PYTHON APPLICATION PROGRAMMING

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Introduction

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Facade

- A facade is an object that provides a simplified interface to a larger body of code, such as a class library

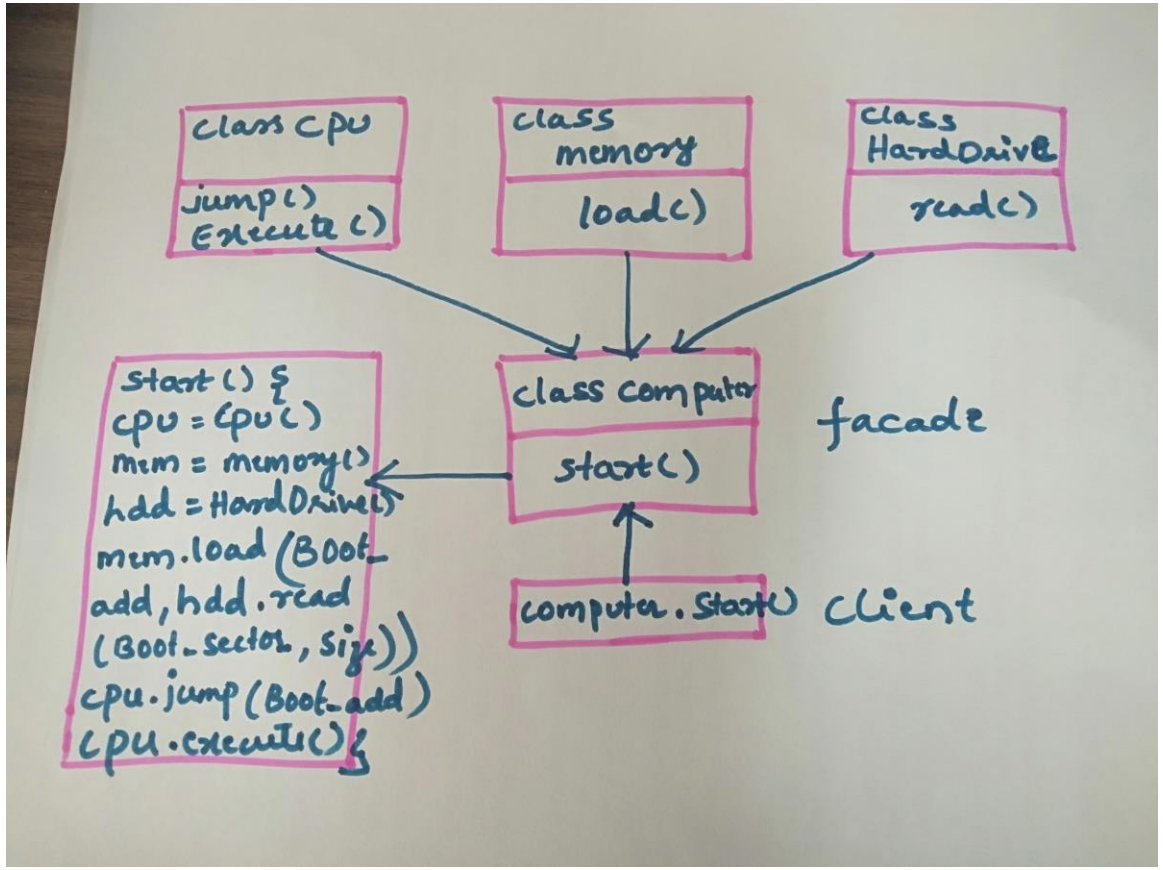
Courtesy :Study.com

Facade

- Façade pattern falls under the hood of Structural Design Patterns.
- Façade is nothing but an interface that hides the inside details and complexities of a system and provides a simplified —front end to the client.
- With façade pattern, client can work with the interface easily and get the job done without being worried of the complex operations being done by the system.

Courtesy :Study.com

Façade Example



Program

```
class ProcessingUnit:
      '''Subsystem #1'''
      def process(self):
            print("Processing...")

 class DisplayUnit:
       '''Subsystem #2''’
       def display(self):
             print("Displaying...")

   class Memory:
         '''Subsystem #3''’
          def ioOperation(self):
                print("Reading and writing to memory...")
```

Program

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class ProcessingUnit:
      '''Subsystem #1'''
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       '''Subsystem #2''’
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   class Memory:
         '''Subsystem #3''’
          def ioOperation(self):
                print("Reading and writing to memory...")
```

```
class Computer:
	'''Facade'''
	def __init__(self):
		self.processingUnit = ProcessingUnit()
		self.displayUnit = DisplayUnit()
		self.memory = Memory()

	def bootUp(self):
			self.processingUnit.process()

			self.memory.ioOperation()
			 self.displayUnit.display()
computer = Computer()
computer.bootUp()
```

THANK YOU

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