**Fluent** **Interface Design Pattern**

**Define Fluent Interface:**

The Fluent Interfaces and Method chaining are related to each other. Or we can say that one is a concept and the other one is its implementation.

The main objective of the Fluent Interface Design Pattern is that we can apply multiple properties (or methods) to an object by connecting them with dots (.) without having to re-specify the object name each time.\

**Define Method Chaining:**

Method chaining is a common technique where each method returns an object and all these methods can be chained together to form a single statement.

**When do we need to use the Fluent Interface:**

* During UNIT testing when the developers are not full-fledged programmers.
* When you want your code to be readable by non-programmers so that they can understand if the code is satisfied with their business logic or not.
* If you are a component seller and you want to stand out in the market as compared to the others by making your interface simpler.

We have seen fluent interfaces are used extensively in LINQ Queries: Searching, Sorting, pagination, grouping with a blend of LINQ are some of the real-world usages of the fluent interface in combination with the builder design pattern.