

Façade Pattern

Software Design

Lets play a videogame

1. Turn on the TV
2. Turn on the game console
3. Set the TV input to HDMI
4. Turn on the console wireless controller
5. Insert the video game into the console
6. Turn on the surround sound system
7. Set the sound system input to the console
8. Turn on wireless router
9. Check internet connection
10. Turn the lights off
11. Select online game mode
12. Play!



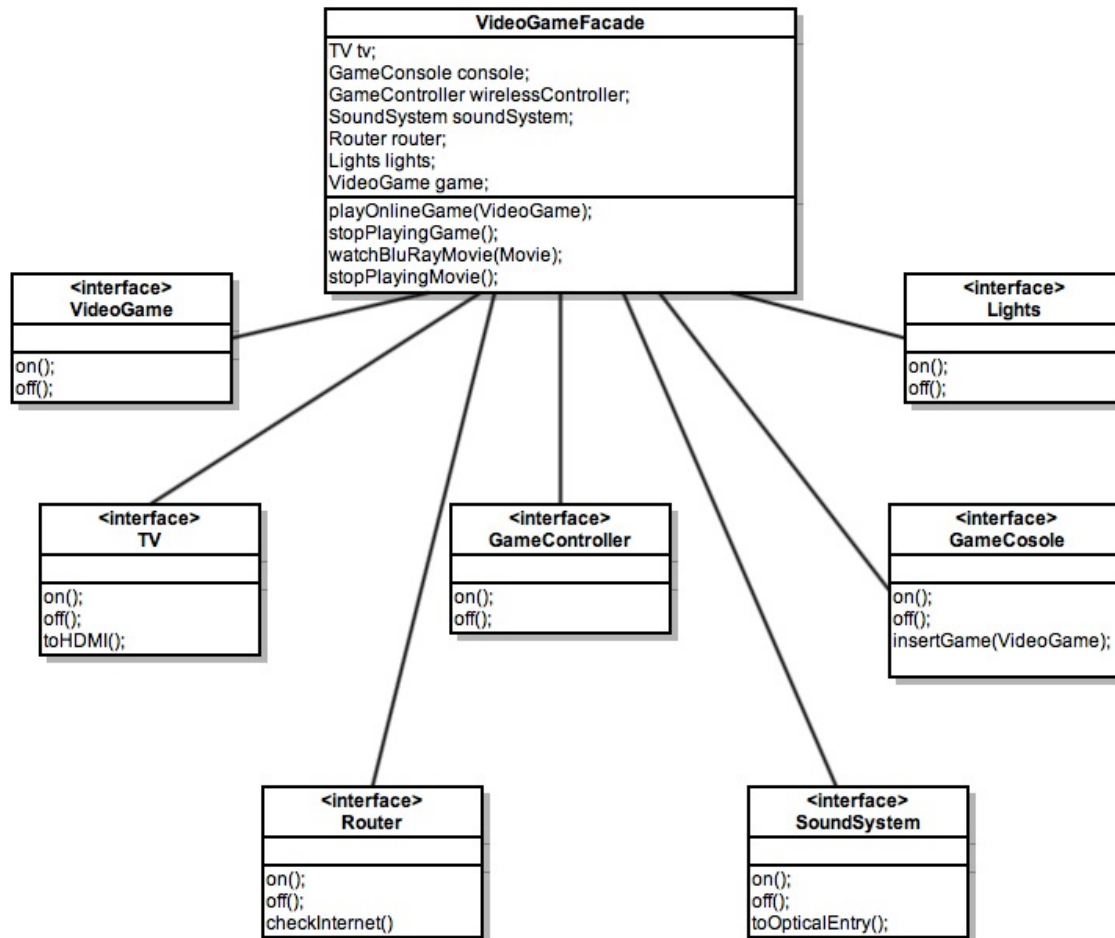
The tasks in classes

```
tv.on();  
tv.toHDMI();  
  
console.on();  
wirelessController.on();  
console.insertGame("Fifa 14");  
  
soundSystem.on();  
soundSystem.toOpticalEntry();  
  
router.on();  
router.checkInternet();  
  
lights.on();  
  
game.setOnlineMode();  
game.play();
```

I use my PS3
to watch
movies



I only it could be simpler



Implementation

The Façade Pattern

- The Façade pattern provides a unified interface to a set of interfaces in a subsystem.
- Façade defines a higher-level interface that makes the subsystem easier to use.