**Facade Design Pattern**.

It hides the complexities of the system and provides an interface to the client from where the client can access the system.

**Example** : Let’s consider a hotel. This hotel has a hotel keeper. There are a lot of restaurants inside hotel e.g. Veg restaurants, Non-Veg restaurants and Veg/Non Both restaurants.  
You, as client want access to different menus of different restaurants . You do not know what are the different menus they have. You just have access to hotel keeper who knows his hotel well. Whichever menu you want, you tell the hotel keeper and he takes it out of from the respective restaurants and hands it over to you. Here, the hotel keeper acts as the **facade**, as he hides the complexities of the system hotel.

