The facade design pattern is a “structural” design pattern that helps provide one interface (class) for access to a large body of code / various objects. A facade hides complexities of various sub-systems (often organized into a class) with a simple interface. For example, an eCommerce customer only wants one point of interacting with a brand, rather than individually communicating (interfacing) with each system to support the sale such as product inventory, authentication, security, payment processing, order fulfillment, etc. In this case, the Facade has encapsulated all the “order” activities and systems to provide a single interface – the customer remains completely unaware of what’s going on behind the scenes. Facade is an important concept to support the loosely coupled [microservices architecture](https://www.netsolutions.com/insights/monolithic-vs-microservices/).











