**Template Design Pattern**

Template method design pattern is to define an algorithm as skeleton of operations and leave the details to be implemented by the child classes. The overall structure and sequence of the algorithm is preserved by the parent class.

In Template pattern, an abstract class exposes defined way(s)/template(s) to execute its methods. Its subclasses can override the method implementation as per need but the invocation is to be in the same way as defined by an abstract class. This pattern comes under behavior pattern category.

**Implementation**

We are going to create a *Game* abstract class defining operations with a template method set to be final so that it cannot be overridden. *Cricket* and *Football* are concrete classes that extend *Game* and override its methods.

*TemplatePatternDemo*, our demo class, will use *Game* to demonstrate use of template pattern.

