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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();  }  }  } |