**Design Patterns**

1994 Gangs of 4

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Creational:

1. Singleton
2. Factory
3. Abstract Factory
4. Prototype
5. Builder

Behavioral

1. Chain of Responsibility
2. Iterator
3. Observer
4. Strategy
5. Command
6. Interpreter
7. Mediator
8. Memento
9. State
10. Template
11. Visitor

Structural

1. Flyweight
2. Proxy
3. Facade
4. Adapter
5. Composite
6. Decorator
7. Bridge

Design Patterns in Advanced Java

1. DAO (Data Access Object)
2. DTO (Data Transfer Object)
3. MVC (Mode-View Controller)
4. ORM (Object-Relational Mapping)
5. AOP (Aspect Oriented Programming)
6. IOC (Inversion of Control) - Spring

Creational

Singleton

* Provides only 1 instance of a class
* Use this instance again & again

Public final class Singleton

{

Static Singleton ob = new Singleton();

Private Singleton()

{

}

Static Public GetSingletonObj()

{

Return ob;

}

}

Factory