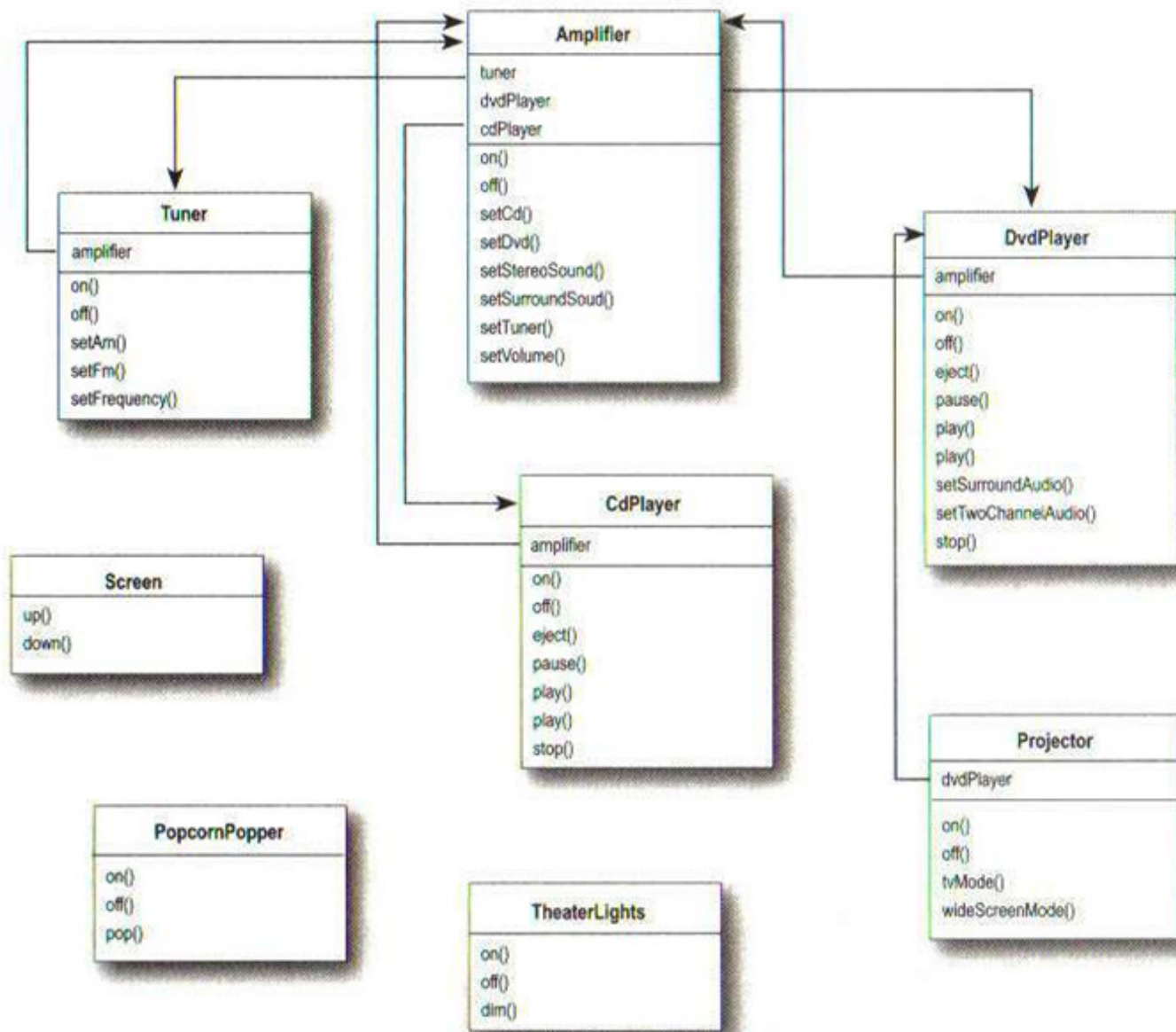


Tecniche di Progettazione: Design Patterns

GoF: Façade



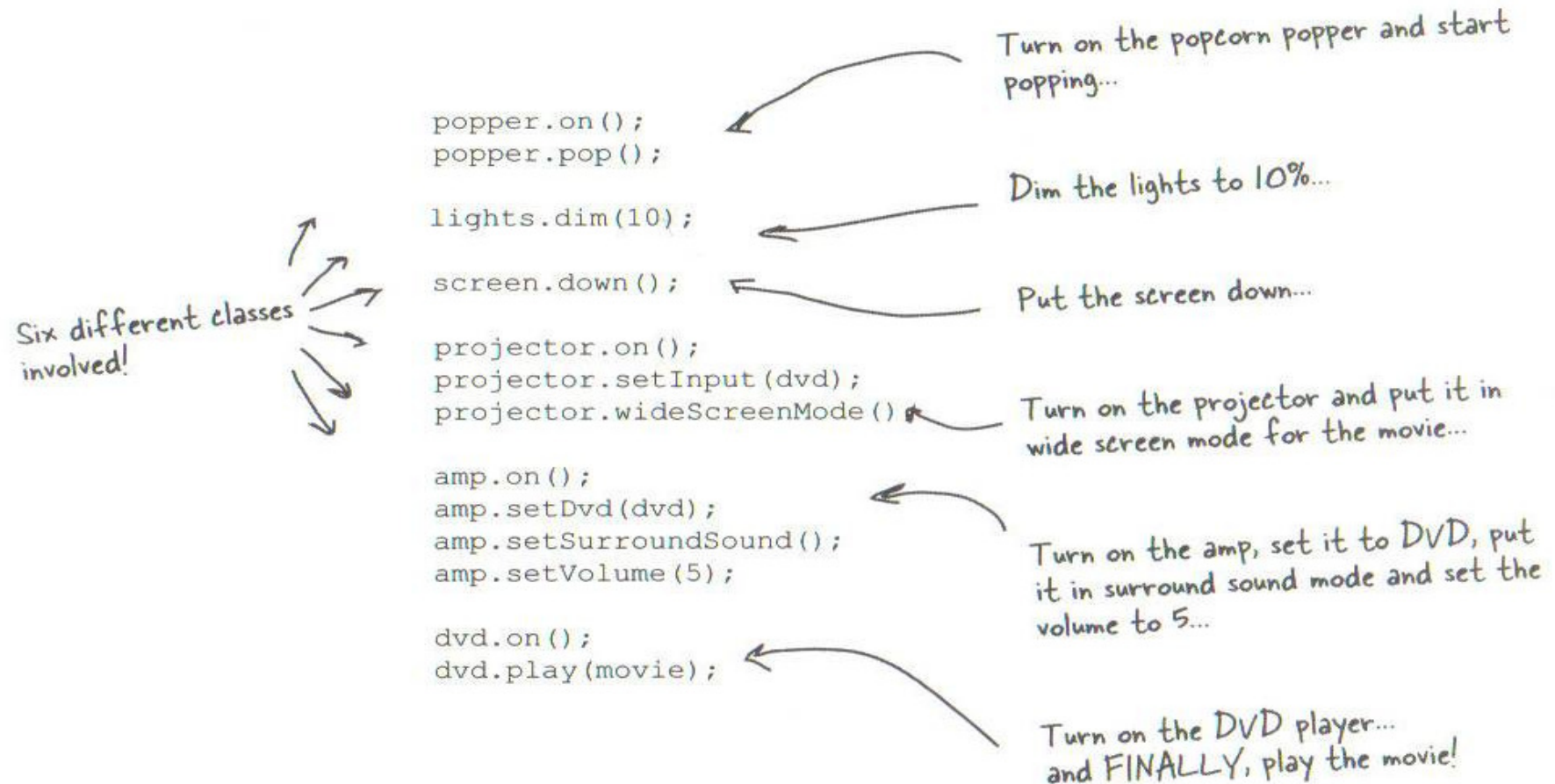
That's a lot of classes, a lot of interactions, and a big set of interfaces to learn and use



Watching the movie the hard way....

