

Adapter Pattern

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    (Deam Evil) . 10 .
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: M16 ...
:
: F1
: , ,
: 5 -
: , ,
:
:

```

```
public interface Tournament {
    void accept(Knight knight);
}
```

```

: ! Knight
commando (adapt) 가

```

```

interface Knight {
    void attackWithSword();
    void attackWithBow();
    void blockWithShield();
}

class Galahad implements Knight {
    @Override
    public void blockWithShield() {
        winkToQueen();
        take(shield);
        block();
    }

    @Override
    public void attackWithBow() {
        winkToQueen();
        take(bow);
        attack();
    }
}

```

```

}

@Override
public void attackWithSword() {
    winkToQueen();
    take(sword);
    attack();
}
}

```

: 가 .

```

class Commando {
    void throwGrenade(String grenade) { }
    shot(String rifleType) { }
}

```

: .

```

class Commando implements Knight {
    @Override
    public void blockWithShield() {
        // commando don't block
    }

    @Override
    public void attackWithBow() {
        throwGrenade("F1");
    }

    @Override
    public void attackWithSword() {
        shotWithRifle("M16");
    }
}

```

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```
{:name "Lancelot"
 :speed 1.0
 :attack-bow-fn attack-with-bow
 :attack-sword-fn attack-with-sword
 :block-fn block-with-shield}
```

: .

```
{:name "Commando"
 :speed 5.0
 :attack-bow-fn (partial throw-grenade "F1")
 :attack-sword-fn (partial shot "M16")
 :block-fn nil}
```

```
: ?
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: 가 , 70 .
: , 70 70
: .
```

- [Clojure Design Patterns](#)

From:
<http://jace.link/> - **Various Ways**

Permanent link:
<http://jace.link/open/adapter-pattern>

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