



FACADE

Design Pattern





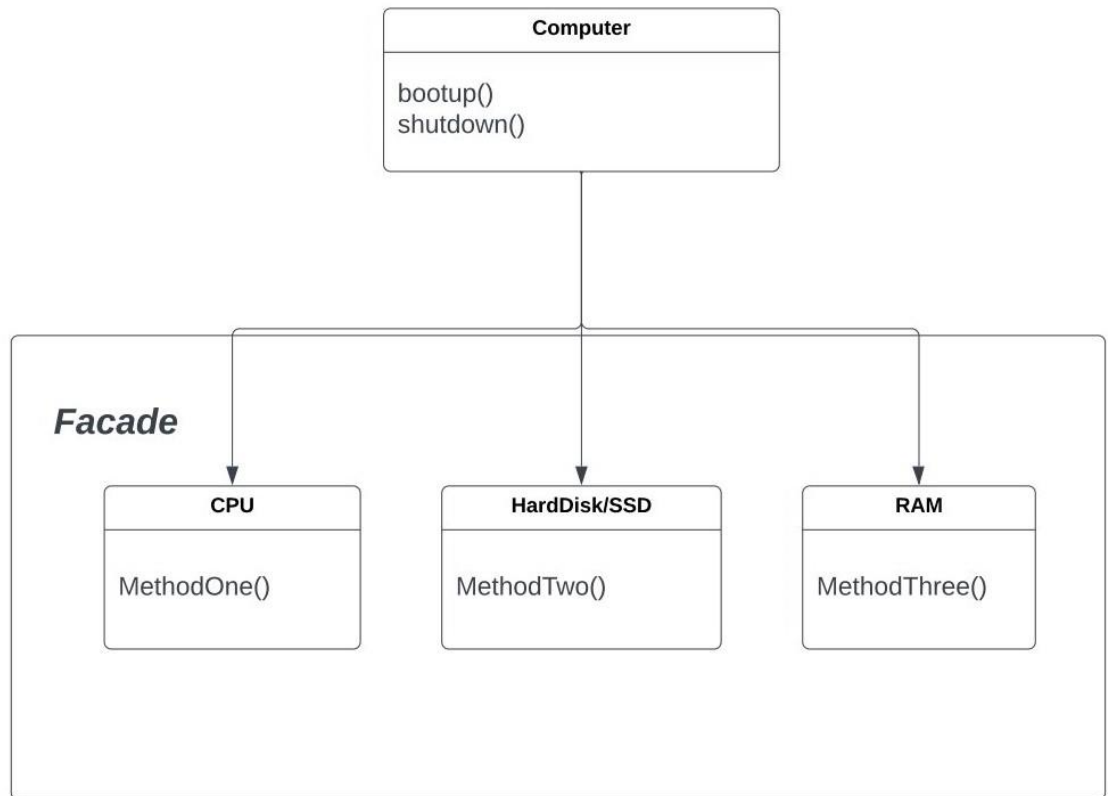
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Report

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Course Code: SE322
Course Title: Software Design and Architecture

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Class Diagram:



Consider the example of a computer system that has many subsystems working inside it, i.e., CPU, Hard Disk/SSD, RAM. Design a class **Computer** that works as **Facade** and interacts with subsystems. Demonstrate the system **Bootup** and **Shutdown**.

Source Code:

```
using System;

namespace Facade_2
{
    class Program
    {
        static void Main(string[] args)
```

```

    {
        Computer computer = new Computer();

        computer.Start();
        computer.Shut_Down();
        Console.ReadKey();
    }
}

public class CPU
{
    public void method_cpu()
    {
        Console.WriteLine("CPU is working");
    }
}

public class RAM
{
    public void method_ram()
    {
        Console.WriteLine("RAM is working");
    }
}

public class Disk
{
    public void method_Disk()
    {
        Console.WriteLine("Disk is working");
    }
}

public class Computer
{
    CPU cpu;
    RAM ram;
    Disk disk;
    public Computer()
    {
        cpu = new CPU();
        ram = new RAM();
        disk = new Disk();
    }
    public void Start()
    {
        Console.WriteLine("Computer is Starting-----\n");
        cpu.method_cpu();
        ram.method_ram();
        disk.method_Disk();
    }
    public void Shut_Down()
    {
        Console.WriteLine("\nComputer is Shutting Down-----\n");
        cpu.method_cpu();
        ram.method_ram();
        disk.method_Disk();
    }
}
}

```

Output:

Select C:\Users\ITS\source\repos\Facade\Facade\bin\Debug\Facade.exe

Computer is Starting-----

CPU is working
RAM is working
Disk is working

Computer is Shutting Down-----

CPU is working
RAM is working
Disk is working

Windows logo icon Type here to search

