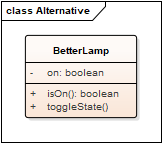
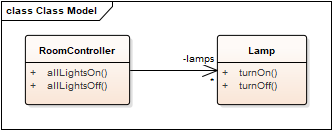
SE2811: Adapter Exercise

1. Update the UML diagram as you would to apply the Adapter pattern and allow the Better Lamp to be used in the place of the Lamp.





1. Write the turnOn() method of the adapter class