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| FacadeLib |
| **Line** | **Code** |
| **1****2****3****4****5****6****7****8****9****10****11****12****13****14****15****16****17****18****19****20****21****22****23****24****25****26****27****28****29****30****31****32****33****34****35****36****37****38****39****40****41****42****43****44****45** | // Sets up a library of three systems, accessed through a// Facade of two operations**using** System;**namespace** FacadeLib{ **internal class** SubsystemA{ **internal string** A1(){ **return** "Subsystem A, Method A1\n"; } **internal string** A2(){ **return** "Subsystem A, Method A2\n"; } } **internal class** SubsystemB{ **internal string** B1(){ **return** "Subsystem B, Method B1\n"; } } **internal class** SubsystemC{ **internal string** C1(){ **return** "Subsystem C, Method C1\n"; } } **public static class** Facade{ **static private** SubsystemA a = **new** SubsystemA(); **static private** SubsystemB b = **new** SubsystemB(); **static private** SubsystemC c = **new** SubsystemC(); **public static void** Operation1(){ Console.WriteLine("Operation 1\n" + a.A1() + a.A2() + b.B1()); } **public static void** Operation2(){ Console.WriteLine("Operation 2\n" + b.B1() + c.C1()); } }} |

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| FaçadeClient |
| **Line** | **Code** |
| **1****2****3****4****5****6****7****8****9****10****11** | **using** System;**using** FacadeLib;**namespace** FacadeClient{ **class** Program{ **static void** Main(**string**[] args){ Facade.Operation1(); Facade.Operation2(); Console.ReadKey(); } }} |