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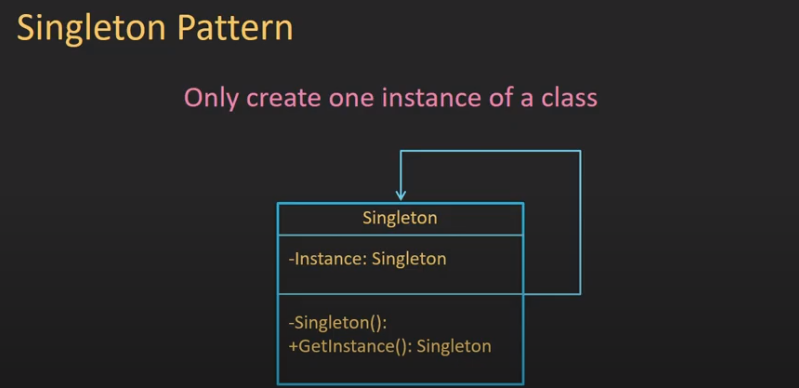
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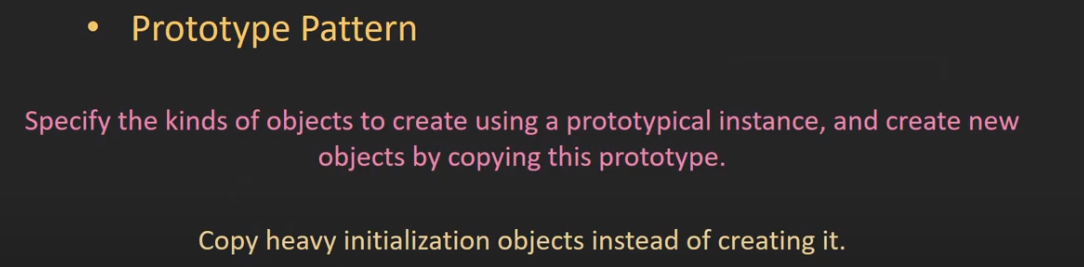
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# Creation design patterns

