
Stefan Djokic

Facade Design Pattern

Simplified

Examples



swipe >>>

Defition:

Analogous to a facade in architecture, a facade is an object that serves as a front-facing interface **masking more complex underlying or structural code.**



swipe >>>

Corporation



Imagine a large corporation with **multiple departments**, each responsible for a specific aspect of the business. There might be a **sales department**, a **marketing department**, an **IT department**, and a **finance department**.



When you have a question, complaint, or request, you call the **customer service department**.



What customer service department will do?



Answer: Forward it to the appropriate department.



- If you have a sales issue, the customer service representative forwards your issue to the sales department.
- The sales department handles your issue and then sends a response back to the customer service representative.
- The customer service representative then communicates the response back to you.

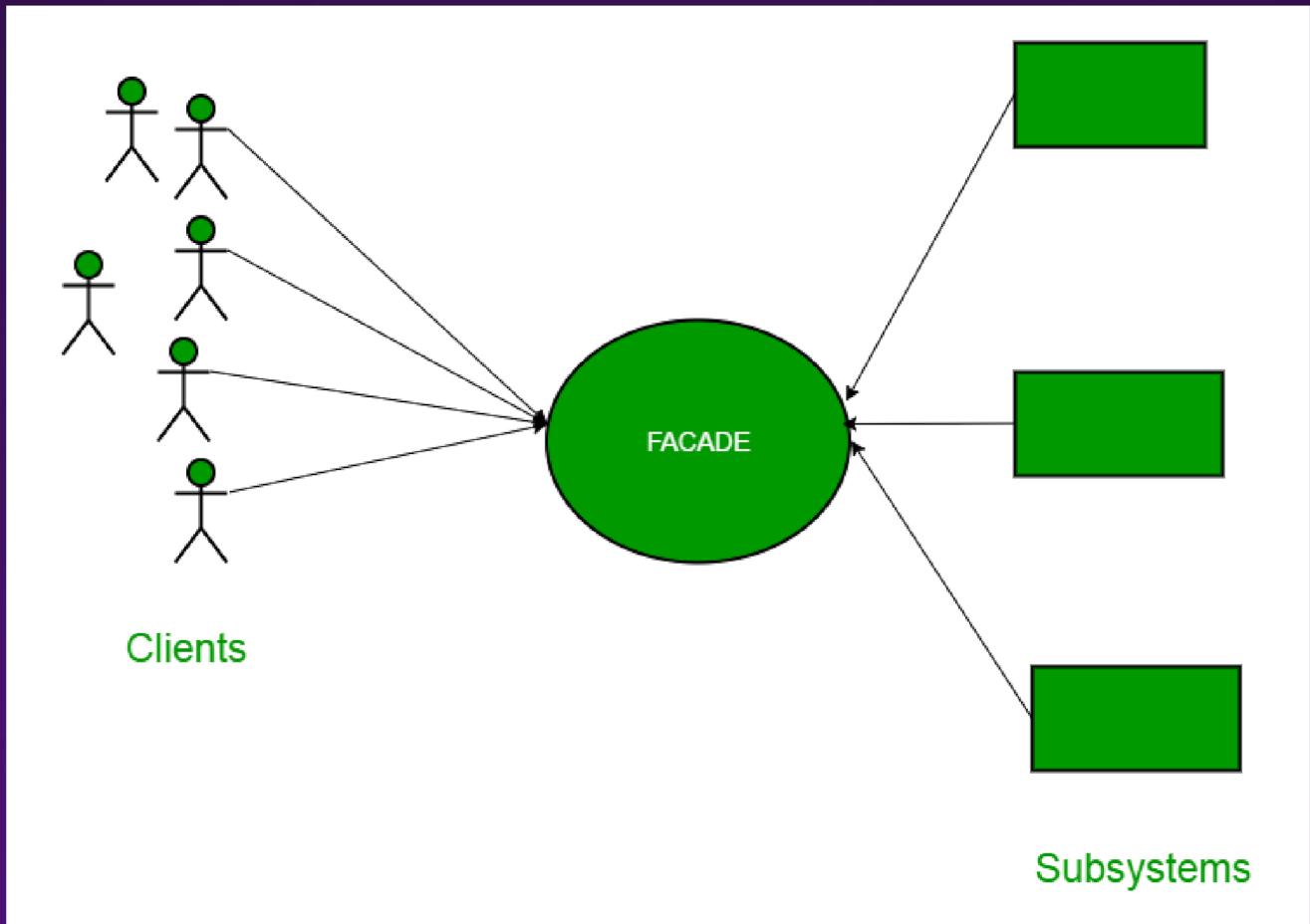
Analogy

**Customer service
department**

=

Facade Pattern

UML Diagram (kind of)



The Facade pattern provides a simplified interface for clients to interact with a complex system (subsystems).

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