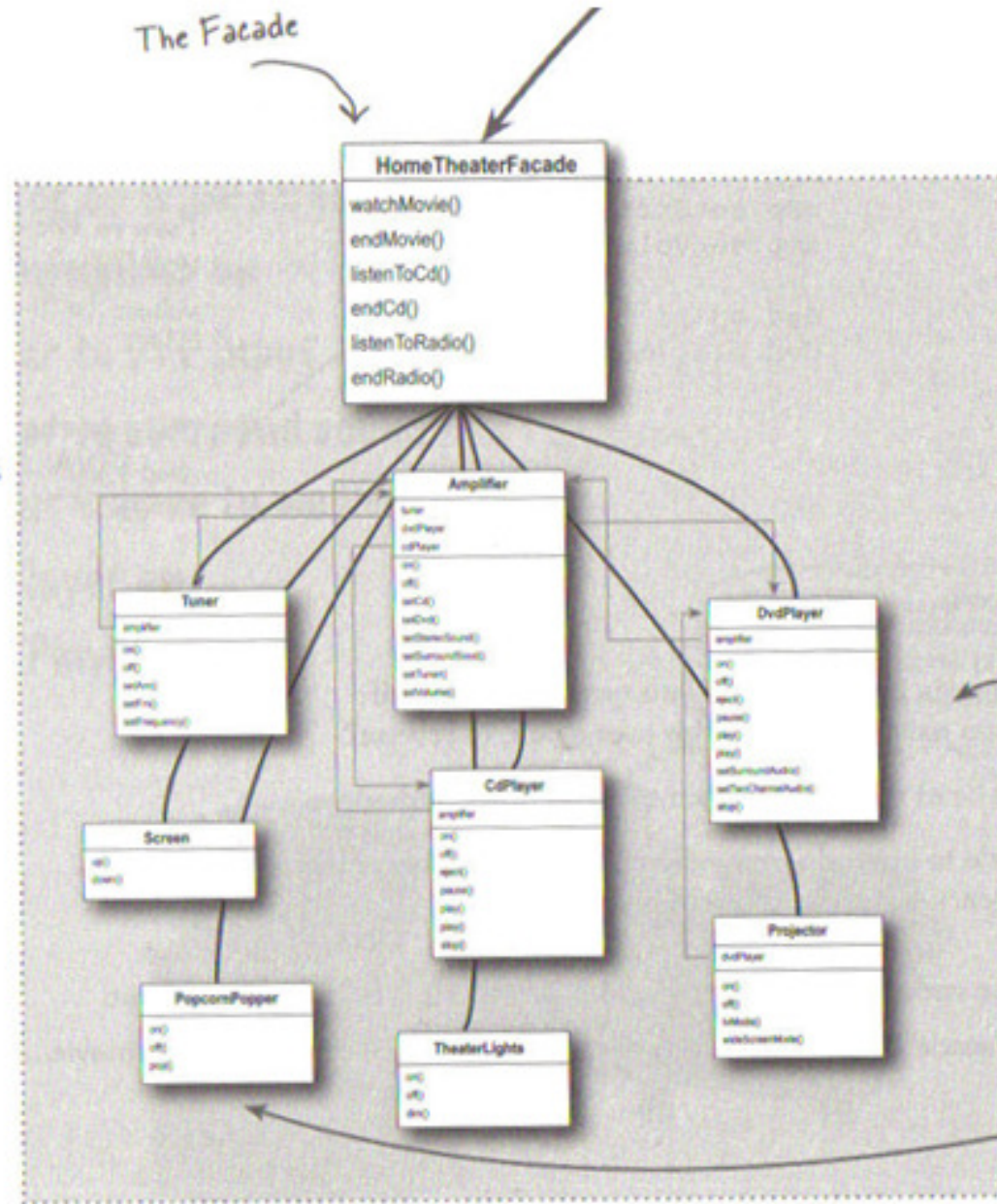
- 1 Turn on the popcorn popper
- 2 Start the popper popping
- 3 Dim the lights
- 4 Put the screen down
- 5 Turn the projector on
- 6 Set the projector input to DVD
- 7 Put the projector on wide-screen mode
- 8 Turn the sound amplifier on
- 9 Set the amplifier to DVD input
- 10 Set the amplifier to surround sound
- 11 Set the amplifier volume to medium (5)
- 12 Turn the DVD Player on
- 13 Start the DVD Player playing

What needs to be done to watch a movie....



