Lab Session 04
Use Façade Design Pattern to simplify a complex software system

EXERCISES

1. Implement the façade design pattern for the diagram given below:

Shape.java   **Circle.java**

```java
1  package lab4_q1;
2      public interface Shape {
3          void draw();
4          }
5
6
```

```java
1  package lab4_q1;
2
3  public class Circle implements Shape {
4  @Override
5  public void draw() {
6  System.out.println("draw Circle");
7  }
8  }
```

Rectangle.java   **Square.java**

```java
package lab4_q1;

public class Rectangle implements Shape {
    @Override
    public void draw() {
    System.out.println("draw Rectangle");
    }
    }
```

```java
1  package lab4_q1;
2
3  public class Square implements Shape {
4      @Override
5      public void draw() {
6      System.out.println("draw Square");
7      }
8      }
```

ShapeMaker.java   **FacadeDemoPattern.java**

```java
1  package lab4_q1;
2  public class ShapeMaker {
3      public void draw() {
4      Shape circleShape = new Circle();
5      circleShape.draw();
6      Shape rectangleShape = new Rectangle();
7      rectangleShape.draw();
8      Shape squareShape = new Square();
9      squareShape.draw();
10     }
11 }
```

```java
1  package lab4_q1;
2  public class FacadePatternDemo {
3      public static void main(String[] args){
4          ShapeMaker shapeMaker = new ShapeMaker();
5          shapeMaker.draw();
6          System.out.println();
7          }
8      }
9
```

Output:

```
draw Circle
draw Rectangle
draw Square
```