You've completed the Façade Pattern!

- The Facade Pattern was used to create a single interface (VideoConversionFacad e) 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.

