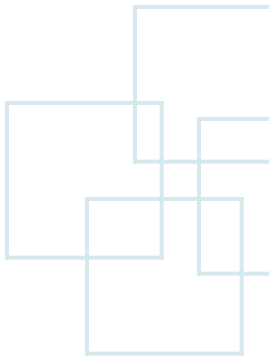
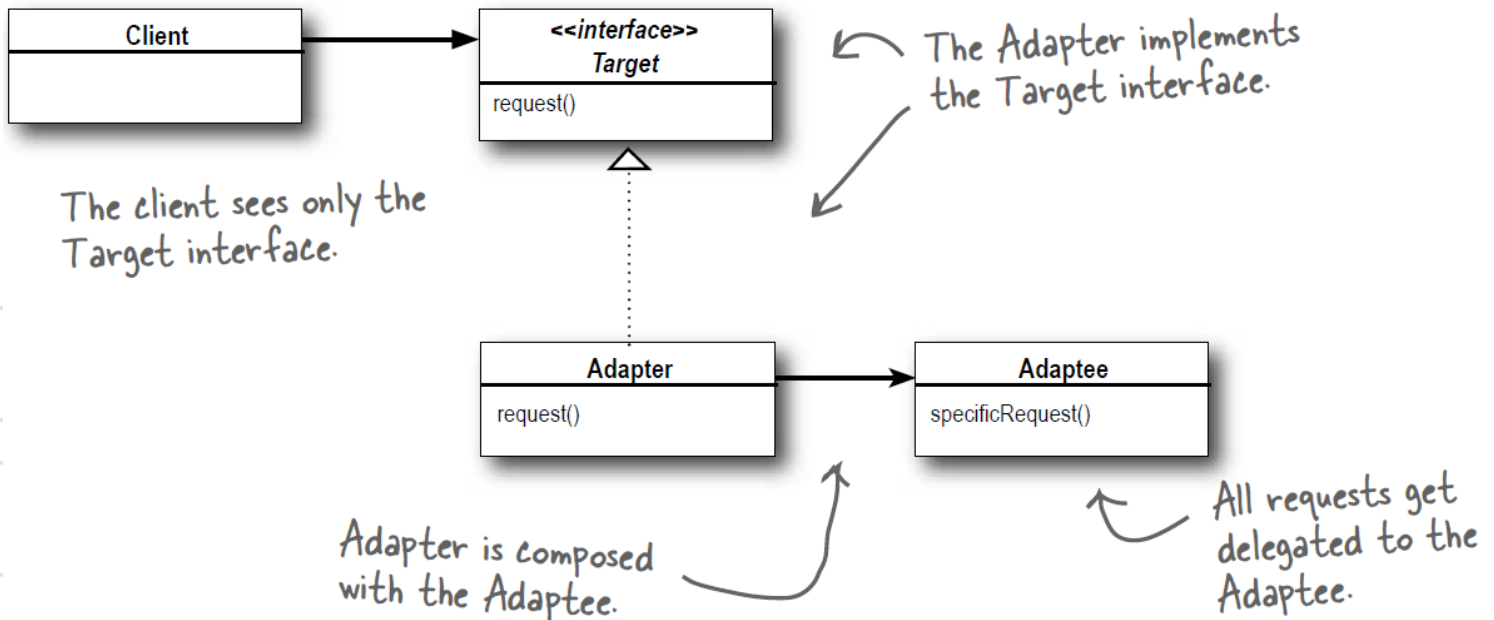
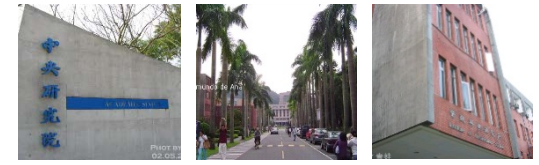


# Project 6

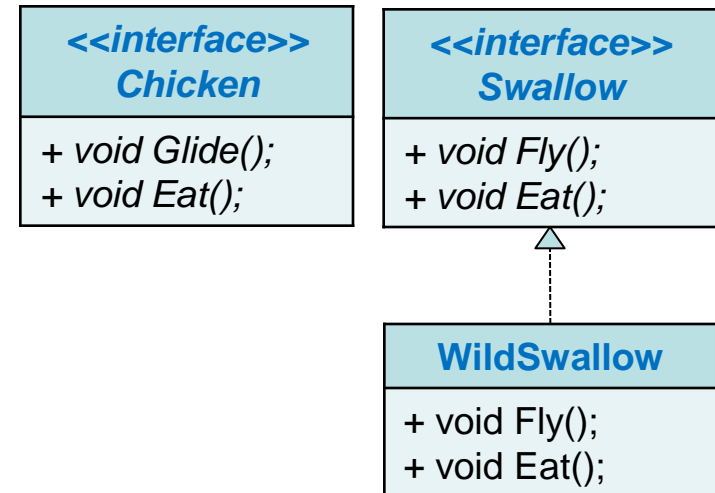
## Adapter Pattern

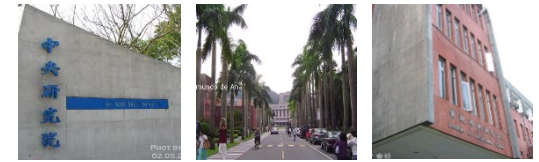




# Requirement

- (Object) adapter pattern practice
  - Use Java/C++ to implement the adapter pattern.
- *Swallow* is the adaptee and *Chicken* is the target interface. Please write an adapter to convert the interface of *WildSwallow* into the *Chicken* interface that the client expect.
  - Glide() is converted into Fly();
  - Eat is mapped into Eat();
- Suppose that your program is called “adapter”.
  - Execute: `java adapter`
  - Input: # `glide`
  - Output: # `I am a wild swallow. I can fly.`
  - Input: # `eat`
  - Output: # `I am a wild swallow. I can eat.`





# Submission

- Each person in one group.
- Write down a brief report in 2 pages to describe how you do and what you do and learn, including:
  - 1. Explain how you work on this project or how you make this project work.
  - 2. Depict and explain the framework or relation of objects in your program.
  - 3. What you learned and what are the main problems that you encounter?
- Compress your report, source code, and the executable/binary files in a compressed file named with **OOAD-P6-FullStudentID(YourName)**
- Email your project to TA [loveweekly@gmail.com](mailto:loveweekly@gmail.com) (葉懿萱) with the email title: **OOAD Project 6, FullStudentID(YourName)**
  - Write emails to ask TA if you have any question about this project.
- For the delayed submission, deduct two points for each day.
- The deadline is two weeks later (**2013/4/7 24:00**).