# Module 11: "Façade"





# Agenda

- Introductory Example: Long Walks
- Challenges
- Implementing the Façade Pattern
- Pattern: Façade
- Overview of Façade Pattern
- A Slight Word of Warning



# Introductory Example: Long Walks

```
IBluetoothSettings bluetooth = settingsManager.Bluetooth;
bluetooth.IsEnabled = false;
string trackerAppName = "Exomondo";
applicationController.Start(trackerAppName);
...
applicationController.Stop(trackerAppName);
bluetooth.IsEnabled = true;
```

```
interface ISettingsManager
{
    IBluetoothSettings Bluetooth { get; }
}

interface IApplicationController
{
    bool Start( string name );
    void Stop( string name );
}
```



# Challenges

- ▶ Do we <u>really</u> have to go through that every time?
- Does every client need to figure out the logic of all the subsystems?



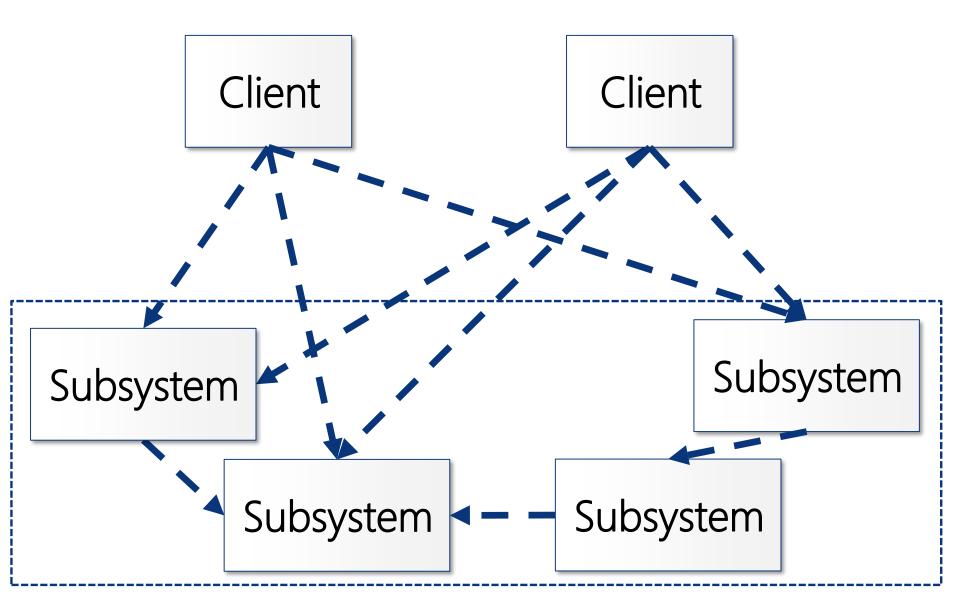
#### Pattern: Façade

Provide a unified interface to a set of interfaces in a subsystem. Façade defines a higher-level interface that makes the subsystem easier to use.

- Outline
  - Isolate subsystems' intricacies from client
  - Make subsystem functionality reusable by clients
  - Loosely couple clients and subsystems
- Origin: Gang of Four

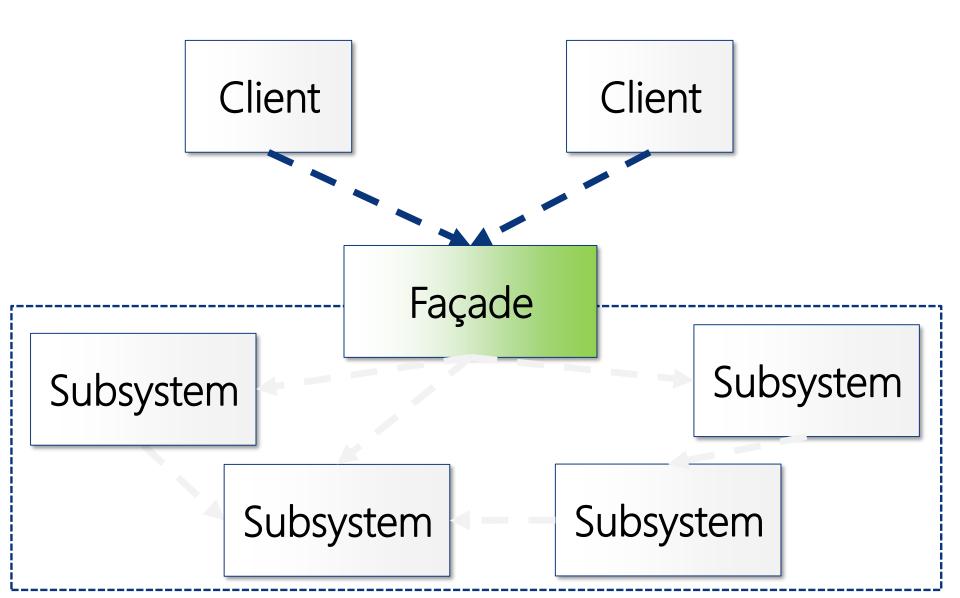


## Overview of Façade Pattern





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## Overview of Façade Pattern

- Client
  - Accesses Subsystems only through Façade
- Façade
  - Provides an entry point for Clients
  - Shields client from subsystem intricacies and complexities
  - Loosely couples Client from Subsystems
  - Makes Subsystems replaceable by other Subsystems without affecting the Clients
- Subsystems
  - Are left unchanged



# A Slight Word of Warning

- Do take a little of care in not "overfacading" everything
  - Overlayering
- Carefully consider situations where same subsystems appears in multiple façades
  - Versioning
  - Shared data contexts
  - •
- Remember to implement the Disposable Pattern on your Façade if necessary!



