Design Patterns for Mobile Development

Software design patterns are tested and recommended solutions to common problems that arise when designing software. These patterns are general, reusable approaches to solving specific design problems in software development. Design patterns are based on the experience of software designers and developers over time and are documented so that others can apply them in similar situations.

Types:

- **Creation (or creational) patterns:** Define how an object can be created. Typically, this includes isolating the details of object creation, so that your code does not depend on the existing object types and therefore does not need to be modified when adding a new object type.

- **Structural patterns:** Address the way objects connect to other objects, to ensure that system changes do not require changing those connections.

- **Behavioral patterns:** Deal with objects that handle particular types of actions within a program. These encapsulated processes must be executed within the functionality of the application, such as interpreting a language, completing a request, moving through a sequence, or implementing an algorithm.