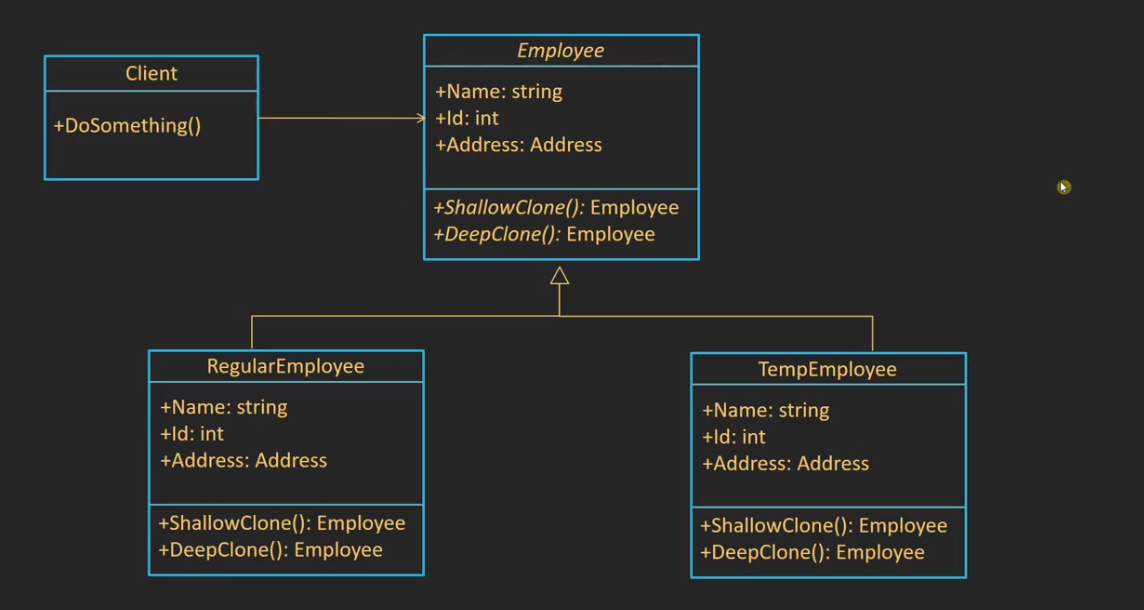
## Singleton design pattern



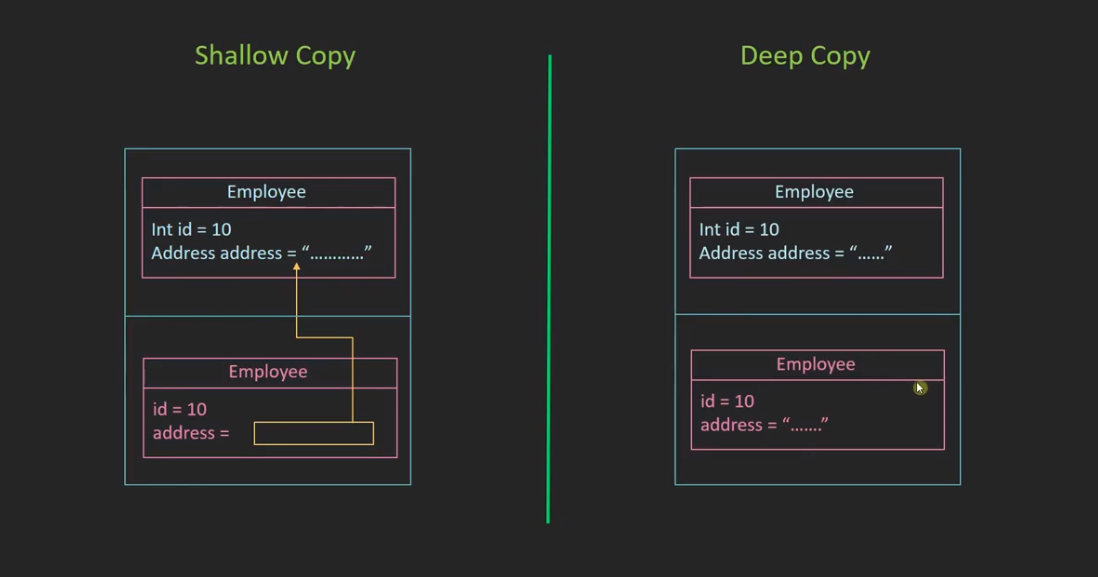
## Prototype design pattern



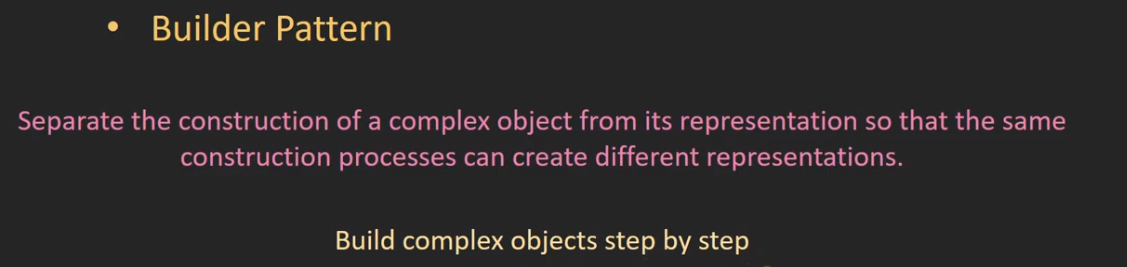
