# Experiment – 9

# Aim – Façade design pattern (Structural pattern)

**Concept** -just provide a unified and simplified interface to a set of interfaces in a subsystem, therefore it hides the complexities of the subsystem from the client .Facade Pattern describes a higher-level interface that makes the sub-system easier to use.

### Lighting.java

```
public class Lighting {
    public void romanticLight() {
        System.out.println("Make lights red to set romantic mood");
    }
    public void birthdayLight() {
        System.out.println("On the party lights ");
    }
}
```

## Music.java

```
public class Music {
    public void romanticMusic() {
        System.out.println("Play romantic music to set the mood");
    }
    public void birthdayMusic() {
        System.out.println("Play party music");
    }
}
```

#### Food.java

```
public class Food {
    public void romanticFood() {
        System.out.println("Romantic food combo ordered");
    }
    public void birthdayFood() {
        System.out.println("Birthday party food combo ordered");
    }
}
```

```
public class RestaurantFacade {
   Lighting lighting;
   Music music;
   Food food;

public RestaurantFacade(Lighting lighting , Music music , Food food) {
        this.lighting = lighting;
        this.music = music;
        this.food = food;
   }

public void romanticDinner() {
        lighting.romanticLight();
        music.romanticFood();
   }

public void birthdayDinner() {
        lighting.birthdayLight();
        music.birthdayMusic();
        food.birthdayFood();
   }
}
```

#### Client.java

```
public class Client {
    public static void main(String[] args) {

        Lighting obj1 = new Lighting();
        Music obj2 = new Music();
        Food obj3 = new Food();

        RestaurantFacade facade = new RestaurantFacade(obj1,obj2,obj3);

        facade.birthdayDinner();

System.out.println("==========="");

        facade.romanticDinner();

}
```