Remember:

Design patterns
- Creational
    - Concerned with instantiating objects
- Structural
    - Concerned with organizing classes into larger structures
- Behavioral
    - Concerned with how objects communicate with each other

Structural Design Patterns
- All about object and class composition
- Use inheritance to compose interfaces
- Define ways to compose objects to obtain new functionality

Behavioral Design Patterns
- Identify common communication patterns between objects and realize these patterns
- This allows for greater flexibility and code reuse
- Concerned with assignment of responsibility between objects OR encapsulating behavior in an object delegating requests to it

There are 4 essential elements of design patterns
1. A name that is a meaningful reference to the pattern
2. A description of the problem area to explain where the pattern may be used
3. Solution description of the parts of the design, their relationship, and their responsibilities
4. A statement of consequences - the results and tradeoffs of using this pattern