**Creational design pattern:  
-singelton:Database connection class**

**These design patterns provide a way to create objects while hiding the**

**creation logic, rather than instantiating objects directly using new**

**operator. This gives more flexibility to the program in deciding which**

**objects need to be created for a given use case.**

**Structural design pattern:  
Appstraction ocurrence:**

**Between customer and order (1…..\*)**

**Between user and Admin , customer**

**These design patterns concern class and object composition. Concept of**

**inheritance is used to compose interfaces and define ways to compose**

**objects to obtain new functionalities.**

**Behavioral Patterns**

**These design patterns are specifically concerned with communication**

**between objects.**

**A mechanism is needed to ensure that when the state of an object changes**

**related objects are updated to keep them in step.**