Class diagram

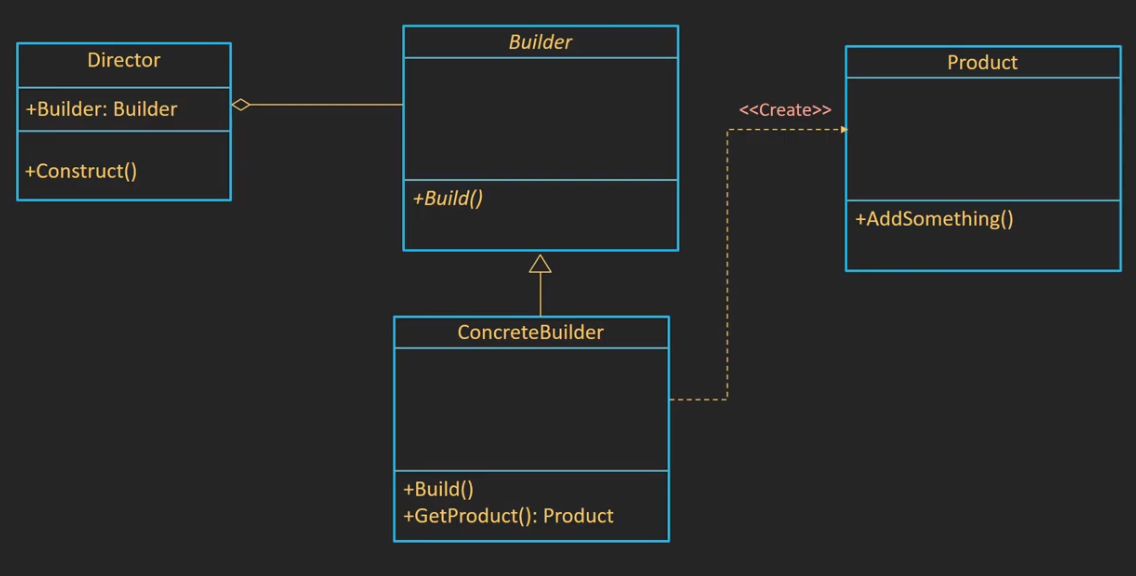


Shallow copy vs deep copy

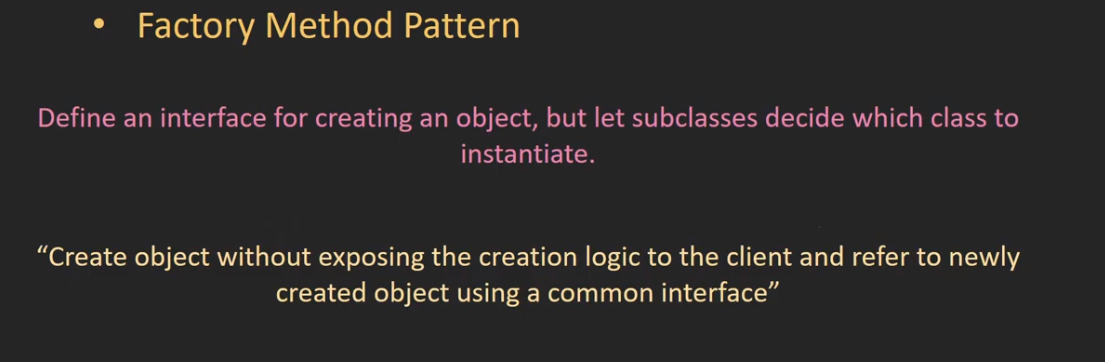


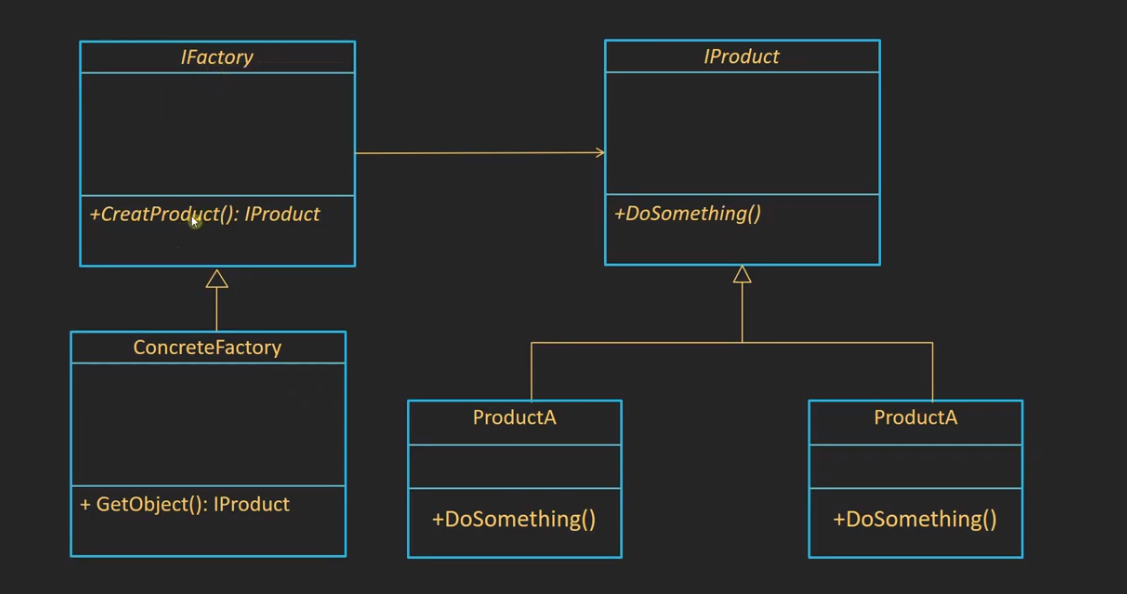
