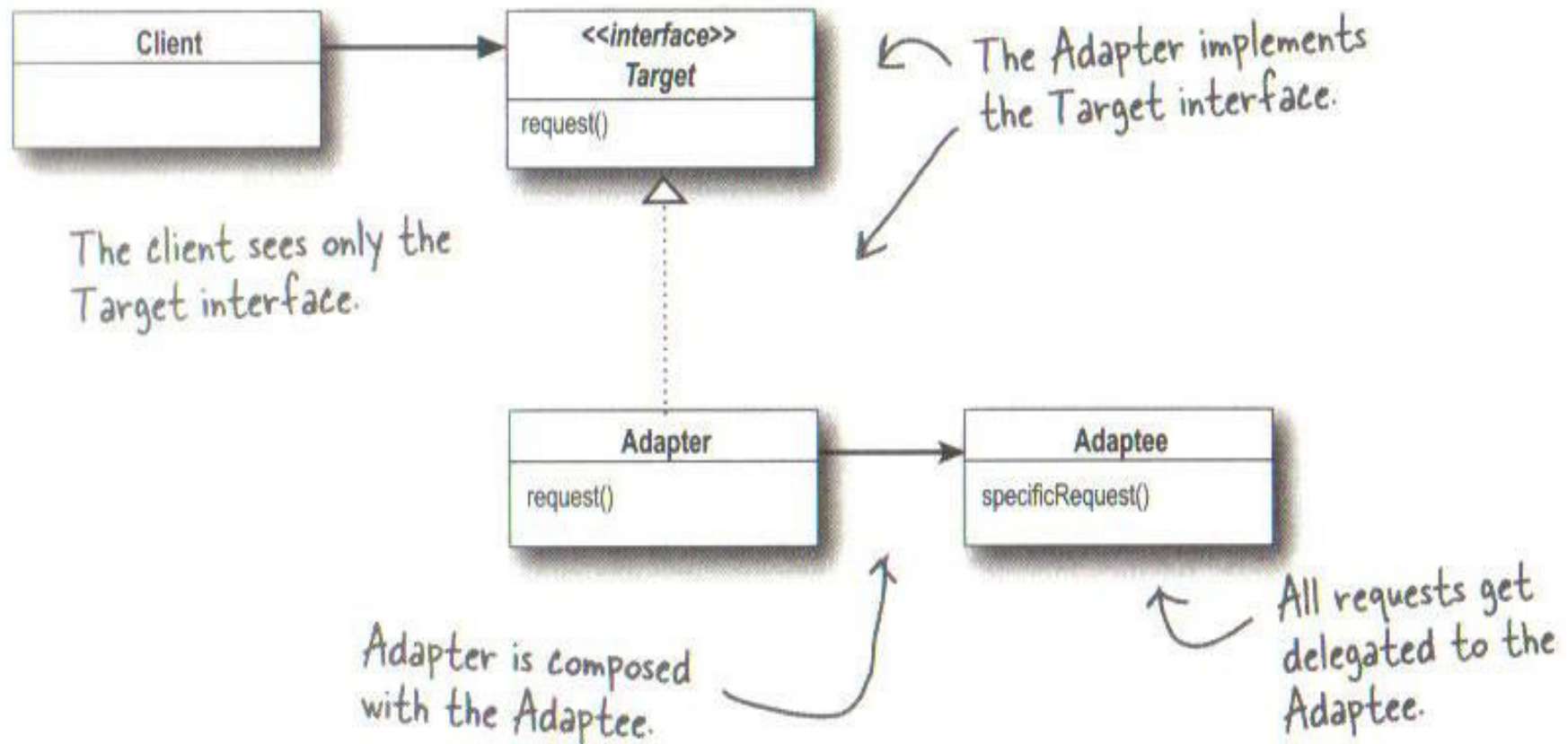


Adapter Pattern defined

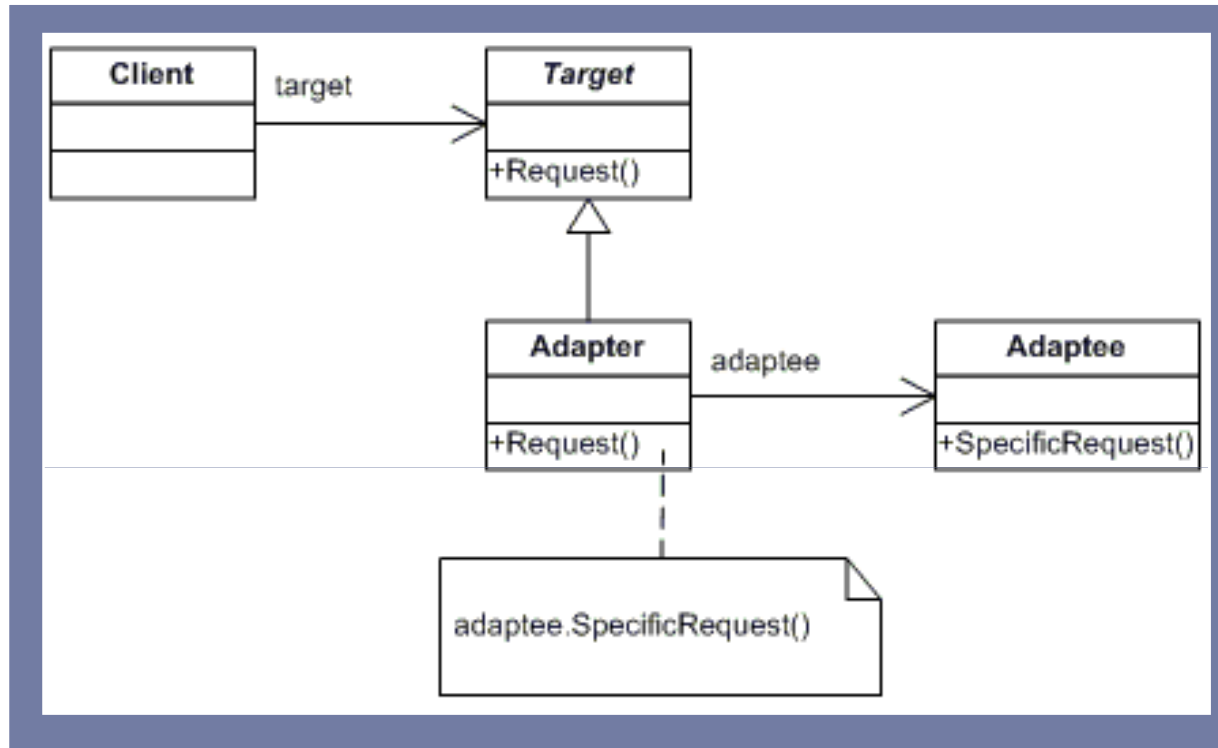
The Adapter Pattern converts the interface of a class into another interface the clients expect. Adapter lets classes work together that couldn't otherwise because of incompatible interfaces.



