

Design Pattern

Facade

```
public class HardDrive {
    public String read(String location) {
        System.out.println("HardDrive\t: Reading data from disk, " +
            location + " Address is OXFFFFFFF");
        return "OXFFFFFFF";
    }
}

public class CPU {
    public void freeze() {
        System.out.println("CPU\t\t: freeze state");
    }

    public void jump(String location) {
        System.out.println("CPU\t\t: control shifted to address : " +
            location);
    }

    public void execute() {
        System.out.println("CPU\t\t: executing instruction at current
            location");
    }
}

public class Memory {
    public void load(String location) {
        System.out.println("Memory\t\t: loading instruction at address " +
            location + " in memory");
    }
}

public class Computer {
    private CPU processor;
    private HardDrive hardDrive;
    private Memory memory;

    public Computer() {
        this.processor = new CPU();
        this.hardDrive = new HardDrive();
        this.memory = new Memory();
    }

    public void start() {
        processor.freeze();
        String bootLocation = hardDrive.read("BIOS");
        memory.load(bootLocation);
        processor.jump(bootLocation);
        processor.execute();
    }
}

public class Application {
    public static void main(String... args) {
        Computer computer = new Computer();
        computer.start();
    }
}
```