

Creating an Object Adapter

An object adapter is an instance of the local interface `ObjectAdapter`. You create an object adapter by calling one of several operations on a communicator:

Slice

```
module Ice {
    local interface ObjectAdapter {
        string getName();
        Communicator getCommunicator();

        // ...
    };

    local interface Communicator {
        ObjectAdapter createObjectAdapter(string name);
        ObjectAdapter createObjectAdapterWithEndpoints(string name, string endpoints);
        ObjectAdapter createObjectAdapterWithRouter(string name, Router* rtr);

        // ...
    };
};
```

The `ObjectAdapter` operations behave as follows:

- The `getName` operation returns the name of the adapter as passed to one of the [communicator operations](#) `createObjectAdapter`, `createObjectAdapterWithEndpoints`, or `createObjectAdapterWithRouter`.
- The `getCommunicator` operation returns the communicator that was used to create the adapter.

Note that there are other operations in the `ObjectAdapter` interface; we will explore these throughout the remainder of this discussion.

See Also

- [Communicators](#)