Façade is a class the provides a simple interface to complex subsystem that contains love of moving parts .

* Façade class is working as a structure and chain of the necessary methods into one caller method to decouple the client implementation from subsystem.
* It manages the full life cycle of object they use.
* Intension is to hide much of complexity and make the subsystem easy to use and decouple the client implementation from the complex subsystem

When to Use façade ?

* When you need to have straight forward interface to complex subsystem.

Problem : The amount of configuration and boiler plate code it demands from client grows ever larger.

Fix : Provide a shortcut to most -used features of subsystem to fit most of the client requirements.

Use façade when you want to structure a subsystem into layers.

Diagram

Description automatically generated

Real time analogy

Lets say that we want to switch car driving mode manually. Then you have to perform the following operations in order to achive the goal. The following diagram represents the process.

Graphical user interface, application

Description automatically generated

The façade pattern doesn’t force us to unwanted tradeoffs , because it only adds additional layer of abstraction.