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| **Adapter** |
| **Line** | **Code** |
| **1****2****3****4****5****6****7****8****9****10****11****12****13****14****15****16****17****18****19****20****21****22****23****24****25****26****27****28****29****30****31****32****33****34****35****36****37****38****39****40****41****42****43****44****45****46****47****48****49****50****51****52****53****54****55****56****57****58****59****60****61****62****63****64****65****66****67****68****69****70****71****72****73****74****75****76** | **using** System;**namespace** Adapter{ **interface** MediaPlayer {//Adapter **void** play(**string** audioType, **string** fileName); } **interface** AdvancedMediaPlayer {//Adaptee **void** playVlc(**string** fileName); **void** playMp4(**string** fileName); } **class** VlcPlayer:AdvancedMediaPlayer {//Concrete Adaptee #1 **public void** playVlc(**string** fileName) { Console.WriteLine("Playing vlc file. Name: " + fileName); } **public void** playMp4(**string** fileName) { //do nothing } } **class** Mp4Player:AdvancedMediaPlayer {//Concrete Adaptee #2 **public void** playVlc(**string** fileName) { //do nothing } **public void** playMp4(**string** fileName) { Console.WriteLine("Playing mp4 file. Name: " + fileName); } } **class** MediaAdapter:MediaPlayer {//Concrete Adapter AdvancedMediaPlayer advancedMusicPlayer; **public** MediaAdapter(**string** audioType) { **if** (audioType=="vlc") { advancedMusicPlayer = **new** VlcPlayer(); } **else if** (audioType=="mp4") { advancedMusicPlayer = **new** Mp4Player(); } } **public void** play(**string** audioType, **string** fileName) { **if** (audioType=="vlc") { advancedMusicPlayer.playVlc(fileName); } **else if** (audioType=="mp4") { advancedMusicPlayer.playMp4(fileName); } } } **class** AudioPlayer:MediaPlayer {//Another Concrete Adapter MediaAdapter mediaAdapter; **public void** play(**string** audioType, **string** fileName) { //inbuilt support to play mp3 music files **if** (audioType=="mp3") { Console.WriteLine("Playing mp3 file. Name: " + fileName); } //mediaAdapter is providing support to play other file formats **else if** ((audioType=="vlc") || (audioType=="mp4")) { mediaAdapter = **new** MediaAdapter(audioType); mediaAdapter.play(audioType, fileName); } **else** { Console.WriteLine("Invalid media. {0} format not supported",audioType); } } } **class** Program { **static void** Main(**string**[] args){ MediaPlayer player = **new** AudioPlayer(); player.play("mp3", "Beyond the horizon.mp3"); player.play("mp4", "The sound of Silence.mp4"); player.play("vlc", "Far far away.vlc"); player.play("avi", "Mind me.avi"); Console.ReadKey(); } }} |