1 Okay, time to create a Facade for the home theater system. To do this we create a new class HomeTheaterFacade, which exposes a few simple methods such as watchMovie().

The subsystem the Facade is simplifying.



2 The Facade class treats the home theater components as a subsystem, and calls on the subsystem to implement its watchMovie() method.

play()

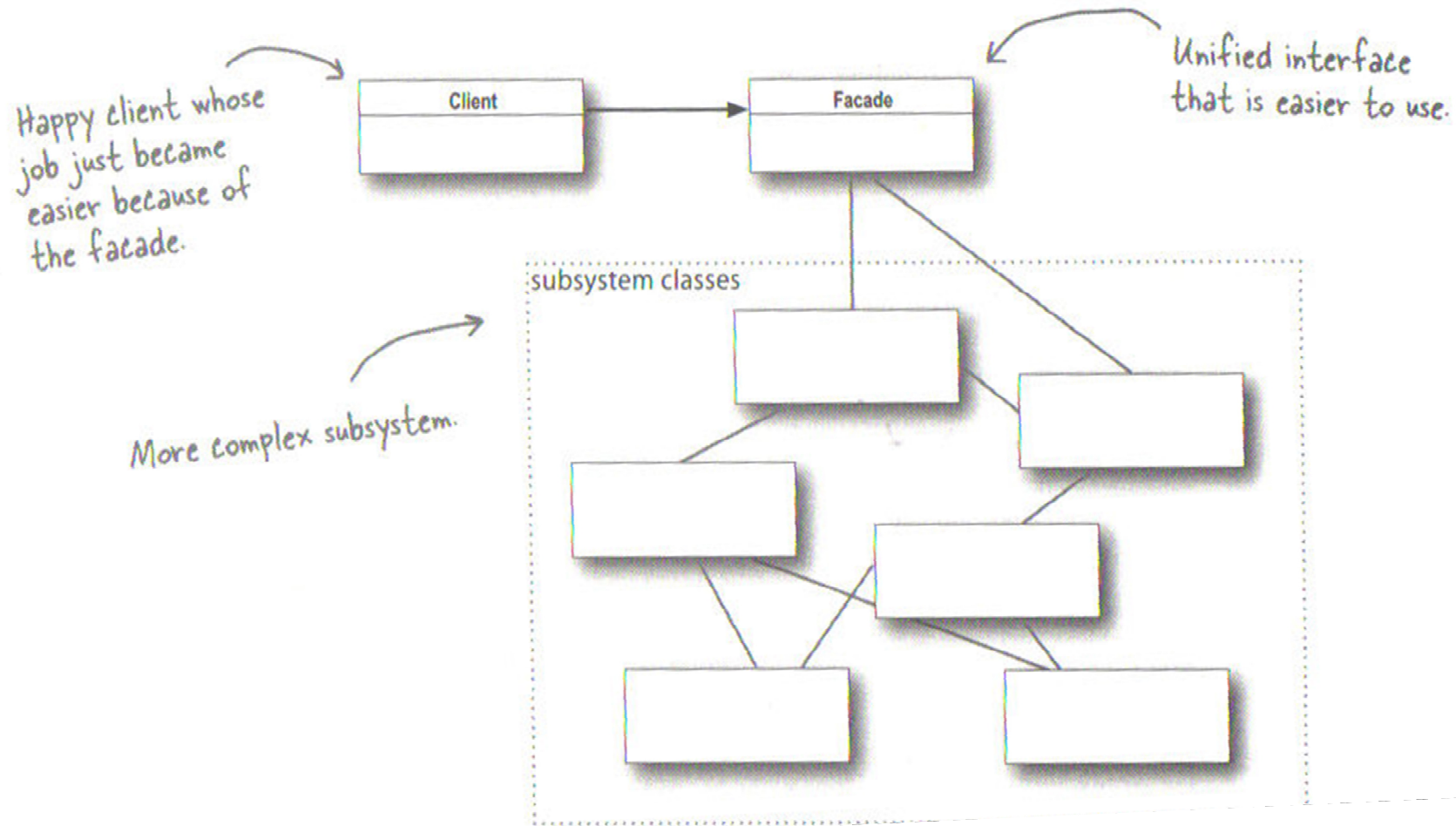
on()

