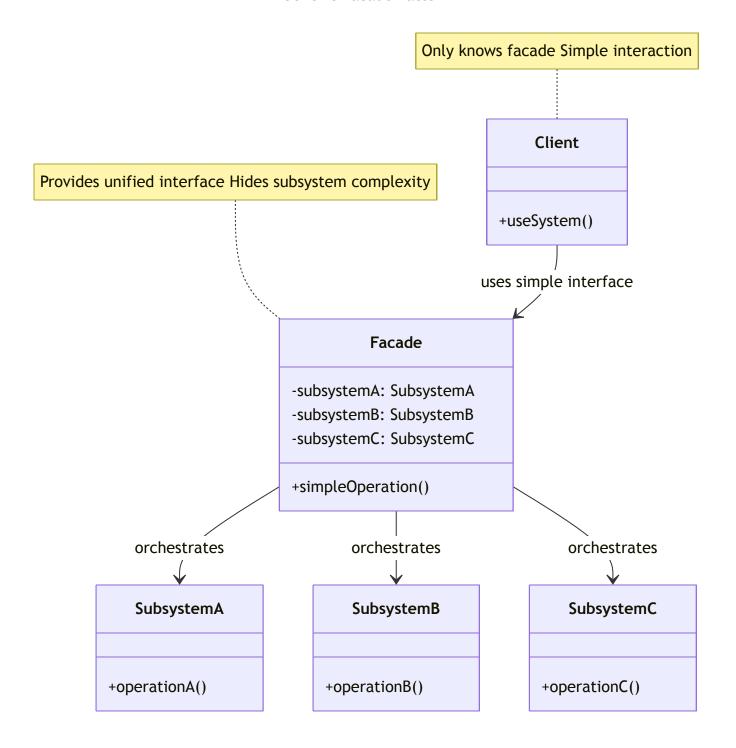
Generic Diagram

Generic Facade Pattern



Facade Pattern for Image Editing Application

Without Facade Pattern

Without Facade Pattern (BAD DESIGN) COMPLEX SETUP - Client must know all 5 services - Tight coupling to all dependencies - Complex service orchestration ImageEditingManager -imageLoader: ImageLoader -filterService: FilterService -imageModifier: ImageModifier -imageWriter: ImageWriter -analyticsService: AnalyticsService +ImageEditingManager(5 services) +editImage(String, String, int) directly depends directly depends directly depends directly depends directly depends FilterService **ImageModifier** ImageWriter AnalyticsService ImageLoader +loadImage(String): Image +applyFilter(Image, String) +adjustBrightness(Image, int) +savelmage(Image) +store(Image)

SOLID Principles Violated Without Facade Pattern

Dependency Inversion Principle (DIP)

- Client directly depends on all concrete service implementations
- High coupling between client and low-level modules

Single Responsibility Principle (SRP)

- Client responsible for creating and managing all services
- Mixed concerns: business logic + dependency management

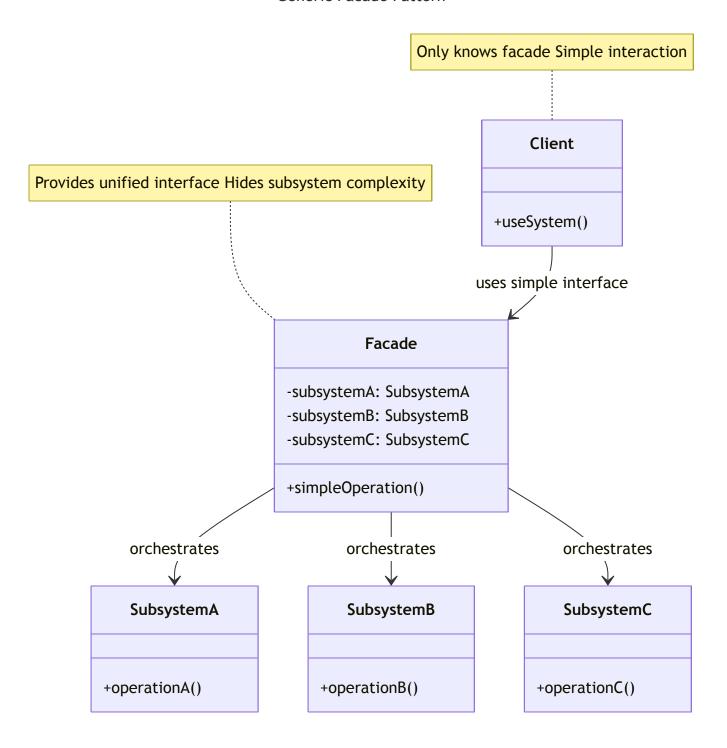
Open/Closed Principle (OCP)

- Adding new services requires modifying client code
- Client must know about internal service structure