Adapter Pattern



Adapter pattern

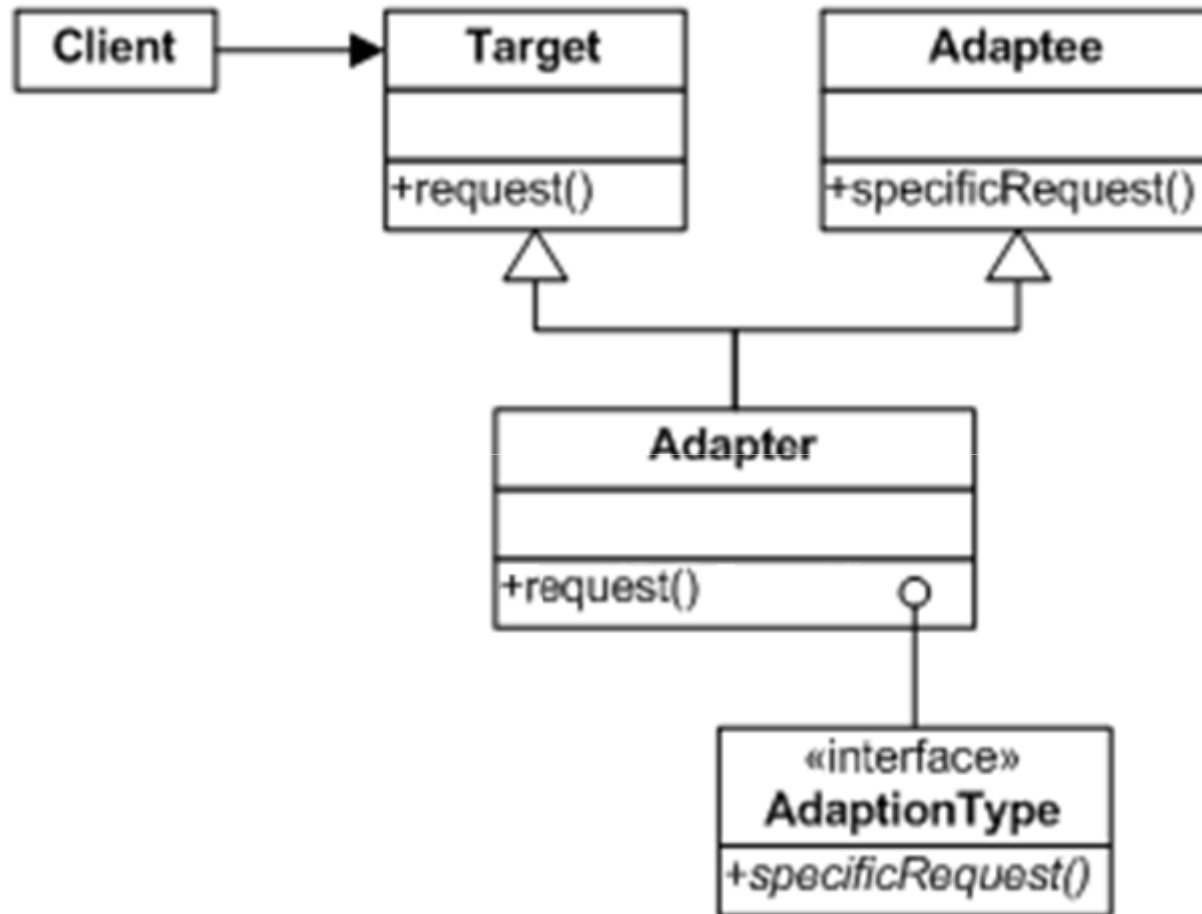


- ▶ Delegation is used to bind an Adapter and an Adaptee
- ▶ Interface inheritance is used to specify the interface of the Adapter class.
- ▶ Target and Adaptee (usually called legacy system) pre-exist the Adapter.
- ▶ Target may be realized as an interface in Java.

Participants

- ▶ **Target:** Defines the application-specific interface that clients use.
- ▶ **Client:** Collaborates with objects conforming to the target interface.
- ▶ **Adaptee:** Defines an existing interface that needs adapting.
- ▶ **Adapter:** Adapts the interface of the adaptee to the target interface.

Adapter with multiple inheritance



Two-way adapter

- ▶ What if we want to have an adapter that acts as a Target or an Adaptee?
- ▶ Such an adapter is called a two-way adapter.
 - ▶ One way to implement two-way adapters is to use multiple inheritance, but we can't do this in Java
 - ▶ But we can have our adapter class implement two different Java interfaces