Façade Pattern defined

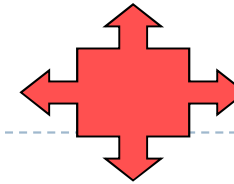
The Façade Pattern provides a unified interface to a set of interfaces in a subsystem. Façade defines a higher level interface that makes the subsystem easier to use.



Façade pattern – Class Diagram



Design Principle



Principle of Least Knowledge

talk only to your immediate friends

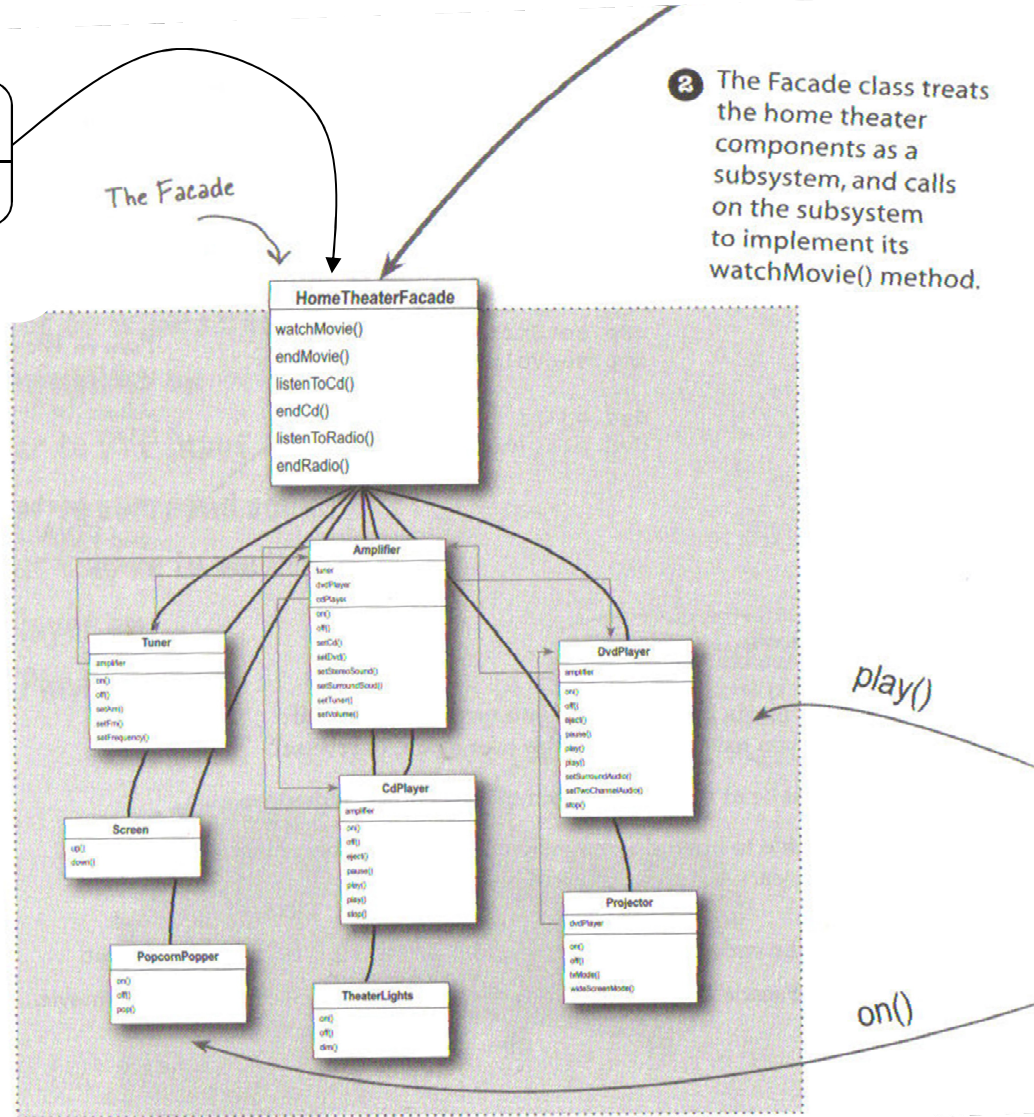
Basically this says minimize your dependencies



