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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();  }  }  } |