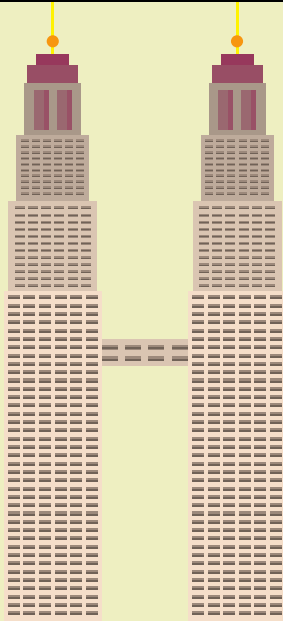




Creational Patterns

SINGLETON

Ensures that a class has **only one instance** around the application. Avoiding global variables.



PROTOTYPE

Creates a copy (***clone***) of an existing object with controlled changes (***mutations***).

FACTORY

Creates instances of **different** classes that implement the **same** interface (*or extend the same base class*).



BUILDER

Simplifies, drives, or standardizes the construction of **complex** objects.