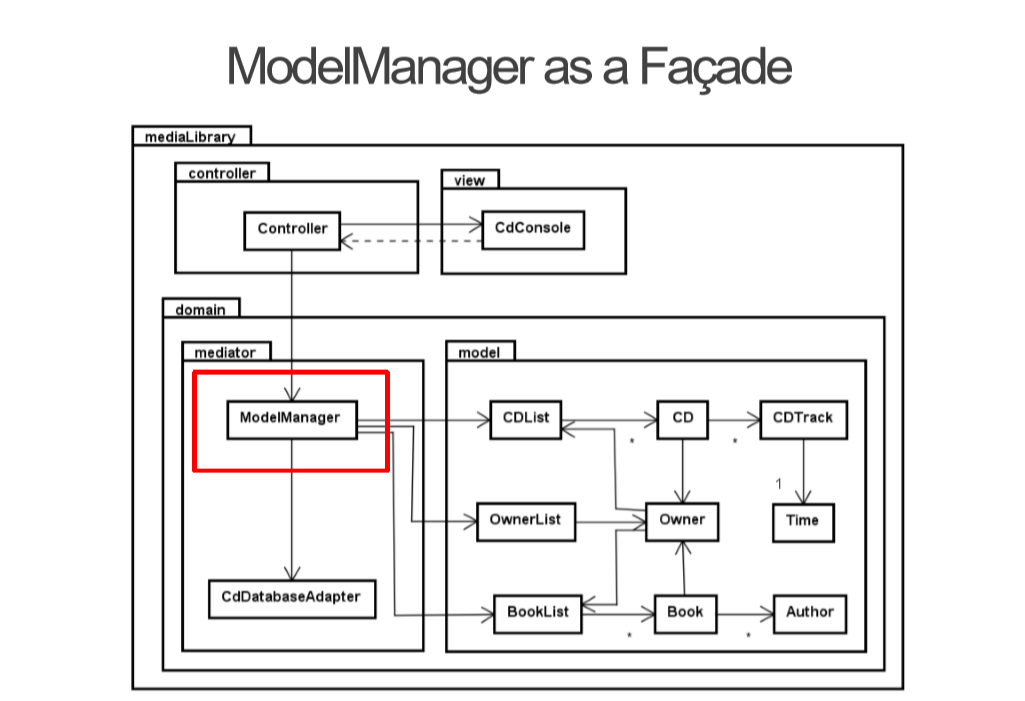
**Façade**

**A general UML class diagram of a Façade design pattern**

****

**The overall purpose for the Façade design pattern**

Facade pattern hides the complexities of the system and provides an interface to the client using which the client can access the system. This type of design pattern comes under structural pattern as this pattern adds an interface to existing system to hide its complexities.

**Purpose and relation of the general UML class diagram**

The ModelManager is the façade for model having model state (and additional actions).

The intent of Facade is to produce a simpler interface, which provides simplified methods required by client and delegates calls to methods of existing system classes.

Facade shows how to make a single object represent an entire subsystem.

**How to use a Façade design pattern**

When client wants to access the data from his computer, The ModelManager allows him to get the information in one call by creating an object of type ModelManager.

It can be also a concrete facade class without any interface – the pattern does not mandate one.

**Our System Description**

In our system, the data is controlled through one class called DataHandler. The user is able to access all the data through this class. It doesn’t use an interface like it is shown on the original diagram. When the client wants to access the list of tours from his computer, The DataHandler class allows the user to get their list of information in one call by creating an object of type DataHandler.

