UGANDA CHRISTIAN UNIVERSITY

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REGISTRATION NUMBER: S19B23/119

COURSE: BSCS THREE

COURSE UNIT: SOFTWARE CONSTRUCTION

LECTURER: Mr. SIMON LUBAMBO

QUESTION: WRITE SHORT NOTES ABOUT FACADE DESIGN PATTERN

The Facade design pattern is a structural pattern that provides a simplified interface to a complex system of classes, making it easier to use and understand.

The Facade pattern's major goal is to separate the client code from the specifics of how the system is implemented.

The pattern hides the complexities of the system by providing a single entry point or interface that the client can use to access the underlying functionality.

The Facade acts as a wrapper around the system, providing a simple and unified interface that shields the client from the complexities of the underlying code.

The Facade approach essentially gives the client a condensed API that is simpler to use and less error prone.

Due to the ability to isolate system components behind the Facade interface, it also encourages greater code structure and modularity.

The Facade pattern is widely used in many software systems, including operating systems, libraries, and frameworks.

It is particularly useful when dealing with large and complex codebases, where the underlying code can be difficult to understand and maintain without a unified interface.