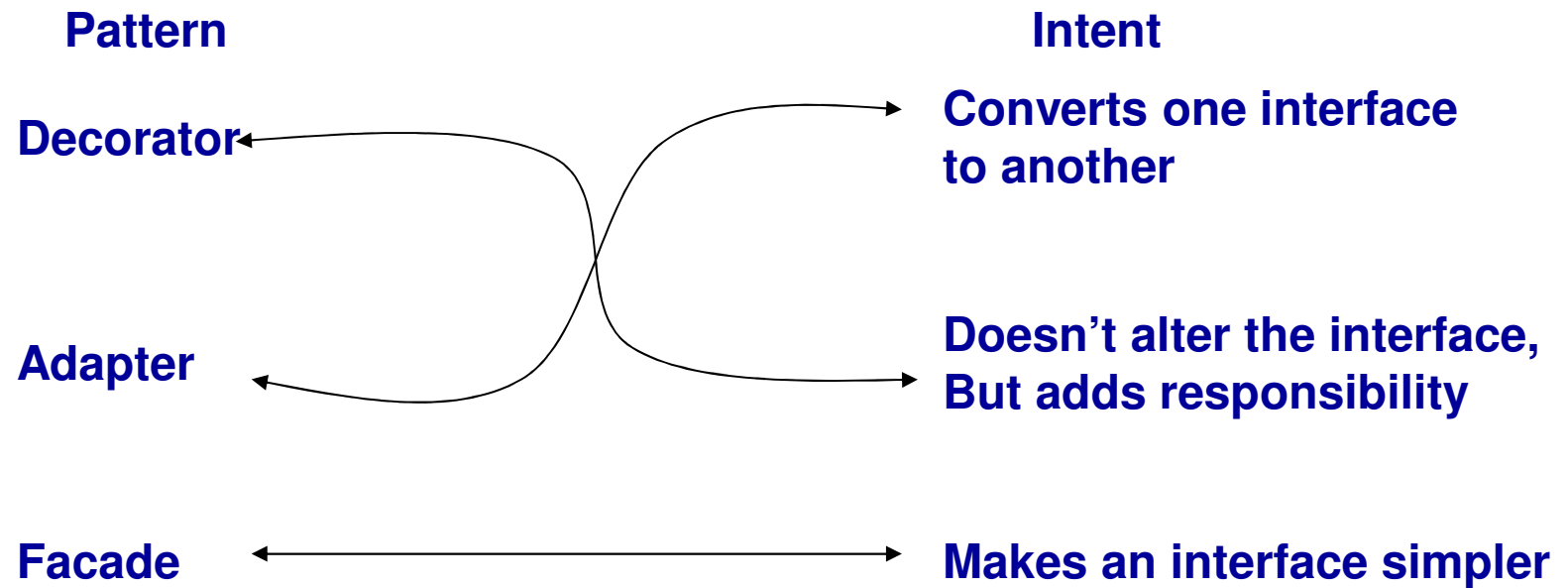
Client

The client only has one friend - and that is a good thing

If the subsystem gets too complicated one can recursively apply the same principle.



A little comparison



Discussion

- ▶ One common problem experienced by software development teams who use the Façade Pattern occurs when the Façade class is used to represent the entire system on which the team is working.
- ▶ A team of 20-30 people sends every method call to the system through the Façade, with each team member making several changes to the system per day.
- ▶ Because of the heavy dependency on the Façade class, however, the team's schedule is frequently delayed because the Façade class is often locked by a particular developer for quite some time.
- ▶ Discuss how this problem might be overcome without sacrificing the use of the Façade Pattern