- The Facade Pattern was used to create a single interface (`VideoConversionFacade`) for interacting with the complex video processing subsystem.

- This simplifies the client's interactions with the subsystem and allows for a streamlined and maintainable interface.

- The client can convert videos without needing to worry about the underlying steps and classes.

- If any changes occur in the subsystem, only the facade needs to be updated, protecting the client code from these changes.