Object-Oriented Programming
Adapter Pattern

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Convert the interface of a class into another interface clients expect.

- Adapter lets classes work together that could not otherwise because of incompatible interfaces.

Also known as Wrapper
The adapter is responsible for functionality the adapted class does not provide.
You want to use an existing class, and its interface does not match the one you need.

You want to create a class that cooperates with unrelated or unforeseen classes
- incompatible interfaces.

Object adapter only
- You need to use several existing subclasses, but it’s impractical to adapt their interface by subclassing every one.
  - adapt the interface of its parent class
Adapter: Structure (1)

Class adapter: use multiple inheritance

Client

Target
Request()

Adaptee
SpecificRequest()

Adapter
Request()

SpecificRequest()

C++ private inheritance

(implementation)
Adapter: Structure (2)

Object adapter: use object composition

Client → Target
    Request()

Adapter
    Request()

Adaptee
    SpecificRequest()

adaptee

adaptee->SpecificRequest()
Adapter: Participants

- **Client (Drawing Editor)**
  - collaborates with objects conforming to the Target interface.

- **Target (Shape)**
  - defines the domain-specific interface that Client uses.

- **Adapter (TextShape)**
  - adapts the interface of Adaptee to the Target interface

- **Adaptee (TextView)**
  - defines an existing interface that needs adapting.
Adapter: Collaboration

- Clients call operations on an Adapter instance. In turn, the adapter calls Adaptee operations that carry out the request.
Adapter: Consequences (1)

Class adapter ⇔ Object adapter

- **Class adapter**
  - adapts Adaptee to Target by committing to a concrete Adaptee class → doesn't work when adapting a class and all its subclasses.
  - allow Adapter to override some of Adaptee’s behavior
  - introduces only one object → no additional pointer indirection is needed to get to the adaptee.

- **Object adapter**
  - a single Adapter works with many Adaptees (Adaptees and all of its subclasses; add functionality to all Adaptees at once.
  - harder to override Adaptee behavior.
Adapter: Consequences (2)

- **How much adapting does Adapter do?**
  - Adapters vary in the amount of work they do to adapt Adaptee to the Target interface.

- **Pluggable adapters**
  - classes with build-in interface adaptation.

- **Two-way adapters (provide transparency)**
  - an adapted object no longer conforms to the Adaptee interface → can’t be used as an Adaptee object.
  - useful when two different clients need to view an object differently.
Adapter: Consequences (3)

Two-way adapter using multiple inheritance

(to QOCA hierarchy)  (to Unidraw class hierarchy)

ConstraintVariable  StateVariable

ConstraintStateVariable
Adapter: Implementation (1)

- **Class adapter in C++**
  - public from Target and private from Adaptee.

- **Pluggable adapters**
  - classes with build-in interface adaptation.
  - narrow interface: the smallest subset of operations for adaptation.
  - three implementation approaches
    - Using abstract operations
    - Using delegate objects
    - Parameterized adapters
      - supports adaptation without subclassing
      - Smalltalk: block construct; Java: reflection
Adapter: Implementation (2)

Pluggable adapter: using abstract operations to simply XXXTreeDisplay

```java
DirectoryTreeDisplay
GetChildren(Node) for each child { 
    AddGraphicNode(CreateGraphicNode(child)) 
    BuildTree(child) 
}
```

TreeDisplay
- GetChildren(Node)
- CreateGraphicNode(Node)
- Display()
- BuildTree(Node n)

Client, Target

Adapter

Narrow interface

Template Method

FileSystemEntity

Adaptee
Adapter: Implementation (3)

Pluggable adapter: using delegate objects to simply XXXBrowser

```cpp
TreeDisplay
SetDelegate(Delegate)
Display()
BuildTree(Node n)

delegate->GetChildren(this,n)
for each child {
    AddGraphicNode(delegatpe->
        CreateGraphicNode(child)
    )
    BuildTree(child)
}
```

### Strategy
- DirectoryBrowser
  - GetChildren(TreeDisplay, Node)
  - CreateGraphicNode(TreeDisplay, Node)
  - CreateFile()
  - DeleteFile()

### Adapter
- CreateGraphicNode(TreeDisplay, Node)
  - Display()
  - BuildTree(Node n)

### Adaptee
- FileSystemEntity
Adapter: Related patterns

- **Bridge**
  - Bridge has a structure similar to an object adaptor to different intents.

- **Decorator**
  - Decorator enhances another object without changing its interface to more transparent than an adapter.

- **Proxy**
  - Proxy defines a surrogate for another object without changing its interface.

- **Template Method**
  - Can be used to implement pluggable adapter.

- **Strategy**
  - Can be used to implement pluggable adapter.