

# Design Patterns

Adapter & Façade Pattern

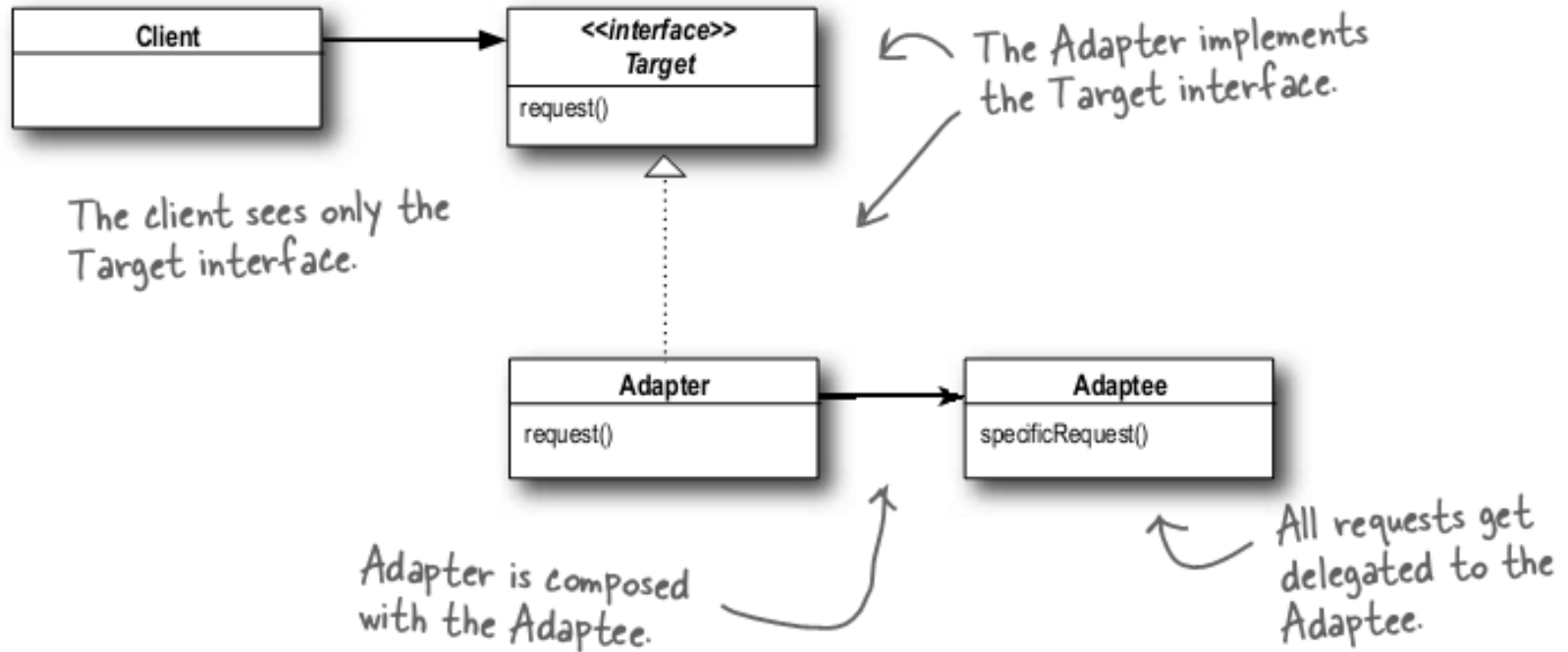
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# Adapter Pattern

- \* 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 (cont.)



# Façade Pattern

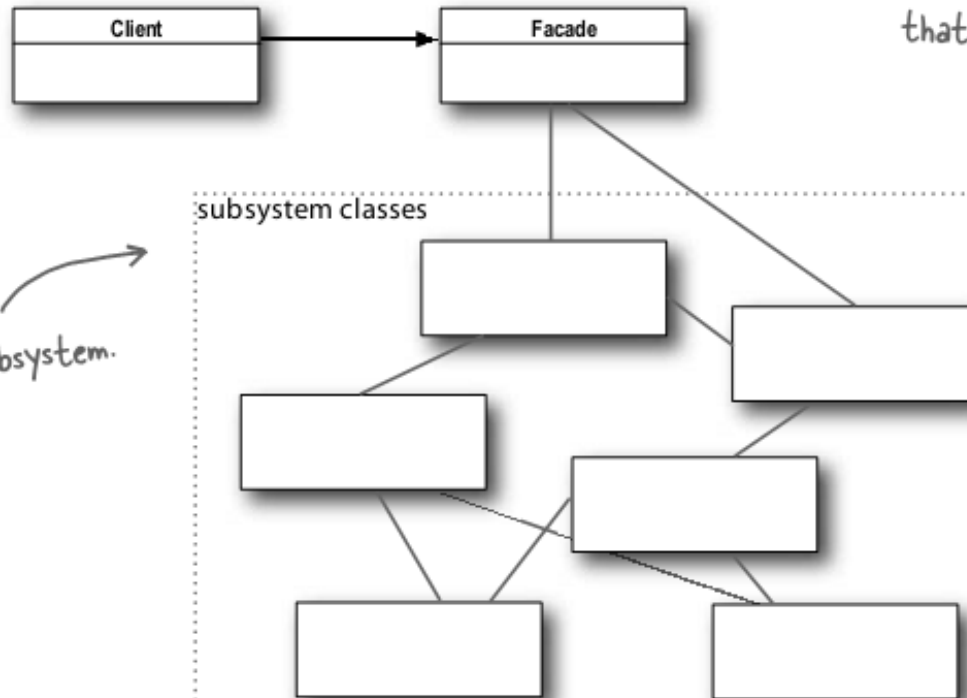
- \* The Facade Pattern provides a unified interface to a set of interfaces in a subsystem. Facade defines a higher-level interface that makes the subsystem easier to use.

# Façade Pattern (cont.)

Happy client whose job just became easier because of the facade.

More complex subsystem.

Unified interface that is easier to use.



# References

- \* O'Reilly – Head First Design Pattern by Eric Freeman & Elisabeth Freeman (2004).
- \* CRC Press – Software Architecture Design Pattern in Java by Partha Kuchana (2004).