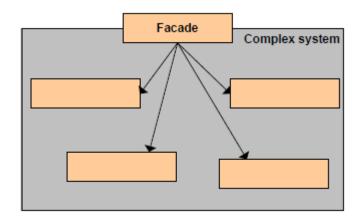
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Facade

Structural Pattern

가 가



facade.cpp

/*Facade is one of the easiest patterns I think... And this is very simple example.

Imagine you set up a smart house where everything is on remote. So to turn the lights on you push lights on button - And same for TV, AC, Alarm, Music, etc...

When you leave a house you would need to push a 100 buttons to make sure everything is off and are good to go which could be little annoying if you are lazy like me

```
so I defined a Facade for leaving and coming back. (Facade functions
represent buttons...) So when I come and leave I just make one
call and it takes care of everything...
*/
#include <string>
#include <iostream>
using namespace std;
class Alarm
public:
    void alarmOn()
        cout<<"Alarm is on and house is secured"<<endl;</pre>
    void alarmOff()
        cout<<"Alarm is off and you can go into the house"<<endl;</pre>
};
class Ac
public:
    void acOn()
        cout<<"Ac is on"<<endl;</pre>
    void acOff()
        cout<<"AC is off"<<endl;</pre>
};
class Tv
public:
    void tv0n()
        cout<<"Tv is on"<<endl;</pre>
    void tv0ff()
        cout<<"TV is off"<<endl;</pre>
    }
```

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```
};
class HouseFacade
    Alarm alarm;
    Ac ac;
    Tv tv;
public:
    HouseFacade(){}
    void goToWork()
        ac.acOff();
        tv.tv0ff();
        alarm.alarmOn();
    void comeHome()
        alarm.alarmOff();
        ac.acOn();
        tv.tv0n();
};
int main()
   HouseFacade hf;
   //Rather than calling 100 different on and off functions thanks to
facade I only have 2 functions...
   hf.goToWork();
   hf.comeHome();
```

http://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Facade

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