Use the ***Mediator Pattern*** to centralize complex communications and control between related objects.

***Scenario – Auto house, House of the Future,***

Mediator

With a Mediator added to the system, all of the appliance objects can be greatly simplified:

* They tell the Mediator when their state changes.
* They respond to requests from the Mediator.

***Benefits:***

* Increases the reusability of the objects supported by the Mediator by decoupling them from the system.
* Simplifies maintenance of the system by centralizing control logic.
* Simplifies and reduces the variety of messages sent between objects in the system.

***Uses and Drawbacks:***

* The Mediator is commonly used to coordinate related GUI components.
* A drawback of the Mediator Pattern is that without proper design, the Mediator object itself can become overly complex.