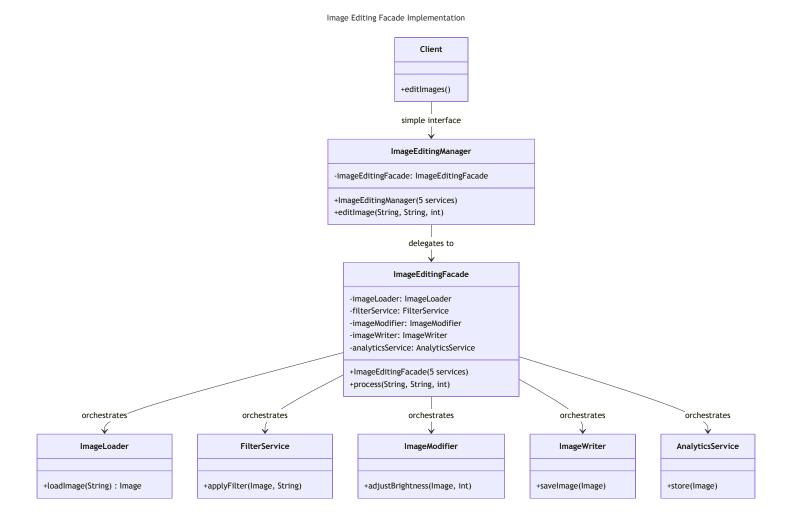
With Facade Pattern

Generic Diagram

Generic Facade Pattern



Specific Diagram



How Facade Pattern Helps Here

Key Benefits:

- · Simplified Interface: Single point of contact for complex image editing operations
- Hidden Complexity: Client doesn't need to know about internal service orchestration
- Reduced Dependencies: Client only depends on facade, not individual services
- Service Coordination: Facade handles proper sequence of operations (load → filter → modify

 → save → analytics)
- Easy Testing: Can mock facade instead of individual services
- Maintenance: Changes to internal services don't affect client code

SOLID Principles Now Followed

• SRP: Facade handles service coordination, client handles business logic

- **DIP**: Client depends on facade abstraction, not concrete services
- OCP: Can add new services without changing client code

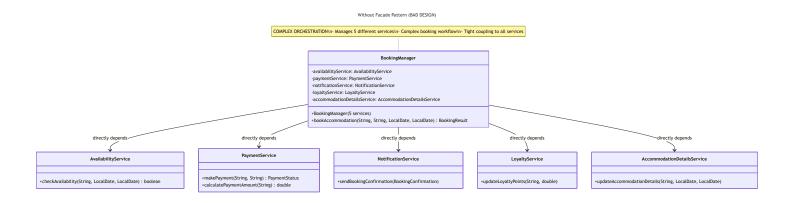
Facade Pattern Flow

- 1. Client calls manager.editImage()
- 2. Manager delegates to facade.process()
- 3. Facade orchestrates all services in correct sequence:
 - Load → Filter → Modify → Save → Analytics
- 4. Complex workflow hidden from client

The refactored design provides a **clean, simplified interface** while maintaining full functionality and test compatibility!

Facade Pattern for Travel Booking Platform

Without Facade Pattern



```
// BAD - Complex service orchestration exposed
public class BookingManager {
    // 5 service dependencies X
    private AvailabilityService availabilityService;
    private PaymentService paymentService;
    private NotificationService notificationService;
    private LoyaltyService loyaltyService;
    private AccommodationDetailsService accommodationDetailsService;
    public BookingResult bookAccommodation(String userId, String accommodationId,
                                         LocalDate checkInDate, LocalDate checkOutDate)
        // Complex workflow with multiple service calls 🗙
        boolean isAvailable = availabilityService.checkAvailability(accommodationId, ch
        if (!isAvailable) {
            return BookingResult.notAvailable("Accommodation not available for the give
        }
        PaymentStatus paymentStatus = paymentService.makePayment(userId, accommodationI
        if (paymentStatus != PaymentStatus.SUCCESS) {
            return BookingResult.paymentFailed("Payment failed with status: " + payment
        }
        BookingConfirmation confirmation = new BookingConfirmation(userId, accommodatio
        notificationService.sendBookingConfirmation(confirmation);
        loyaltyService.updateLoyaltyPoints(userId, paymentService.calculatePaymentAmoun
        accommodationDetailsService.updateAccommodationDetails(accommodationId, checkIn
        return BookingResult.success(confirmation);
        // All service coordination logic mixed in one method 🗙
    }
```

SOLID Principles Violated Without Facade Pattern

Single Responsibility Principle (SRP)

}

- BookingManager handles service coordination + business logic + error handling
- One class responsible for multiple service orchestration concerns

Open/Closed Principle (OCP)

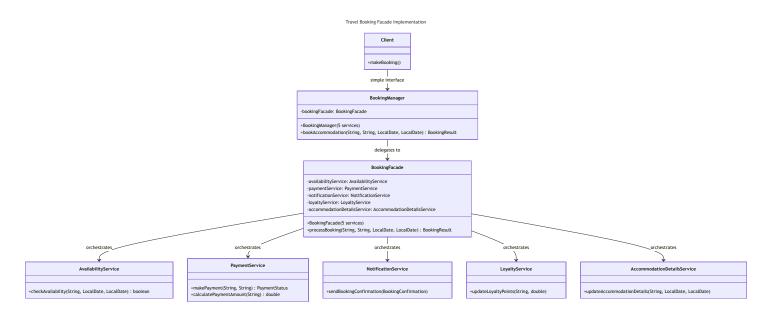
- Adding new services requires modifying BookingManager
- Workflow changes require touching core booking logic

Dependency Inversion Principle (DIP)

- BookingManager directly depends on all concrete service implementations
- High coupling to low-level service modules

With Facade Pattern

Specific Diagram



How Facade Pattern Helps Here

Key Benefits:

- Complex Workflow Encapsulation: Multi-step booking process hidden behind simple interface
- Service Coordination: Facade manages the sequence (availability → payment → notification → loyalty → accommodation)
- Simplified BookingManager: No longer manages 5 services directly
- Error Handling Centralization: All booking-related errors handled in one place
- Easy Testing: Mock facade instead of 5 individual services
- Future Extensibility: Add booking features without changing BookingManager