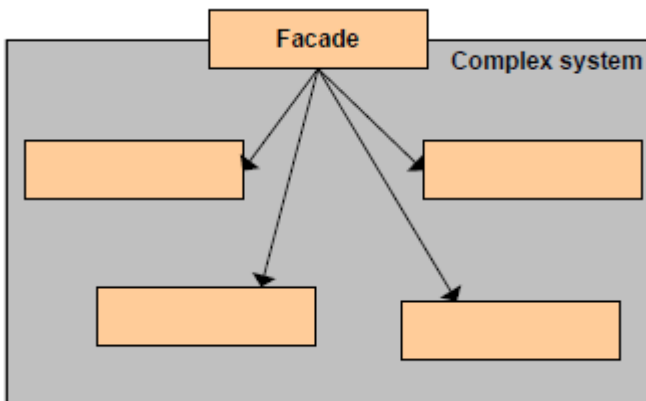


Facade

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;  
    }  
  
    void alarmOff()  
    {  
        cout<<"Alarm is off and you can go into the house"<<endl;  
    }  
};  
  
class Ac  
{  
public:  
    void acOn()  
    {  
        cout<<"Ac is on"<<endl;  
    }  
  
    void acOff()  
    {  
        cout<<"AC is off"<<endl;  
    }  
};  
  
class Tv  
{  
public:  
    void tvOn()  
    {  
        cout<<"Tv is on"<<endl;  
    }  
  
    void tvOff()  
    {  
        cout<<"TV is off"<<endl;  
    }  
}
```

```
};

class HouseFacade
{
    Alarm alarm;
    Ac ac;
    Tv tv;

public:

    HouseFacade(){}

    void goToWork()
    {
        ac.acOff();
        tv.tvOff();
        alarm.alarmOn();
    }

    void comeHome()
    {
        alarm.alarmOff();
        ac.acOn();
        tv.tvOn();
    }

};

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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Last update: **2020/11/29 14:09**