## Builder design pattern



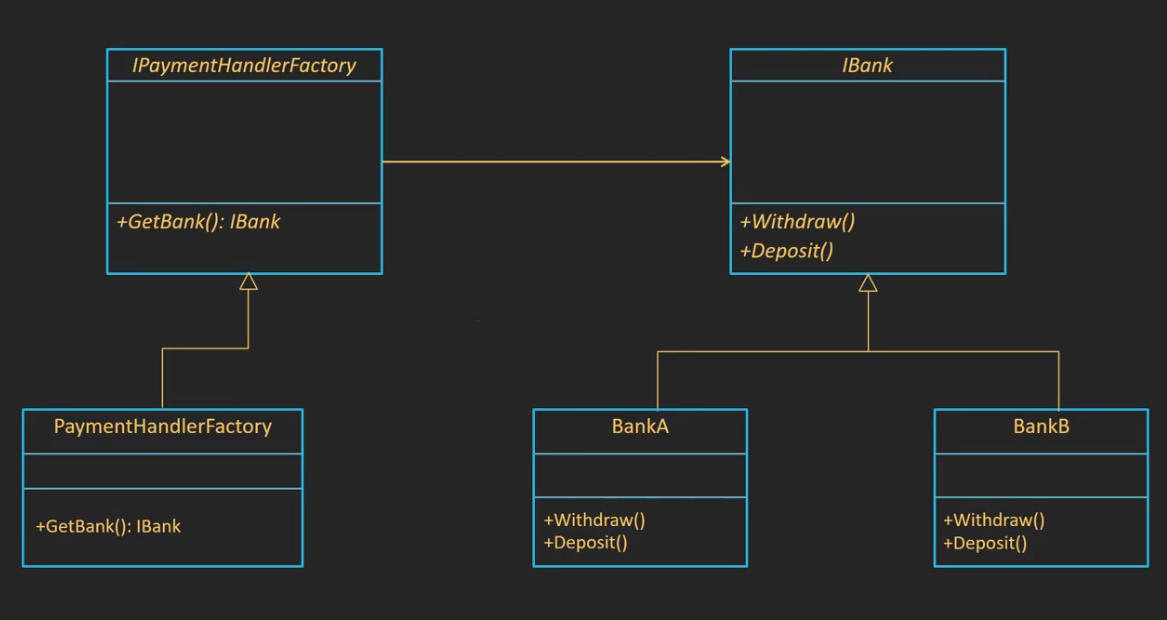


## Factory design pattern





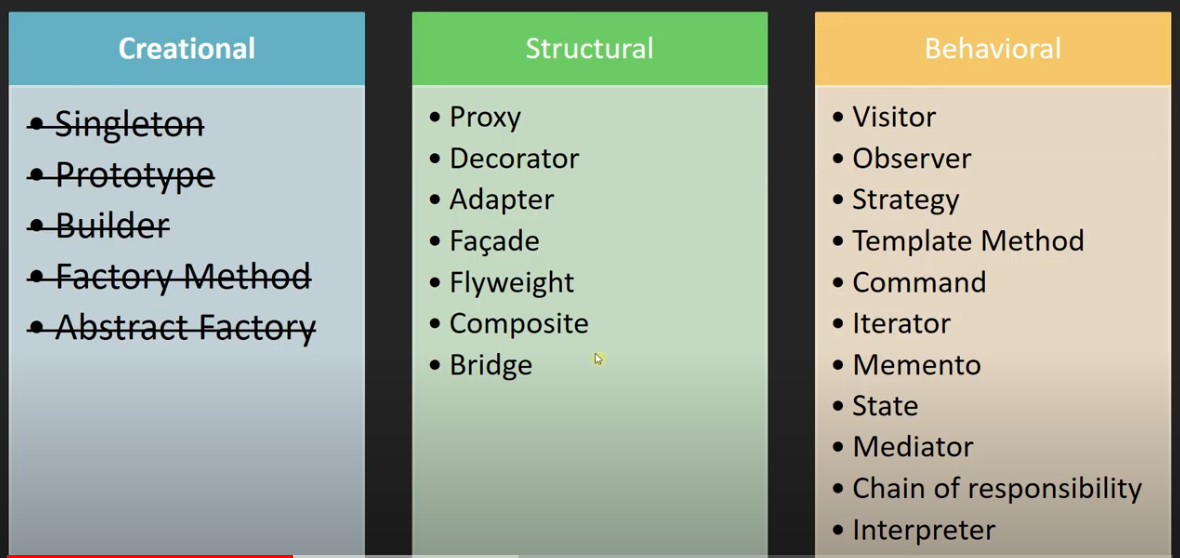
EX



## Abstract Factory design pattern

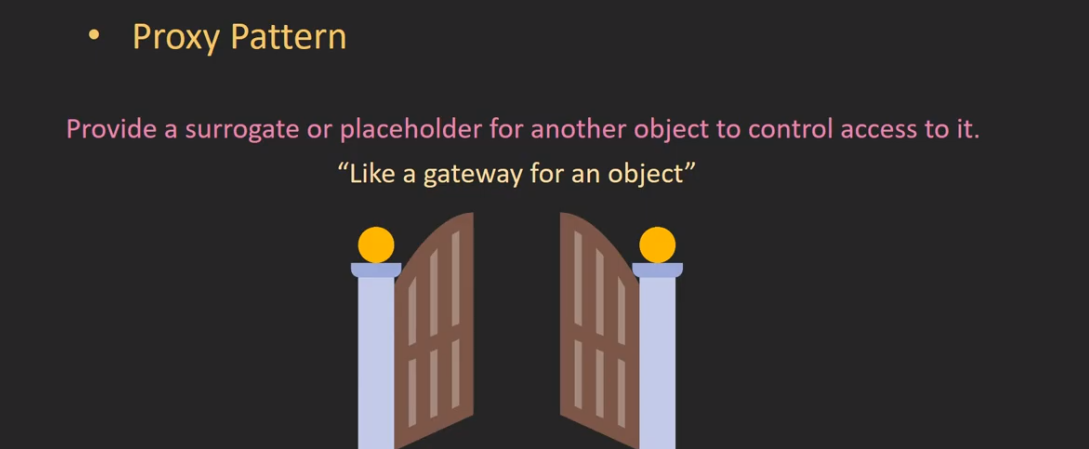
