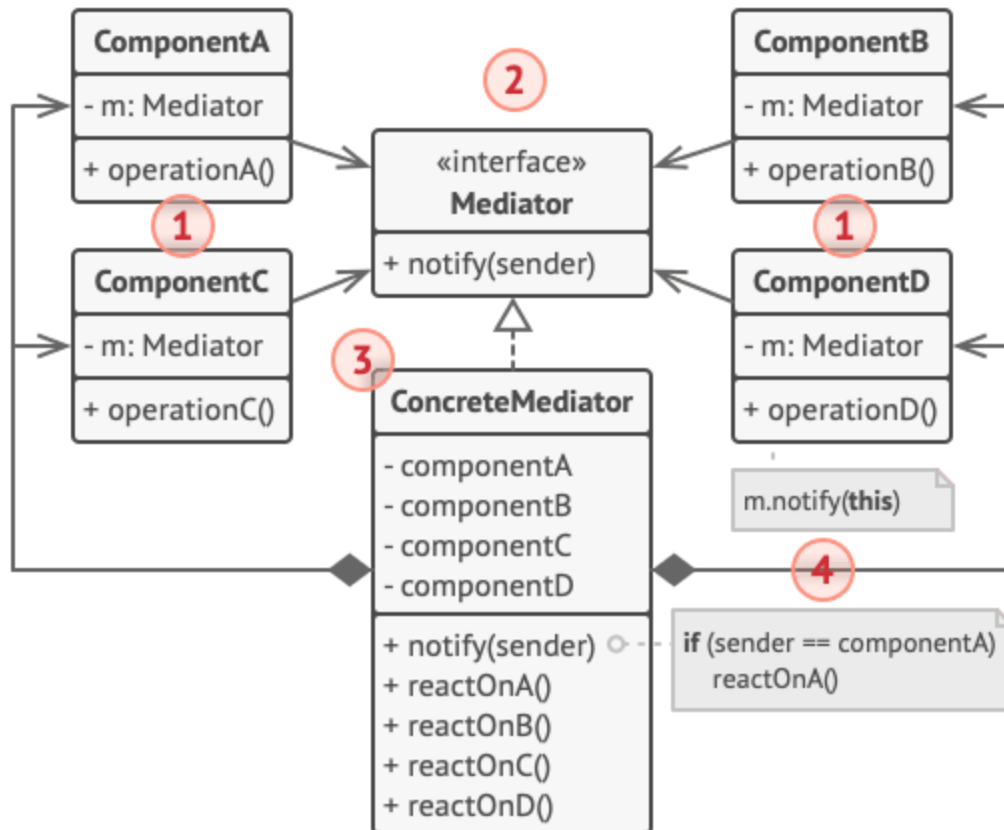# Mediator

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☰ Tags	

- is a behavioral design pattern that reduce chaotic dependencies between objects.

- The Pattern restricts direct communications between objects and forces them to collaborate only via a mediator object.

[https://refactoring.guru/design-patterns/mediator]

Analogy

- Pilots of aircraft that approach or depart the airport control area don't communicate directly with each other.

- The communication are done with air traffic control tower (Mediator).

- Without mediator, the pilots would need to be aware of every plane in the vicinity.

  - Hence this will increase complexity.

- The mediator exists as to enforce constraint in the terminal area.

Pros:

- Single Responsibility Principle

    - Communication between objects can be extracted into a single place

    - reduce complexity

- Open / Closed Principle

    - New Mediators can be introduced without having to change actual components

- Loose Coupling between Components

Cons

- Over Time mediator can evolve into God Object (anti pattern)