using System;

using System.Collections.Generic;

using System.Text;

namespace StructuralPatternDemos

{

// Step 1: Create an interface.

public interface Shape

{

void draw();

}

// Step 2: Create concrete classes implementing the same interface.

public class Rectangle : Shape

{

public void draw()

{

Console.WriteLine("Rectangle::draw()");

}

}

public class Square : Shape

{

public void draw()

{

Console.WriteLine("Square::draw()");

}

}

public class Circle : Shape

{

public void draw()

{

Console.WriteLine("Circle::draw()");

}

}

// Step 3: Create a facade class.

public class ShapeMaker

{

private Shape circle;

private Shape rectangle;

private Shape square;

public ShapeMaker()

{

circle = new Circle();

rectangle = new Rectangle();

square = new Square();

}

public void drawCircle()

{

circle.draw();

}

public void drawRectangle()

{

rectangle.draw();

}

public void drawSquare()

{

square.draw();

}

}

// Use the facade to draw various types of shapes.

public class FacadePatternDemo

{

public static void Main(String[] args)

{

ShapeMaker shapeMaker = new ShapeMaker();

shapeMaker.drawCircle();

shapeMaker.drawRectangle();

shapeMaker.drawSquare();

}

}

}