**1)Builder Pattern**

Builder is a creational design pattern that lets you construct complex objects step by step. The pattern allows you to produce different types and representations of an object using the same construction code.

Agir bir obyekti hisse-hisse, addim-addim yaratmaq. Onu constructosuze (bir defeye meselen 30 dene property gondermemek ucun) qurmaq ucun setter metodlardan istifade ederek yalniz lazim olan propertyleri obyekte set edirik.

**2) Prototype Pattern**

Eger 0dan yaranmasi agirdirsa, obyketin birebir eynisi lakin basqa referansda lazimdirsa (copy si), Prototype Pattern bize teklif edir ki clone metod yaz, ve hemin metod bize yeni adressde (yeni referansla) qaytarsin.

Lakin copy ederken privateleri copy etmek olmur, bunun ucun class daxilinde

metod yaziriq (public) ve belelikle privatelere cata bilerik.

Prototype is a creational design pattern that lets you copy existing objects without making your code dependent on their classes.

**3) Adapter**

Adapter is a structural design pattern that allows objects with incompatible interfaces to collaborate.

Adapter uygunlasdirici vasitedir.

