One instance where using a design pattern may not be beneficial, as discussed in our lecture, is when applying it to problems that don’t actually require its structure. For example, during the section on the Facade Pattern, the site “Baeldung” noted that one of the drawbacks to the Façade Design Pattern was “The facade pattern doesn’t force us to unwanted tradeoffs, because it only adds additional layers of abstraction. Sometimes the pattern can be overused in simple scenarios, which will lead to redundant implementations.” This means that although the Facade Pattern doesn’t introduce harmful complexity, using it unnecessarily in already-simple systems creates extra code structure that doesn’t meaningfully simplify anything, just duplicates or wraps logic that was already manageable. However, even if these abstractions aren’t inherently bad, using the Facade Pattern in an already simple system can make the code needlessly indirect, adding layers that don’t offer real simplification.