The factory can create more than interface of obj

# Structural design patterns

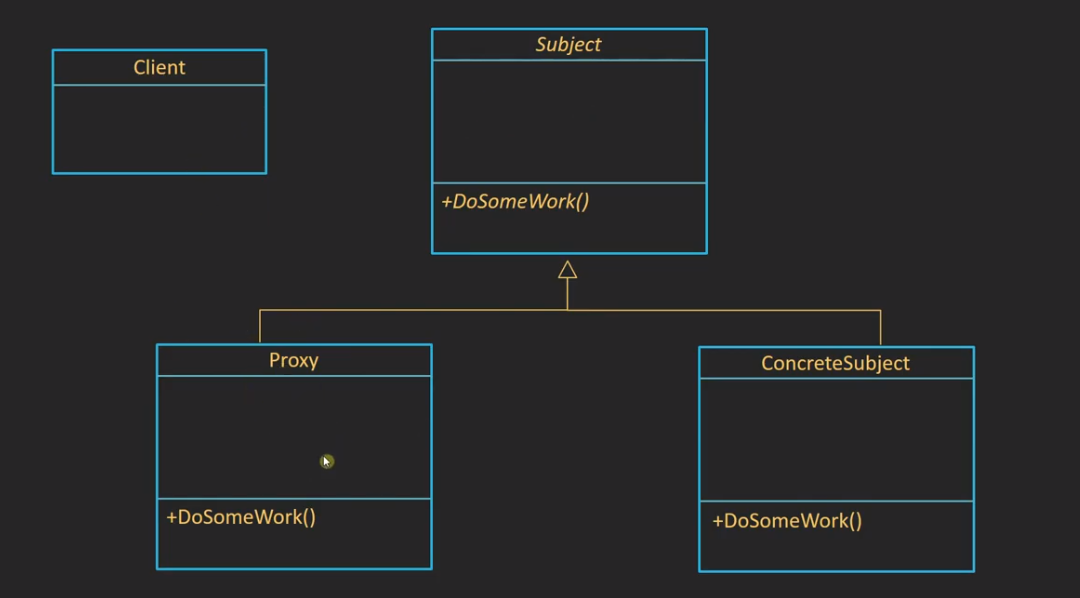


## Proxy

Control access of object



UML



Proxy types

