# Multi-Tier Application Architecture Badge Three

Design patterns are proven patterns that have been used in the industry that will make working with classes a little bit easier, because you don’t have to think about how to wire them together the pattern has already decided how to do that for you. Because you don’t have to think about how to put the classes together it will make it faster for you to build projects.

Design patterns will help take care of the separation of concerns. It is used to make it so that if a change is required it will only typically only be required in one place. I’ve used a façade pattern with my project. It takes 2 or more classes and puts its methods into one easy to manage class. Making it easier to combine multiple methods into one method to be used in the presentation layer.

When I started using the façade I built the business class layer first. That way I had something to build my repositories off from. Then I built the façade layer putting all of the methods I wanted from the classes into one easy to manage class. I hooked the façade layer into the presentation layer. This made things easier because I didn’t have to remember all of the repository names after the façade layer and made it easier to do the coding for the presentation layer. I really liked the way the pattern flowed making each step easier and easier.

As talked about earlier, design patterns are a proven template that can take the guess work out of how to set-up your classes. Now you can just plug your classes into the appropriate spot of the template and wire them up as required/needed and there you go; you have the beginning of a piece of software. It does make things easier and faster, because the guide is already there, you don’t have to try to come up with some idea to make it all work.