**CST-361 Design Patterns in Java**

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**Project Title:** Business Layer Patterns

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**Write-Up** (this section may be omitted for activities that do not specify a writing component)

For this project, the façade pattern was used to cover the user from the business process. By doing this, it hides the complicated parts of the system and provides an interface to the user. The facade pattern is a structural pattern since it merely adds an interface to an application while hiding the complicated parts of the application. This type of pattern is often used when a system if overly complex and a simpler user interface is required for the user to understand it. If a system/application has many interdependent classes or even if the source code is unavailable it is often better to use the façade pattern. The façade pattern hides the complexity of a system by using a wrapper class which contains many interdependent classes. This project could have utilized the Model View Controller design pattern. The Model View Controller design patter specifies that that an application consists of a data model, presentation information and control information. One of the requirements of this pattern is for each of these to be separated into different objects.

**Deliverables** (insert all applicable tables, images, and screenshots below)

Diagram

Description automatically generated

Graphical user interface, application

Description automatically generated

**Add Music Album Form**

Graphical user interface, application

Description automatically generated

**Add Music Form Response**

Graphical user interface, text, application

Description automatically generated

**Add Music Error Checking**

Graphical user interface, text, application

Description automatically generated