

Facade Pattern

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Home Theater

- Tuner
- Amplifier
- Streaming Player
- Projector
- Screen
- Lights System
- Popcorn Popper

In the other
(programming)
word

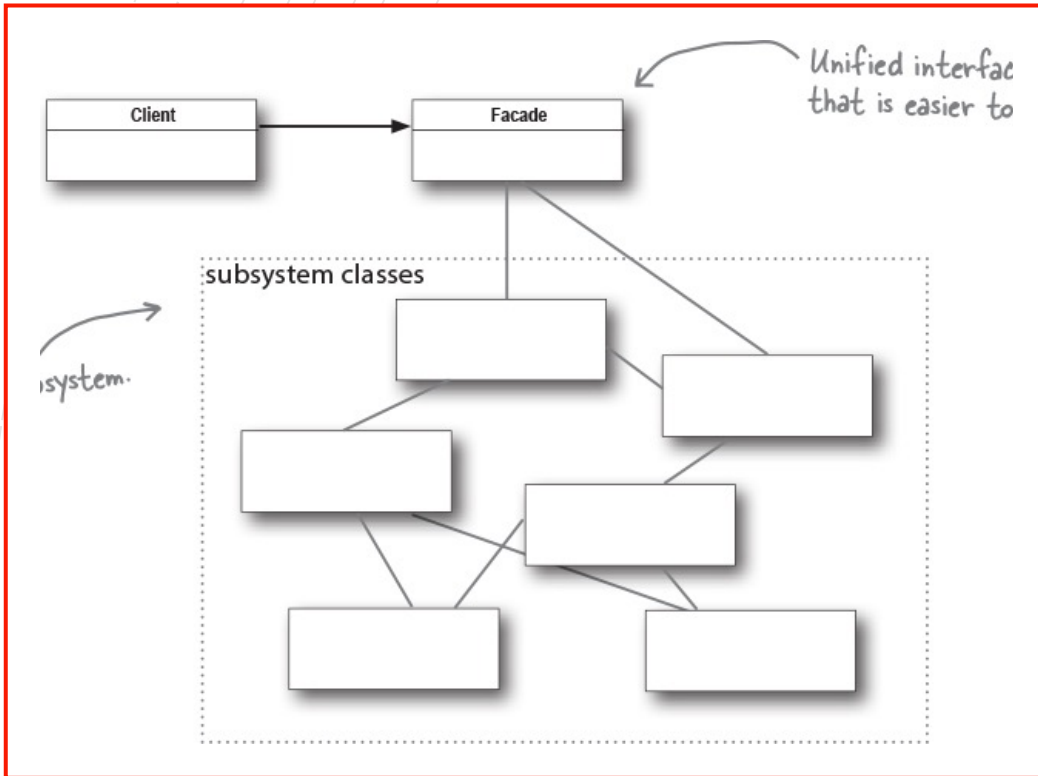
Movie
Use all of those class: Tuner StreamPlayer Amplifier Projector Screen PopcornPopper TheaterLights
<pre>popper.on(); popper.pop(); lights.on(); lights.dim(10); screen.down(); projector.on(); projector.setInput(player); projector.wideScreenMode(); amp.on(); amp.setStreamingPlayer(player); amp.setSurroundSound(); amp.setVolume(5); player.on(); player.play(movie);</pre>

Movie
Use all of those class: Tuner StreamPlayer Amplifier Projector Screen PopcornPopper TheaterLights
<pre>popper.off(); lights.dim(100); screen.up(); projector.off(); amp.off(); player.off(); lights.off();</pre>



A remote control
/
Facade Pattern

Facade Pattern



- **The Facade Pattern** provides a unified interface to a set of interfaces in a subsystem.
- Facade defines a higher-level interface that makes the subsystem easier to use.
- We create a class that simplifies and unifies a set of more complex classes that belong to some subsystem.

Advantages

- The Facade Pattern allows us to avoid tight coupling between clients and subsystems.
- And, it helps us adhere to a new object-oriented principle.



Design Principle

Principle of Least Knowledge: talk only to your immediate friends.

The background features a series of concentric circles in light gray, some solid and some dashed, creating a ripple effect. A large, solid red oval is positioned in the center-right of the frame. A thick, dark gray curved line sweeps from the left side, partially overlapping the red oval.

Thank you

Let's see some codes and uml diagrams!